Freeciv - Bug #857638
Qt client discloses more intel for stacked units than singles (2.6.1+, classic)
2020-01-28 05:04 PM - Chippo Elder

<table>
<thead>
<tr>
<th>Status:</th>
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<tr>
<td>Assignee:</td>
<td>Marko Lindqvist</td>
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<tr>
<td>Sprint/Milestone</td>
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**Description**
In the attached screenshot, in the enemy stack of knights, I can see how many movement points they have. I've also middle-clicked on an allied warrior, but I don’t see how many movement points he has. Of course I know the warrior has 1 movement point, but the gui should be consistent and tell me this. Left-clicking on an unstacked unit does not bring up the stacked units dialog/windowlet/thingy.

**History**

**#1 - 2020-02-02 08:29 PM - Marko Lindqvist**
I think the problem is worse than just UI inconsistency. I don't think client has correct information about how many movement points enemy units have left (it would be a bug if it does), so the stacked unit display is supposedly showing wrong numbers. This also means that the correct way to fix this is to remove the movement points count from enemy (any owner but client owner) units from stacked units display.

**#2 - 2020-02-03 04:46 AM - Chippo Elder**
Of course. I feel quite silly. How about changing the Subject to something like 'qt gui incorrectly shows enemy MPs'?

**#3 - 2020-04-16 06:11 AM - Marko Lindqvist**
- Tracker changed from Feature to Bug
- Category set to gui-qt
- Status changed from New to In Progress
- Sprint/Milestone set to 2.6.3

**#4 - 2020-04-16 06:16 AM - Marko Lindqvist**
- File 0002-Qt-Do-not-try-to-show-enemy-move-points.patch added
- Status changed from In Progress to Resolved

**#5 - 2020-04-18 12:59 AM - Marko Lindqvist**
- Status changed from Resolved to Closed
- Assignee set to Marko Lindqvist

**Files**

- no-movement-info.png 469 KB 2020-01-28 Chippo Elder
- 0002-Qt-Do-not-try-to-show-enemy-move-points.patch 2.32 KB 2020-04-16 Marko Lindqvist