

## Freeciv - Bug #824102

### Pathfinding: Fuel map does not support move cost of over 255

2019-06-29 03:12 PM - Marko Lindqvist

<b>Status:</b>	Closed	<b>Start date:</b>	
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Marko Lindqvist	<b>% Done:</b>	0%
<b>Category:</b>	General	<b>Estimated time:</b>	0.00 hour
<b>Sprint/Milestone:</b>	2.6.1		
<b>Description</b>			
Split from Bug <a href="#">#824099</a> .			
cost_to_here[] is unsigned char array, meaning the maximum value that fits to elements is 255. Since costs placed there have +2 added, the maximum real cost is 253. This is rather low for large maps.			

#### History

##### #1 - 2019-06-29 04:18 PM - Marko Lindqvist

- File 0051-PF-Support-move-costs-of-bigger-than-253-in-fuel-map.patch added
- Status changed from In Progress to Resolved
- Sprint/Milestone set to 2.6.1

##### #2 - 2019-07-15 09:13 PM - Marko Lindqvist

- Status changed from Resolved to Rejected
- Assignee set to Marko Lindqvist

Only cost of one move is stored there, not cumulative.

##### #3 - 2019-07-17 03:58 AM - Marko Lindqvist

- Status changed from Rejected to Resolved

As seen by a failing assert in a autogame, even for single amphibious move the cost can exceed 253 as "We therefore scale up the movement rates (and the corresponding movement consts) to the product of the two rates."

##### #4 - 2019-07-19 02:30 AM - Marko Lindqvist

- Status changed from Resolved to Closed

#### Files

0051-PF-Support-move-costs-of-bigger-than-253-in-fuel-map.patch	1.05 KB	2019-06-29	Marko Lindqvist
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