### 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>
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<tbody>
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<td>Priority:</td>
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<tr>
<td>Sprint/Milestone:</td>
<td>2.6.2</td>
</tr>
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<td>Due date:</td>
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<tr>
<td>Estimated time:</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 f...  
  - 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