Freeciv - Bug #847413
Visibility of units loading without moving is not updated
2019-11-15 09:32 PM - Alexandro Ignatiev

Status: Closed  Start date:
Priority: Normal  Due date:
Assignee:  % Done: 0%
Category: Server  Estimated time: 0.00 hour
Sprint/Milestone: 2.6.2

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 f...

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