Freeciv - Feature #880568
Show city airlift counter to the player
2020-07-08 02:29 PM - Alexandro Ignatiev

Status: New
Priority: Normal
Assignee: % Done: 0%
Category: Client
Sprint/Milestone: 2.6.6

Description
City airlift counters are updated for the city owners on any airlift but are not included into the city interface. Consider a game with airlifts limited department-side: if you have a unit in the city, you can get the counter calling "Go/airlift to..." dialog (that is not very comfortable), but if you select one of empty cities around where to move your unit for further airlifting, you can only take notes of what units have departed from what city. Please include airlift counter into the city interface, doing it in personally tweaked branch will provide the "hacker" with an advantage (originally questioned by Corbeau).

Related issues:
Related to Freeciv - Feature #858965: Display airlift capacity in the city di... Closed

History
#1 - 2020-07-08 03:49 PM - Ilkka Virta
Rather than only in the city interface, perhaps also add column(s) for airlift counters in the Cities -list and/or an additional column in the Airlift dialog to show where departures are possible. Either would allow finding possible departure points more easily than browsing through all cities.

#2 - 2020-07-08 05:30 PM - Sveinung Kvilaugsvik
- Related to Feature #858965: Display airlift capacity in the city dialog added

#3 - 2020-11-27 08:31 AM - Alexandro Ignatiev
I don't find such a ticket anywhere but it's definitely a much desired thing: let's make some graphical indication on city map image (idea: a row of tiny ✈'s beneath) that the city has free airlifts. Probably we can't include it into stable branches due to no such thing in tilesset format, that's a great pity...

I think, regarding that airlift is moved to generalized counters system, that we should open a ticket for adding gfx for city/unit counter diapasones, that will naturally resolve it.

#4 - 2020-12-23 04:54 PM - Marko Lindqvist
- Sprint/Milestone changed from 2.6.3 to 2.6.4

#5 - 2021-03-31 05:38 AM - Marko Lindqvist
- Sprint/Milestone changed from 2.6.4 to 2.6.5

#6 - 2021-06-25 09:07 PM - Marko Lindqvist
- Sprint/Milestone changed from 2.6.5 to 2.6.6