In the attached savegame, ([l tgt="unit" id=5272 name="Bomber" /]) has 8 moves left this turn (24 total). I've set it a goto path of 9 tiles. I'd expect to see a filled-hexagon "path.step" labelled "1" at the 8th tile (to indicate that the bomber has reached the limit of its movement), but I don't.

Oddly there's a "path.step" labelled "1" on the origin tile, which there isn't for land units. This is labelled "1" even if I choose a shorter path which will finish this turn.

Now units show number on tile where they are out of moves.

Attached screenshot with new bomber path (8 moves).

Reverted changes to all branches and reopened.

Added new patch.
That's workaround, real bug lies somewhere else - probably is connected to Bug #765380

#4 - 2018-08-01 07:25 PM - Anonymous
- Status changed from Resolved to Closed