### Description

In Gtk3 client with zoom x2 enabled, neither unit defeat explosions nor nuke explosions appear.

Bug [#683971](https://example.com) notes that even in S2_5, the combat explosion animation basically isn't visible. However, with zoom enabled, when after combat I have scrolled the map view by right-clicking on it I have sometimes seen the explosion sprite momentarily appear at a different location from where the combat took place; plausibly down and to the right. This suggests an additional zoom-related bug. I haven't been able to reproduce the appearance of the explosion sprite.

Most of the time, I don't see any nuke explosion. However, if I explode a nuke in the top left corner of the viewport, I do sometimes see a portion of it. This suggests that the calculation about which bit of the viewport to redraw is wrong in the usual sort of way.

I haven't managed to understand the code well enough to find the bug.

(2.6.0-beta1, Gtk 3.10.8.)

### Related issues:

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### History

**#1 - 2017-09-18 11:01 PM - Jacob Nevins**

- Blocks Task #696027: Zoom: get from beta to production quality added