**Freeceiv - Task #696027**

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

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

<table>
<thead>
<tr>
<th>Status:</th>
<th>New</th>
<th>Start date:</th>
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<td>Estimated time:</td>
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<tr>
<td>Sprint/Milestone:</td>
<td>2.6.6</td>
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**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. **#1 - 2017-09-10 12:15 PM - Jacob Nevins**
   - Blocked by Bug #638737: Zoomed out, black background too small

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

3. **#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. **#4 - 2017-09-18 11:01 PM - Jacob Nevins**
   - Blocked by Bug #697657: Zoom: explosions not drawn properly added

5. **#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. **#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. **#7 - 2019-12-18 12:02 PM - Jacob Nevins**
   - Sprint/Milestone changed from 2.6.1 to 2.6.2

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

9. **#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