Freeciv - Feature #700707

Frame_by_frame animation mode

2017-10-01 02:25 PM - Marko Lindqvist

Status: Closed
Priority: Normal
Assignee: Marko Lindqvist
Category: Client
Sprint/Milestone:

% Done: 100%
Estimated time: 0.00 hour

Description

This is meta-ticket for implementing frame_by_frame animation mode.

Traditionally freeciv client animations have run in a busy loop. Frame_by_frame animation mode is a mode where animations run parallel to other processing, not blocking the client. Gtk3 (at least later versions of the widget set) require this as there's no reliable way to force updates to the screen if the client does not process events at the same time (updates get to screen only as effects of internal events).

This patch series is targeted to gtk3.22-client at all branches - even in S2_6. Enabling frame_by_frame mode in gtk3-client might happen later, once it has been tested in gtk3.22-client.

Future gtk4-client (-> master gtk3x-client) will need even more refactoring of the animation code.

Subtasks:

Feature # 696457: Add mostly dummy set_frame_by_frame_animation() for future gtk4-clien... Closed
Feature # 700641: frame_by_frame animation mode for gtk3.22-client Closed
Feature # 700642: frame_by_frame mode movement animations Closed
Feature # 704182: frame_by_frame animation mode: Explosion part of the battle animation Closed
Feature # 706322: frame_by_frame animation mode nuke animation Closed
Feature # 707623: frame_by_frame animation mode: HP reduction part of battle animation Closed
Feature # 726552: frame_by_frame animation mode for gtk3-client Closed
Bug # 737277: frame_by_frame: Earlier moves of dying unit not shown Closed

History

#1 - 2017-10-01 03:29 PM - Marko Lindqvist
- Blocks Task #700704: S3_0 alpha1 added

#2 - 2018-01-19 12:50 AM - Jacob Nevins
- Sprint/Milestone deleted (2.6.0-beta2)

As of 2.6.0-beta2, this will be enabled in the Gtk3.22 client but not the Gtk3 client.

#3 - 2018-03-12 10:04 PM - Marko Lindqvist
- Blocks deleted (Task #700704: S3_0 alpha1)

#4 - 2018-07-29 11:09 PM - Marko Lindqvist
- Status changed from In Progress to Closed
- Assignee set to Marko Lindqvist