Freeciv - Bug #759020

The same messages are displayed many times if I set 'techlevel' to 100.

2018-06-11 07:05 AM - femalhaut pa

<table>
<thead>
<tr>
<th>Status:</th>
<th>Closed</th>
<th>Start date:</th>
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</tr>
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<tbody>
<tr>
<td>Priority:</td>
<td>Normal</td>
<td>Due date:</td>
<td></td>
</tr>
<tr>
<td>Assignee:</td>
<td>Jacob Nevins</td>
<td>% Done:</td>
<td>0%</td>
</tr>
<tr>
<td>Category:</td>
<td></td>
<td>Estimated time:</td>
<td>0.00 hour</td>
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<tr>
<td>Sprint/Milestone</td>
<td>2.6.0-RC1</td>
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**Description**

Console: 'techlevel' has been set to 100.
All players are ready; starting game.
Discovery of The Republic makes the government form Republic available. You may want to start a revolution.
Discovery of The Republic makes the government form Republic available. You may want to start a revolution.
Discovery of The Republic makes the government form Republic available. You may want to start a revolution.
(repeat 160 lines)
Discovery of Monarchy makes the government form Monarchy available. You may want to start a revolution.
Discovery of Monarchy makes the government form Monarchy available. You may want to start a revolution.
Discovery of Monarchy makes the government form Monarchy available. You may want to start a revolution.
(repeat 160 lines)
Discovery of Communism makes the government form Communism available. You may want to start a revolution.

......

This bug occurs in 2.6.0-beta3.

**History**

**#1 - 2018-06-20 11:21 PM - Jacob Nevins**

160 is MAX_NUM_PLAYER_SLOTS on S2_6.

I think this is because found_new_tech() (which prints the message) relies on shuffled_players_iterate(), but its called give_initial_techs() is called early in srv_ready(); shuffle_players() is called for first time later, at the end of init_new_game() (also called from srv_ready()).

So shuffled_players_iterate() is returning player 0 160 times.

I think this is new with 2.6, and came in with the research revamp (gna patch #5043).

I don't see why we couldn't call shuffled_players() much earlier; it doesn't depend on anything, really. It will probably perturb the random state, though.

**#2 - 2018-06-20 11:34 PM - Jacob Nevins**

- File m-30-26-shuffle-earlier.patch added
- Status changed from New to Resolved
- Assignee set to Jacob Nevins
- Sprint/Milestone set to 2.6.0-RC1

Attached patch moves shuffling earlier, and fixes the symptom for me.

I've verified that deterministic map generation is unaffected, and that other game state is (with `/set plrcolormode plr_random` and observing that the colours come out differently before and after).

**#3 - 2018-06-22 07:33 PM - Jacob Nevins**

- Status changed from Resolved to Closed

**Files**

m-30-26-shuffle-earlier.patch 1.63 KB 2018-06-20 Jacob Nevins