Freeciv - Bug #659503

sg_failure_ret(TRUE... -> sg_failure_ret(FALSE...)

2017-05-11 07:29 PM - Marko Lindqvist

Status: Closed
Priority: Normal
Assignee: 
Category: Server
Sprint/Milestone: 2.5.7

Description
Since first parameter of sg_failure_ret() is an assert kind of pattern to decide if any error handling is needed, having 'TRUE' there is certainly an error. There is one such case, when loading of ruleset has failed.

History
#1 - 2017-05-11 07:29 PM - Marko Lindqvist
- Tracker changed from Task to Bug

#2 - 2017-05-13 10:04 AM - Jacob Nevins
- Status changed from Resolved to Closed

Files
SgFailureRetFalse.patch 922 Bytes 2017-05-11 Marko Lindqvist
SgFailureRetFalse-S2_6.patch 450 Bytes 2017-05-11 Marko Lindqvist
SgFailureRetFalse-S2_5.patch 462 Bytes 2017-05-11 Marko Lindqvist