Freeceiv - Bug #707912

Mapimg crash with high number of players
2017-10-30 02:21 PM - Marko Lindqvist

<table>
<thead>
<tr>
<th>Status:</th>
<th>Closed</th>
<th>Start date:</th>
<th></th>
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<tbody>
<tr>
<td>Priority:</td>
<td>Normal</td>
<td>Due date:</td>
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<tr>
<td>Assignee:</td>
<td>Marko Lindqvist</td>
<td>% Done: 0%</td>
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<td>Category:</td>
<td>General</td>
<td>Estimated time: 0.00 hour</td>
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<tr>
<td>Sprint/Milestone:</td>
<td>2.6.1</td>
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Description

img_save_magentw() crashed to division by zero.

First, in line 2152 (in master) assigns zero to plrwidth (map_width = 387, player_slot_count() = 512, integer math):
plrwidth = map_width / player_slot_count();

Then, at line 2165 there's division by plrwidth:
i = (x - plroffset) / plrwidth;

History

#1 - 2017-12-17 07:19 AM - Andreas Røsdal
- File mapimg_bugfix.patch added
- Status changed from New to In Progress
- Assignee set to Andreas Røsdal

Patch attached.

#2 - 2017-12-28 03:13 PM - Marko Lindqvist
- Sprint/Milestone set to 3.1.0

#3 - 2018-01-04 02:52 PM - Marko Lindqvist
Have you checked that the negative plroffset value, that is possible with the patch, is not a problem?

#4 - 2018-01-04 02:53 PM - Andreas Røsdal
No, not checked that.

#5 - 2018-11-10 03:32 PM - Chad McHenry
A pull request to address this has been submitted to Github: [https://github.com/freeciv/freeciv/pull/14](https://github.com/freeciv/freeciv/pull/14)

#6 - 2018-11-11 09:54 AM - Marko Lindqvist
- Status changed from In Progress to Resolved
- Assignee deleted (Andreas Røsdal)
- Sprint/Milestone changed from 3.1.0 to 2.6.1

While the problem is more likely to occur in master where max number of players (barbarians included) is 512, it can happen in older branches with smaller displays -> retargeting to S2.6.

#7 - 2018-11-14 12:11 AM - Marko Lindqvist
- Status changed from Resolved to Closed
- Assignee set to Marko Lindqvist

Files

mapimg_bugfix.patch  579 Bytes  2017-12-17  Andrea Røsdal