Freeceiv - Bug #853128
Unit select dialog groups units building mine extras under heading "Plant"
2019-12-18 11:15 PM - Jacob Nevins

<table>
<thead>
<tr>
<th>Status:</th>
<th>Closed</th>
<th>Start date:</th>
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<tbody>
<tr>
<td>Priority:</td>
<td>Low</td>
<td>Due date:</td>
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</tr>
<tr>
<td>Assignee:</td>
<td>Marko Lindqvist</td>
<td>% Done:</td>
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<tr>
<td>Category:</td>
<td>General</td>
<td>Estimated time:</td>
<td>0.00 hour</td>
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<tr>
<td>Sprint/Milestone:</td>
<td>2.6.3</td>
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Description

Seen with 2.6.1, gui-gtk-3.22:

In the unit selection dialog, units which are building Mine extras are grouped under the heading "Plant"; see screenshot. This was a bit surprising; I was expecting "Mine".

This is due to usdlg_tab_append_activity() calling get_activity_text(), which describes ACTIVITY_MINE as "Plant". This was changed in gna patch #4382, with commit comment 'List terrain changing ACTIVITY_MINE as "Plant"'. But in this case it refers to units that aren't changing terrain.

I guess that all units either building mine extras or changing terrain would be lumped into the same category, and as long as that's the case the name will stay a bit awkward. I haven't thought about what the situation is on later branches.

History

#1 - 2019-12-20 09:32 AM - Marko Lindqvist
Jacob Nevins wrote:

Seen with 2.6.1

I haven't thought about what the situation is on later branches.

There would be no relevant change in S3_0. Master has separate Cultivate/Plant activities, so at least there Mine activity should be changed back to unconditionally use name "Mine" (but that change has not yet been made, and will probably happen under another ticket).

#2 - 2020-05-02 07:26 PM - Marko Lindqvist

- File 0038-get_activity_text-Return-Mine-as-name-of-ACTIVITY_ML.patch added
- File 0014-get_activity_text-Return-Mine-as-name-of-ACTIVITY_ML.patch added
- Category changed from gui-gtk-3 to General
- Status changed from New to Resolved
- Sprint/Milestone set to 2.6.3

Marko Lindqvist wrote:

Jacob Nevins wrote:

Seen with 2.6.1

I haven't thought about what the situation is on later branches.

There would be no relevant change in S3_0. Master has separate Cultivate/Plant activities, so at least there Mine activity should be changed back to unconditionally use name "Mine" (but that change has not yet been made, and will probably happen under another ticket).

Attached patches do the change. For master that's certainly right way to go as forward development with separate ACTIVITY_PLANT in place. For older branches this reverts the "untargeted Mine is called Plant" change, and as such could be disputable. I think the right thing to do is to do this revert - to wait for 3.1 for the proper ACTIVITY_PLANT for the "Plant" stuff.

#3 - 2020-05-11 11:39 AM - Marko Lindqvist
- Status changed from Resolved to Closed
## Files

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<tr>
<th>Name</th>
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<th>Author</th>
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<tr>
<td>plant.png</td>
<td>39 KB</td>
<td>2019-12-18</td>
<td>Jacob Nevins</td>
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<tr>
<td>0038-get_activity_text-Return-Mine-as-name-of-ACTIVITY_Ml.patch</td>
<td>917 Bytes</td>
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<td>0014-get_activity_text-Return-Mine-as-name-of-ACTIVITY_Ml.patch</td>
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