Freeciv - 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>
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</thead>
<tbody>
<tr>
<td>Priority:</td>
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</tr>
<tr>
<td>Assignee:</td>
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<tr>
<td>Category:</td>
<td>gui-gtk-3</td>
</tr>
<tr>
<td>Sprint/Milestone:</td>
<td>2.6.6</td>
</tr>
<tr>
<td>Start date:</td>
<td></td>
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<td>Due date:</td>
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<tr>
<td>% Done:</td>
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<tr>
<td>Estimated time:</td>
<td>0.00 hour</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 - 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