Freeciv - Bug #824102
Pathfinding: Fuel map does not support move cost of over 255
2019-06-29 03:12 PM - Marko Lindqvist

Status: Closed
Priority: Normal
Assignee: Marko Lindqvist
Category: General
Sprint/Milestone: 2.6.1

Start date: 
Start date: 
Due date: 
% Done: 0%
Estimated time: 0.00 hour

Description
Split from Bug #824099.

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
- 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