Freeciv - Bug #856465
Gtk3.22: minor artifact on right-hand-side of city dialog citizen bar

2020-01-18 04:04 PM - Jacob Nevins

Status: Closed  Start date:
Priority: Low          Start date:
Assignee: Jacob Nevins  Due date:
Category: gui-gtk-3.22  % Done: 0%
Sprint/Milestone: 2.6.2  Estimated time: 0.00 hour

Description
Artifact I've been seeing for a while in the S2_6 Gtk3.22 client (currently R2_6_1-83-gca400cac6a):

When I have a city dialog open and have used prev/next buttons to move from a bigger city to a smaller one, there's a little bit of a citizen icon left after the four citizen icons in top-left. Attachment shows this for a size-4 city.

Not seen with Gtk3.

In the similar-looking but distinct bug #856117, cazfi writes:

In S2_6 the image is supposed to be size of current icons only, but apparently is a bit too big (and has parts of the surface that should not be there)

Related issues:
Related to Freeciv - Bug #856117: gtk3* clients not blanking population icons... Closed

History
#1 - 2020-01-18 04:04 PM - Jacob Nevins
- Related to Bug #856117: gtk3* clients not blanking population icons on left-right city-dialog moves (3.0.0-alpha3+) added

#2 - 2020-01-18 08:45 PM - Jacob Nevins
- File 26-gtk322-citizen-bar-2px.patch added
- Status changed from New to Resolved
- Assignee set to Jacob Nevins

I guess this is probably the right fix? Works for me.

#3 - 2020-01-20 08:48 AM - Jacob Nevins
- Status changed from Resolved to Closed

Files
26_gtk322_citypop.png  3.06 KB  2020-01-18  Jacob Nevins
26-gtk322-citizen-bar-2px.patch  1004 Bytes  2020-01-18  Jacob Nevins