From a conversation with wieder on IRC: The current behaviour doesn't entirely make sense if a city can work tiles that it can't always see. We should sort it out to be sane.

IRC dump now, analysis later.
[raised the idea of pinning citizens as feature #697689]

#2 - 2017-09-17 02:48 PM - Jacob Nevins
- Blocked by Feature #697689: UI to pin selected city workers added

#3 - 2022-02-03 04:40 AM - Marko Lindqvist
- Sprint/Milestone changed from 3.0.0 to 3.0.1

#4 - 2022-04-13 03:34 AM - Marko Lindqvist
- Sprint/Milestone changed from 3.0.1 to 3.0.2

#5 - 2022-06-11 06:49 AM - Marko Lindqvist
- Category set to General
- Sprint/Milestone changed from 3.0.2 to 3.0.3

#6 - 2022-06-19 06:13 PM - Marko Lindqvist
For S3_0, at least, I would consider it a bug that fogged tiles can be worked under special case (when you continue to do so, instead of beginning it), and just fix that accordingly.
With S3_1 being in semi-freeze already, same probably applies to it.
For master we could work some configurable rules? (will open a new ticket about that, then)

#7 - 2022-06-20 12:52 PM - Marko Lindqvist
Current situation in master is that the worker silently continuing working is not even visible on the citymap, and there's no other way to take them out than clicking the center tile to do the full rearrangement of the workers.

#8 - 2022-06-23 05:58 PM - Marko Lindqvist
- File 0054-Remove-city-worker-when-the-tile-gets-fogged-for-the.patch added
- Status changed from New to Resolved
- Assignee set to Marko Lindqvist

#9 - 2022-06-30 04:18 PM - Marko Lindqvist
- Blocked by deleted (Feature #697689: UI to pin selected city workers)

#10 - 2022-06-30 04:19 PM - Marko Lindqvist
- Status changed from Resolved to Closed

Files
0054-Remove-city-worker-when-the-tile-gets-fogged-for-the.patch 1.34 KB 2022-06-23 Marko Lindqvist