**Freeciv - 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>
</tr>
</thead>
<tbody>
<tr>
<td>Priority:</td>
<td>Normal</td>
</tr>
<tr>
<td>Assignee:</td>
<td>Marko Lindqvist</td>
</tr>
<tr>
<td>Category:</td>
<td>General</td>
</tr>
<tr>
<td>Sprint/Milestone:</td>
<td>2.6.1</td>
</tr>
</tbody>
</table>

**Description**

`img_save_magickwand()` 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 | Andreas Røsdal |