**Freeciv - Bug #684183**

"Unable to create Sprite (Surface) of size <huge>" when opening city dialog

2017-07-18 02:36 PM - Marko Lindqvist

<table>
<thead>
<tr>
<th>Status:</th>
<th>Closed</th>
<th>Start date:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Priority:</td>
<td>Normal</td>
<td>Due date:</td>
</tr>
<tr>
<td>Assignee:</td>
<td>Marko Lindqvist</td>
<td>% Done: 0%</td>
</tr>
<tr>
<td>Category:</td>
<td>gui-sdl2</td>
<td>Estimated time: 0.00 hour</td>
</tr>
<tr>
<td>Sprint/Milestone:</td>
<td>2.6.0</td>
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</tbody>
</table>

**Description**

When ever sdl2-client city dialog is opened, error about failed surface creation gets printed to console. This seems to be caused by `create_window_skeleton()` taking size of the gui layers to create from the window title and `create_window()` passing it a utf8 string created from NULL as a title.

**History**

**#1 - 2017-07-18 02:37 PM - Marko Lindqvist**

1: Unable to create Sprite (Surface) of size 74670488 x 27 32 Bits in format 0
2: Backtrace:

```
2:     0: ./client/freeciv-sdl2(backtrace_print+0x29) [0x55b804839369]
2:     1: ./client/freeciv-sdl2(vdo_log+0x84) [0x55b80483e654]
2:     2: ./client/freeciv-sdl2(do_log+0x93) [0x55b80483e703]
2:     3: ./client/freeciv-sdl2(create_surf_with_format+0xad) [0x55b80469f3fa]
2:     4: ./client/freeciv-sdl2(add_gui_layer+0x1e) [0x55b80469d43e]
2:     5: ./client/freeciv-sdl2(create_window_skeleton+0x13a) [0x55b80469f5a1]
2:     6: ./client/freeciv-sdl2(create_window+0x11) [0x55b80469f5a1]
2:     7: ./client/freeciv-sdl2(real_city_dialog_popup+0x93) [0x55b80469f5a1]
2:     8: ./client/freeciv-sdl2(+0xdc62c) [0x55b80469f5a1]
2:     9: ./client/freeciv-sdl2(+0xdc402) [0x55b80469f5a1]
2:    10: ./client/freeciv-sdl2(gui_event_loop+0x610) [0x55b80469f5a1]
2:    11: ./client/freeciv-sdl2(ui_main+0x34a) [0x55b80469f5a1]
2:    12: ./client/freeciv-sdl2(client_main+0x3c4) [0x55b80469f5a1]
2:    13: /lib/x86_64-linux-gnu/libc.so.6(_libc_start_main+0x1f1) [0x7f2b8ed8b2b1]
2:    14: ./client/freeciv-sdl2(_start+0x2a) [0x55b80469f5a1]
```

**#2 - 2018-02-24 06:33 PM - Marko Lindqvist**

- File 0087-sdl2-set-width-of-empty-string-to-0-in-utf8_str_size.patch added
- Status changed from New to Resolved

**#3 - 2018-03-03 12:18 PM - Marko Lindqvist**

- Status changed from Resolved to Closed
- Assignee set to Marko Lindqvist

**Files**