Freeciv - Bug #858746
Setting a rally point out of the map crashes the Qt client
2020-02-05 04:34 PM - Louis Moureaux

<table>
<thead>
<tr>
<th>Status:</th>
<th>Closed</th>
<th>Start date:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Priority:</td>
<td>Normal</td>
<td>Due date:</td>
</tr>
<tr>
<td>Assignee:</td>
<td>Marko Lindqvist</td>
<td>% Done: 0%</td>
</tr>
<tr>
<td>Category:</td>
<td>gui-qt</td>
<td>Estimated time: 0.00 hour</td>
</tr>
<tr>
<td>Sprint/Milestone:</td>
<td>3.1.0</td>
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Description
Steps to reproduce:
- In the Qt client, start setting a rally point
- Navigate to see the black area beyond the map boundaries
- Click out of the map

The client will crash because it tries to find the tile under the mouse, and there is none.

The crash has been confirmed in 2.6 and 3.0, in master by reading the code I looks like it will assert() somewhere in the functions setting rally orders (not tested).

Related to #830553 (and fix there handles 2.6 and 3.0)

Related issues:
- Related to Freeciv - Bug #830553: Qt client may crash when setting a rally point and the city is lost

History
#1 - 2020-02-05 09:49 PM - Jacob Nevins
- Related to Bug #830553: Qt client may crash when setting a rally point and the city is lost added

#2 - 2020-02-05 09:49 PM - Jacob Nevins
- Sprint/Milestone set to 3.1.0

#3 - 2020-02-05 09:50 PM - Jacob Nevins
- Category set to gui-qt

#4 - 2020-05-09 09:06 PM - Louis Moureaux
- File 0001-Fix-crash-when-setting-a-rally-point-out-of-the-map.patch added
- Status changed from New to Resolved

#5 - 2020-05-09 09:10 PM - Marko Lindqvist
- Assignee set to Marko Lindqvist

#6 - 2020-05-12 06:51 PM - Marko Lindqvist
- Status changed from Resolved to Closed

Files
0001-Fix-crash-when-setting-a-rally-point-out-of-the-map.patch  1.34 KB  2020-05-09  Louis Moureaux