description

In my console I get:

1: Please report this message at https://www.hostedredmine.com/projects/freeciv
1: handle_city() CMA: Plymouth has changed multiple times.

That's pretty obscure, but I know exactly what it is about. It's one of the issues in my very long email about the civ2civ3 ruleset, that I haven't got around to sending yet - but the exact wording of this error message prompted me to at least send this one in immediately.

Using the civ2civ3 ruleset, and "This is Freeciv version 2.6.0, gui-gtk-3.0 client. Built against gtk+ 3.24.12, using 3.24.12 Built against glib 2.62.2, using 2.62.1", there is an interesting problem regarding buoys.

You can very easily see that something is broken by taking one of your own cities that has only one directly adjacent sea tile (but several other workable sea tiles), and building a buoy in that one adjacent sea tile. Thereafter, you won't be able to see units/anything in those sea tiles, and neither you (manually) nor the CM can/will place workers to work those sea tiles.

Buoy placed well away from land or city-workable-tiles seem to work as advertised. Buoy placed adjacent to land or in/adjacent-to city-workable-tiles cause all sorts of weird problems. Many tiles that should be visible are not; transports brought into the 'hidden zone' cause pond-ripple diffraction patterns (between themselves and other see-ers like other buoys, other transports, land units and cities) of what is hidden (but should be seen) and what is visible; sea units following a straight path can bounce backwards and forwards 2 or 3 times and use up all their moves.

In the above error message, Plymouth had a land-tile that was 'hidden' because of an inappropriately placed buoy on the far side of the peninsula. Since this tile had silk, I tried to manually force a population-unit to work that tile. After placing the p-unit there, he seemed to disappear. He still chowed food and appeared in the population count, but he didn't appear on the map and he certainly wasn't bringing in the gold from the silk (or did any entertaining, sciencing or taxing). Hoping the CM could help, I turned it on again and kept clicking on 'Prefer production' and 'Prefer food'. The CM couldn't help and produced:

==============================
(freeciv-gtk3:2632): Gtk-WARNING **: 20:01:32.284: Drawing a gadget with negative dimensions. Did you forget to allocate a size? (node tab owner GtkNotebook)
1: last message repeated 2 times (total 6 repeats)
1: handle_city() CMA: Plymouth has changed multiple times.
1: Please report this message at https://www.hostedredmine.com/projects/freeciv
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I could fix the (more recent problem) by clicking around in the city-map, randomly moving p-units or moving them all to science, and then the CM was happy and could obey my instructions again, except the inability to work this tile.

If anyone is interested in looking into this bug, don't look at the CM. The CM is working with assumptions like 'what is visible is visible', which should be true. The bug is something to do with buoys. With the broken-buoys, your own pathing breaks, the AIs go mad, the CM breaks.

Based on the things I see, including the diffraction patterns, I'm sure that this is quite a simple bug where visibility bitmaps are being
Related issues:
Related to Freeciv - Bug #797698: Buoy vision turns tiles already seen by a c...
Closed 2019-01-13

History
#1 - 2020-01-01 09:22 PM - Marko Lindqvist
Sounds like Bug #797698, fixed in 2.6.1.

#2 - 2020-01-01 09:27 PM - Marko Lindqvist
- Tracker changed from Task to Bug

Marko Lindqvist wrote:

Sounds like Bug #797698, fixed in 2.6.1.

First item in http://www.freeciv.org/wiki/NEWS-2.6.1

#3 - 2020-01-01 09:58 PM - Jacob Nevins
- Related to Bug #797698: Buoy vision turns tiles already seen by a city into unusable fog of war. added

#4 - 2020-01-02 03:49 AM - Chippo Elder

Marko Lindqvist wrote:

Sounds like Bug #797698, fixed in 2.6.1.

Yes it is. Just git cloned and tested. We can close this issue.

#5 - 2020-01-03 01:51 AM - Jacob Nevins
- Status changed from New to Rejected