**Freeciv - Task #696027**

**Zoom: get from beta to production quality**

2017-09-10 12:14 PM - Jacob Nevins

| Status: New | Start date: |
| Priority: Normal | Due date: |
| Assignee: | % Done: 0% |
| Category: gui-gtk-3 | Estimated time: 0.00 hour |
| Sprint/Milestone: 2.6.6 |

**Description**

There are still a few glitches in the Gtk3 clients' zoom functionality. This is an umbrella for ones that aren't fatal.

Currently targeting 2.6.0, but probably won't block it if not done in time.

**Related issues:**

- Blocked by Freeciv - Bug #638737: Zoomed out, black background too small  - Closed
- Blocked by Freeciv - Bug #685279: Unit movement trails at non-default zoom level - New
- Blocked by Freeciv - Bug #696026: Zoom: line artifact in fogged tiles at top ... - New
- Blocked by Freeciv - Bug #697657: Zoom: explosions not drawn properly - New

**History**

#1 - 2017-09-10 12:15 PM - Jacob Nevins
- Blocked by Bug #638737: Zoomed out, black background too small added

#2 - 2017-09-10 12:15 PM - Jacob Nevins
- Blocked by Bug #685279: Unit movement trails at non-default zoom level added

#3 - 2017-09-10 12:16 PM - Jacob Nevins
- Blocked by Bug #696026: Zoom: line artifact in fogged tiles at top of mapview added

#4 - 2017-09-18 11:01 PM - Jacob Nevins
- Blocked by Bug #697657: Zoom: explosions not drawn properly added

#5 - 2018-07-17 09:21 AM - Jacob Nevins
- Sprint/Milestone changed from 2.6.0 to 2.6.1

I haven't investigated the specific glitches in related tickets, but I don't recall Gtk3 zoom being obviously dodgy when I've briefly tried it in recent times. I think it is probably usable.

#6 - 2018-07-17 06:47 PM - Anonymous

There is easy way to make such zoom perfect. It would be 3X faster without glitches and easy ( still using a lot of cpu but about 200% less)

1) - remove all that crap
2) - Just scale mapview
3) - scale mouse clicks to fit mapview
4) - draw lines/text after mapview is scaled.

With current zoom every tile is drawn average with 1-5 sprites and each that sprite is scaled.
So probably for 1 tile on average 3 sprites with size of that tile are scaled.
In new zoom it would be 1 scale operation instead 500 like now ( and without scaling 3 sprites to draw 1 tile)

#7 - 2019-12-18 12:02 PM - Jacob Nevins
- Sprint/Milestone changed from 2.6.1 to 2.6.2

#8 - 2020-02-01 03:06 PM - Jacob Nevins
- Sprint/Milestone changed from 2.6.2 to 2.6.3

#9 - 2020-12-28 07:42 AM - Marko Lindqvist
- Sprint/Milestone changed from 2.6.3 to 2.6.4

#10 - 2021-03-31 05:36 AM - Marko Lindqvist
- Sprint/Milestone changed from 2.6.4 to 2.6.5

#11 - 2021-06-25 09:06 PM - Marko Lindqvist
- Sprint/Milestone changed from 2.6.5 to 2.6.6