**Freeciv - Bug #732483**

assertion '0 <= tech && tech < advance_count()' failed.

2018-02-10 07:14 PM - Marko Lindqvist

<table>
<thead>
<tr>
<th>Status:</th>
<th>Closed</th>
<th>Start date:</th>
<th>Priority:</th>
<th>Normal</th>
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</tr>
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<tbody>
<tr>
<td>Assignee:</td>
<td>Jacob Nevins</td>
<td>% Done:</td>
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<td></td>
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<tr>
<td>Category:</td>
<td>gui-qt</td>
<td>Estimated time:</td>
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<tr>
<td>Sprint/Milestone:</td>
<td>2.6.0</td>
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**Description**

In current master

1: in get_tech_sprite() [../src/client/tilespec.c::6256]: assertion '0 <= tech && tech < advance_count()' failed.

3: 3: ./client/freeciv-qt(fc_assert_fail+0x99) [0x55cdc5579b9]
3: 4: ./client/freeciv-qt(get_tech_sprite+0x5b) [0x55cdc55796b]
3: 5: ./client/freeciv-qt(_ZN12progress_bar10set_pixmapEi+0x1e) [0x55cdc55911e]
3: 6: ./client/freeciv-qt(_ZN14science_report13update_reportEv+0x44b) [0x55cdc550e9b]
3: 7: ./client/freeciv-qt(_ZN14science_report4initEb+0x8c) [0x55cdc550f92c]
3: 8: ./client/freeciv-qt(science_report_dialog_popup+0x140) [0x55cdc550fa0]
3: 9: ./client/freeciv-qt(handle_research_info+0x344) [0x55cdc556244]
3: 10: ./client/freeciv-qt(client_handle_packet+0x61b) [0x55cdc555e22b]
3: 11: ./client/freeciv-qt(client_packet_input+0x34) [0x55cdc55213e4]
3: 12: ./client/freeciv-qt(input_from_server+0xbc) [0x55cdc552873c]
3: 13: ./client/freeciv-qt(_ZN9fc_client12server_inputEi+0x20) [0x55cdc55cb520]

Probably related to the fact that I've not selected any tech to research, or as a goal.

**History**

**#1 - 2018-05-28 02:46 PM - Jacob Nevins**

- File m-30-26-qt-no-research-assert.patch added
- Status changed from New to Resolved
- Assignee set to Jacob Nevins
- Sprint/Milestone set to 2.6.0

I've seen this too, at game start. It can also show up when researching future tech. Attached a fix.

While trying to reproduce this at game start, I characterised an odd behaviour that I've noticed before: what happens at startup with civ2civ3 (which has techlevel=1) is not deterministic. I see one of two behaviours (with the first, which exposes this bug, being less common):

1. Research-complete sound is played. Chat window (not Messages window) shows "Learned Bronze Working. Scientists do not know what to research next." No research or goal is selected. Science dialog shows first tech as researched.
2. No research-complete sound. Nothing about research in Chat or Messages window. Science dialog shows first tech as researched, and a second tech has been chosen.

This seems like some kind of race; probably we should investigate in a new ticket.

**#2 - 2018-05-30 08:02 AM - Jacob Nevins**

- Status changed from Resolved to Closed

**Files**

<table>
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<th>File</th>
<th>Size</th>
<th>Date</th>
<th>Author</th>
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<td>m-30-26-qt-no-research-assert.patch</td>
<td>916 Bytes</td>
<td>2018-05-28</td>
<td>Jacob Nevins</td>
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