

Freeciv - Bug #778016

Qt client hangs when load game pressed with no selected game

2018-10-05 06:59 PM - David Fernandez (bard)

Status:	Closed	Start date:	
Priority:	Normal	Due date:	
Assignee:	Marko Lindqvist	% Done:	0%
Category:	gui-qt	Estimated time:	0.00 hour
Sprint/Milestone:	2.6.1		
Description			
I'm testing v2.6. In qt main menu, when I press "Load saved game", no game is selected by default. If then I press "Load" button (without selecting manually any game), the client gets hang showing a "Loading..." screen. I think it should not try to load unless some game is selected, or it should select some game by default. Else, I sometimes forget to select a game when I press load, and it takes me several minutes to realize that is not really loading anything.			

History

#1 - 2019-12-03 04:31 PM - Marko Lindqvist

- File 0014-Qt-Do-not-try-to-load-without-savegame-selected.patch added
- Status changed from New to Resolved
- Sprint/Milestone set to 2.6.1

The patch does not apply to S2_5. I may still check that, but at least S2_6 and later branches should be committed already so it makes it to 2.6.1 release (and testing before that).

#2 - 2019-12-04 09:32 PM - Marko Lindqvist

The problem is not so severe in S2_5. There it goes to pregame page, from which user can exit (disconnect from server) back to main menu. Also, there's chat window that shows the error message server has sent.

#3 - 2019-12-05 04:34 AM - Marko Lindqvist

- Status changed from Resolved to Closed
- Assignee set to Marko Lindqvist

Files

0014-Qt-Do-not-try-to-load-without-savegame-selected.patch	2.09 KB	2019-12-03	Marko Lindqvist
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