Freeciv - Feature #753305
GTK clients: pillage dialog with icons and extra owner information
2018-05-14 09:10 AM - Sveinung Kvilhaugsvik

Status: Closed
Priority: Normal
Assignee: Sveinung Kvilhaugsvik
Category: gui-gtk-3.9x
Sprint/Milestone: 2.6.0

Description

Related issues:
Related to Freeciv - Bug #756226: Pillage dialog issues
Blocked by Freeciv - Feature #753268: GTK clients: target extra selection dialog

History

#1 - 2018-05-16 06:07 AM - Sveinung Kvilhaugsvik
- File 0001-GTK-clients-more-informative-pillage-dialog.patch added
- Status changed from In Progress to Resolved
- % Done changed from 50 to 90

3.1 only patch. Only resolved for 3.1.

Potential down side: requires two clicks.

Marko: let me know if you don't consider this an improvement over the current dialog. In that case this patch can be dropped and the changes it depends on can remain 3.1 only.

#2 - 2018-05-16 06:08 AM - Sveinung Kvilhaugsvik
- Blocked by Feature #753268: GTK clients: target extra selection dialog added

#3 - 2018-05-23 02:38 PM - Sveinung Kvilhaugsvik
- File 2.6_and_3.0-GTK-clients-more-informative-pillage-dialog.patch added

#4 - 2018-05-27 10:33 AM - Jacob Nevins
Current status: applied to master but not S3_0 or S2_6.

My only (very minor) gripe is that I find it confusing that "Pillage" is not the rightmost button (in the Gtk3-client), but I haven't checked whether that's standard Gtk3 UI:

```
[ Pillage ] [ Close ]
```

It also has infelicities when you select a unit that is already pillaging and try to change its target with Shift-P, but when I check, the current S2_6 UI has exactly the same problems, so the new UI is no worse, and they should probably go to another bug:

- If you can bring up the popup at all, selecting a different target and choosing "Pillage" does not change the unit's pillage target.
- ...and if there are only two pillage targets, you can't get the popup at all. (Because it discounts targets that are currently being pillaged, I think, and if there is only one such target it presumably feels the menu is unnecessary. But Shift-P doesn't actually change the target in this case either.)

(You probably need "Clear unit orders on selection" unchecked to see this.)

So I've no objection to backporting this to S2_6, if it's fairly low-risk (I haven't looked at the code).

#5 - 2018-05-29 12:44 AM - Sveinung Kvilhaugsvik
- Status changed from Resolved to Closed
- % Done changed from 90 to 100

Jacob Nevins wrote:
My only (very minor) gripe is that I find it confusing that "Pillage" is not the rightmost button (in the Gtk3-client), but I haven't checked whether that's standard Gtk3 UI:

I agree. It was just the order they came in. Feature #756225

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  (You probably need "Clear unit orders on selection" unchecked to see this.)

Bug #756226

#6 - 2018-06-16 03:38 PM - Jacob Nevins
- Related to Bug #756226: Pillage dialog issues added

Files

<table>
<thead>
<tr>
<th>Patch File</th>
<th>Size</th>
<th>Date</th>
<th>Author</th>
</tr>
</thead>
<tbody>
<tr>
<td>0001-GTK-clients-more-informative-pillage-dialog.patch</td>
<td>13.5 KB</td>
<td>2018-05-16</td>
<td>Sveinung Kvilhaugsvik</td>
</tr>
</tbody>
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