Freeciv - Feature #911906
Qt - in the map view, display the unit stack count
2021-01-01 05:05 PM - John Robertson

Status: New
Priority: Normal
Assignee: 
Category: Client
Sprint/Milestone: 3.1.0

Start date: 
Due date: 
% Done: 40%
Estimated time: 0.00 hour

Description
- no more middle mouse clicking to search for the short stack or the transport that can take more units.
- 0 through 20 use unicode circled number characters. Greater than 20 uses a lower quality drawText() construct.

Please review and advise while the GTK and SDL implementation.

History

#1 2021-01-06 11:05 PM - Marko Lindqvist
- Category set to Client
- Sprint/Milestone set to 3.1.0

How does it show loaded transport of enemy player? Seems like it would show stack size of the transport itself (1) if there's no other units in the tile. I don't see you freeing the stack size sprites anywhere, nor inserting them to the hash where they would be automatically freed from.

#2 2021-02-08 12:03 AM - John Robertson
- File 0003-Qt-unit-stack-count.sprites-v2.patch added

(Replaces previous patch)
Added participation in the QPixmapCache for the numeric sprites.

#3 2021-03-04 05:57 AM - Marko Lindqvist
Marko Lindqvist wrote:

How does it show loaded transport of enemy player? Seems like it would show stack size of the transport itself (1) if there's no other units in the tile.
I don't see you freeing the stack size sprites anywhere, nor inserting them to the hash where they would be automatically freed from.
Ping for answers.

#4 - 2021-03-10 05:16 PM - John Robertson
- 0003-Qt-unit-stack-count-sprites-v2.patch addresses the memory issue by adding and retrieving the sprites from the QPixmapCache.
- No count is added for unit stack of one (e.g. an empty transport).
- Enemy units show their stack counts when more than one, ... If this is not desired behavior, then I could add an `is_player's_unit` check.

#5 - 2021-03-11 06:46 AM - Marko Lindqvist
John Robertson wrote:
- 0003-Qt-unit-stack-count-sprites-v2.patch addresses the memory issue by adding and retrieving the sprites from the QPixmapCache.

That's Qt-client specific solution. The solution should be in client-common code. Something along the lines of "sprite_hash_insert(t->sprite_hash ...)" in tilespec.c
- No count is added for unit stack of one (e.g. an empty transport).

Hmm.. there's still "if (stack_count > 1 || punit->client.occupied) /
  i.e. occupied enemy transport is considered even if there's no other units visible to the client in the tile. That might be caught by the later 
  t->sprites.unit.stack[stack_count] != NULL" check, but the other part of this issue is that you should still indicate such occupied transports somehow, or there's a regression.

Files

<table>
<thead>
<tr>
<th>File Name</th>
<th>Size KB</th>
<th>Date</th>
<th>Author</th>
</tr>
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<tbody>
<tr>
<td>stack_counts.PNG</td>
<td>313</td>
<td>2021-01-01</td>
<td>John Robertson</td>
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<tr>
<td>0002-Qt-unit-stack-count-sprites.patch</td>
<td>16.1</td>
<td>2021-01-01</td>
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<td>0003-Qt-unit-stack-count-sprites-v2.patch</td>
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