The city report popup for trade displays a confused and incorrect sum in cities with trade routes if any Traderoute_Pct effect is in play. The final trade amount reported is correct, as is the contribution from each trade route, but there's an additional spurious "(unknown)" term.

This is because the code to keep track of the running total to sanity check the calculation was not updated.

I'm looking at a rework of these sums to reduce the redundant code, but for now here's the obvious fix.

History

#1 - 2019-12-30 12:19 PM - Jacob Nevins
This bug is specific to S2_6; code has been reworked on later branches and doesn't have the bug.

Looking on modpack server, 3.0 variant2 has a Traderoute_Pct bonus for Cheating AI, but only observers could notice the bug there.

#2 - 2019-12-30 01:08 PM - Jacob Nevins
- File 26-citydlg-traderoute-pct-confusion.patch added
- Status changed from In Progress to Resolved

#3 - 2020-01-01 03:17 AM - Jacob Nevins
- Status changed from Resolved to Closed

Files

traderoute_pct_citydlg.png 16.2 KB 2019-12-30 Jacob Nevins
26-citydlg-traderoute-pct-confusion.patch 1.32 KB 2019-12-30 Jacob Nevins