Barbarian Leader: "Server wants us to remove unit id 4386, but we don't know about this unit!"

2018-02-28 09:48 AM - Jacob Nevins

Status: New
Priority: Normal
Assignee:
Category:
Sprint/Milestone: 2.6.6

Description

Console message:

1: Server wants us to remove unit id 4386, but we don't know about this unit!

Reproducible for me from the first attached savegame by just hitting "Turn done" on the attached savegame in 2.6.0-beta2. Original before and after savegames attached for reference.

Unit id 4386 was the Pirate Barbarian Leader. At T0226 it was aboard a Caravel. In the T0227 savegame is the message:

[l tgt="unit" id=4386 name="Barbarian Leader" /] escaped the destruction of Caravel, and fled to [l tgt="city" id=1571 name="Ravenna" /]

Ravenna is indeed a Pirate city.

I guess the server is sending a remove for 'escaped the destruction of', even to players who couldn't see the cargo; I think the transport will have been wiped by this point. I guess it doesn't come up that often; people probably don't put Leaders on ships very often, and Barbarian Leaders don't often have cities to escape to.

...also, this nation appears to have ended up with two Barbarian Leaders; [l tgt="unit" id=4066/] is the other one.

History

#1 - 2018-02-28 09:56 AM - Jacob Nevins
Bug #721949 mentioned a "don't know about this unit" message in passing, but with no way to know the circumstances.

#2 - 2018-02-28 10:09 AM - Jacob Nevins
...I say that, but freeciv-T0173-Y00289-auto.sav.gz in that bug does have a unit 753 Native Settlers on board a Ship. Can't reproduce the message from the savegame though.
Native Settlers should not be a candidate for teleport on transport destruction (not Undisbandable or GameLoss), so that case might be different.

#3 - 2018-07-17 09:00 AM - Jacob Nevins
- Sprint/Milestone changed from 2.6.0 to 2.6.1

#4 - 2019-12-18 12:20 PM - Jacob Nevins
- Sprint/Milestone changed from 2.6.1 to 2.6.2

Reproducible for me from the first attached savegame

Still reproducible from head of S2_6.

#5 - 2020-02-09 03:15 PM - Jacob Nevins
- Sprint/Milestone changed from 2.6.2 to 2.6.3

#6 - 2020-10-19 10:54 AM - Marko Lindqvist
Cannot reproduce from S2_6 HEAD, can reproduce with 2.6.2. I don't think we have fixed this, rather changes to S2_6 have caused autogame to deviate so that the bug is no longer reproduced from this savegame.
#7 - 2020-12-31 05:35 AM - Marko Lindqvist
- Sprint/Milestone changed from 2.6.3 to 2.6.4

#8 - 2021-03-31 05:52 AM - Marko Lindqvist
- Sprint/Milestone changed from 2.6.4 to 2.6.5

#9 - 2021-06-25 09:11 PM - Marko Lindqvist
- Sprint/Milestone changed from 2.6.5 to 2.6.6

Files

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