2.6b1 Gtk3 client on Windows freezes near turn 400

For version 2.5.x, 2.4.x, and 2.3.x I always reported that the Gtk2 client on Windows 7 crashes near turn 400. For Gtk3 the client freezes, i.e., it gets slower and slower. Until single clicks on something have no effect for many seconds, therefore I click again, and after a minute or so the clicks are eventually (mis)handled as double click, or do what I wanted.

Nobody else had the crash issue, nobody else reported Gtk3 freezes, therefore it is only me:

1. Windows 7 x64, six years old hardware, only 4 GB RAM (parts of it used for communication with the GPU or whatever, it boils down to less than 4 and seriously more than 3 GB).
2. To change city productions I always go to the production tab of the city popup, i.e., I open and close city popups thousands of times in about 400 turns.
3. I use the "change production" features on the "cities tab" only rarely or never, in fact I figured out how this works for some features only because 2.6.0-beta1 Gtk3 forced me to figure it out.

IOW, I think that something in "open city", change production, "close city" loses memory, and after about 400 turns Gtk2 crashes or Gtk3 freezes. The workaround is simple enough, save game, quit client, start client, reload game, and everything is fine for the next about 200 turns. Then the pattern repeats itself, or I won, or the game ended for endturn 666.

History

#1 - 2017-11-07 08:32 AM - frank e
This issue replaces Gna! 24466 from my PoV.

#2 - 2018-02-19 04:11 PM - frank e
JFTR related to my odd (see above) "GTK2 crashes, GTK3 freezes" theory: 2.5.10 (GTK2) still crashed (in turn 299) with my "modify city production only on the city popup production tab" approach.