

Freeciv - Bug #801661

mapimg_client_define(): Duplicate write to mi_map

2019-02-09 12:26 PM - Marko Lindqvist

Status:	Closed	Start date:	
Priority:	Normal	Due date:	
Assignee:	Marko Lindqvist	% Done:	0%
Category:	Client	Estimated time:	0.00 hour
Sprint/Milestone:	2.5.12		
Description			
Layer name (single character) is added to mi_map by both cat_sprintf(mi_map, sizeof(mi_map), "%s", mapimg_layer_name(layer)); and mi_map[map_pos++] = mapimg_layer_name(layer)[0]; In practice latter overwrites (with identical value) what former sets.			

History

#1 - 2019-02-09 12:35 PM - Marko Lindqvist

- File 0001-Drop-duplicate-setting-of-mapimg-layer-indicator-cha.patch added
- Status changed from In Progress to Resolved

#2 - 2019-02-09 06:18 PM - Marko Lindqvist

- File 0001-Drop-duplicate-setting-of-mapimg-layer-indicator-cha.patch added
- Sprint/Milestone changed from 2.6.1 to 2.5.12

#3 - 2019-02-11 01:19 PM - Marko Lindqvist

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

Files

0001-Drop-duplicate-setting-of-mapimg-layer-indicator-cha.patch	889 Bytes	2019-02-09	Marko Lindqvist
0001-Drop-duplicate-setting-of-mapimg-layer-indicator-cha.patch	868 Bytes	2019-02-09	Marko Lindqvist