Strange behaviour of Lua function (City):inspire_partisans(plr): returns 1 for plr=owner and 0 for other players. Moreover, on certain conditions it makes client to fail. Fragment of console output:

```
1: in citizens_nation_get() [citizens.c::83]: assertion 'pcity->nationality != ((void *)0)' failed .
2: Backtrace:
2: 0: /opt/freeciv2_6/lib/libfreeciv.so.0(backtrace_print+0x37) [0x7fb4df2fe4e7]
2: 1: /opt/freeciv2_6/lib/libfreeciv.so.0(vdo_log+0x97) [0x7fb4df305707]
2: 2: /opt/freeciv2_6/lib/libfreeciv.so.0(do_log+0xa6) [0x7fb4df3057e6]
2: 3: /opt/freeciv2_6/lib/libfreeciv.so.0(fc_assert_fail+0x14a) [0x7fb4df305aba]
2: 4: /opt/freeciv2_6/lib/libfreeciv.so.0(citizens_nation_get+0xae) [0x7fb4df2171be]
2: 5: /opt/freeciv2_6/bin/freeciv-gtk3(api_methods_city_inspire_partisans+0xbb) [0x55c7d532104b]
2: 6: /opt/freeciv2_6/bin/freeciv-gtk3(+0x142b33) [0x55c7d530ab33]
2: 7: /opt/freeciv2_6/bin/freeciv-gtk3(+0x129c27) [0x55c7d52f1c27]
2: 8: /opt/freeciv2_6/bin/freeciv-gtk3(+0x13895d) [0x55c7d53095d]
2: 9: /opt/freeciv2_6/bin/freeciv-gtk3(+0x129f8f) [0x55c7d52f18f]
2: 10: /opt/freeciv2_6/bin/freeciv-gtk3(+0x129fe1) [0x55c7d52f1e1]
2: 11: /opt/freeciv2_6/bin/freeciv-gtk3(+0x129352) [0x55c7d52f1352]
2: 12: /opt/freeciv2_6/bin/freeciv-gtk3(+0x12a3bb) [0x55c7d52f23bb]
2: 13: /opt/freeciv2_6/bin/freeciv-gtk3(lua_pcallk+0x0d5) [0x55c7d52d1e85]
2: 14: /opt/freeciv2_6/bin/freeciv-gtk3(luascript_call+0x17f) [0x55c7d52f49f]
2: 15: /opt/freeciv2_6/bin/freeciv-gtk3(script_client_do_file+0x13) [0x55c7d5242603]
2: 16: /opt/freeciv2_6/bin/freeciv-gtk3(+0x5810d) [0x55c7d522010d]
2: 17: /usr/lib/x86_64-linux-gnu/libgobject-2.0.so.0(g_closure_invoke+0x09d) [0x7fb4dd2be10d]
... 2: 34: /opt/freeciv2_6/bin/freeciv-gtk3(_start+0x2a) [0x55c7d52183fa]
```

Maybe that is because I have taken Mali in editor but it somehow stayed a computer player? That seems wrong but I don't know, that's why I put the bug into Client category.

### History

#### #1 - 2019-02-09 07:12 PM - Marko Lindqvist

inspire_partisans() require omniscience, the client has not (and shouldn't have - no support for cheating) all the required information. The solution is probably something like moving inspire_partisans() to server only side of lua.

#### #2 - 2019-12-03 03:37 PM - Marko Lindqvist

- File 0013-Fix-client-crash-in-lua-call-to-city-inspire_partisa.patch added
- Status changed from New to Resolved

Attached patch keeps the lua API untouched, but when called from the client side inspire_partisans() return FALSE also when it cannot determine correct answer.

#### #3 - 2019-12-06 10:50 AM - Marko Lindqvist

- Status changed from Resolved to Closed
- Assignee set to Marko Lindqvist
clientscript.lua 2.23 KB 2019-01-12  Alejandro Ignatiev
free civ-T0078-Y-0550-quitidle.sav.gz 52.6 KB 2019-01-12  Alejandro Ignatiev
0013-Fix-client-crash-in-lua-call-to-city-inspire_partisa.patch 2.1 KB 2019-12-03  Marko Lindqvist