**Freeciv - Bug #847413**

Visibility of units loading without moving is not updated

2019-11-15 09:32 PM - Alexandro Ignatiev

<table>
<thead>
<tr>
<th>Status:</th>
<th>Closed</th>
<th>Start date:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Priority:</td>
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<td>Due date:</td>
</tr>
<tr>
<td>Assignee:</td>
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<tr>
<td>Sprint/Milestone</td>
<td>2.6.2</td>
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**Description**

If a unit loads on a ship on another tile, it disappears from sight of non-allied players seeing either tile. If it loads into a trireme standing on a river on the same tile, the trireme is updated for the clients (gets "+") but the cargo does not go out of sight.

Remark: for future versions I am making a patch for an option for seeing fortified units in triremes, it covers this problem.

**Related issues:**

- Is duplicate of Freeciv - Bug #858214: Ghost units seen, packhand assertion failure (2.6.1+, various clients) - Closed

**History**

- **#1 - 2019-12-18 12:37 PM - Jacob Nevins**
  - Sprint/Milestone changed from 2.6.1 to 2.6.2

- **#2 - 2020-02-09 03:18 PM - Jacob Nevins**
  Sounds like it's the same as the later bug #858214 (recently fixed)?

- **#3 - 2020-02-09 03:18 PM - Jacob Nevins**
  - Related to Bug #858214: Ghost units seen, packhand assertion failure (2.6.1+, various clients) added

- **#4 - 2020-02-10 10:16 PM - Jacob Nevins**
  - Status changed from New to Closed

  No-one’s commented, so I'm closing this one as a duplicate of #858214 (raised later, but has the actual fix attached), since it sounds like it describes the exact same situation.

  Shout if you think that is wrong.

- **#5 - 2020-02-10 10:16 PM - Jacob Nevins**
  - Related to deleted (Bug #858214: Ghost units seen, packhand assertion failure (2.6.1+, various clients))

- **#6 - 2020-02-10 10:17 PM - Jacob Nevins**
  - Is duplicate of Bug #858214: Ghost units seen, packhand assertion failure (2.6.1+, various clients) added