**Freeciv - Bug #714400**

**Goto postpones move for fighters with reduced move points**

2017-11-25 09:40 PM - Christian Knoke

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<td>Assignee:</td>
<td>Marko Lindqvist</td>
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**Description**

2.6 Beta1+ from actual git

Goto is a reliable way to move fighters for combat.

Fighters with less than maximum MPs left from a previous goto order (issued in same or previous turn), will, in many cases, postpone a second goto order, even if the target is in reach, counted the MP left. The target may be a friendly city or carrier.

Irritating, or, if not remarked, maybe desastrous. Fighter can be moved by hand to the target, after goto is cancelled.

Reported before on Gna.

Christian

**Related issues:**

- Related to Freeciv - Bug #765380: Fueled units dont go with goto when they ar... Rejected
- Is duplicate of Freeciv - Bug #923677: Fuel pathfinder: bug of always waiting... Closed

**History**

**#1 - 2018-08-15 11:39 AM - Anonymous**

- Related to Bug #765380: Fueled units dont go with goto when they are not full moves added

**#2 - 2018-08-15 11:43 AM - Anonymous**

In code I noticed:

- Fighters path starts ALWAYS with 2 the same tiles - even outside refuel points. In that case goto thinks its refuel point and sets ORDER_FULL_MP.
- So fighters always wait in city.
- Ordering them not to wait exposes wrong goto in some cases when they end out of fuel.

**#3 - 2021-06-10 06:08 AM - Marko Lindqvist**

- Is duplicate of Bug #923677: Fuel pathfinder: bug of always waiting in departure airdrome added

**#4 - 2021-06-10 06:08 AM - Marko Lindqvist**

- Status changed from New to Closed
- Assignee set to Marko Lindqvist