

Freeciv - Bug #873692

in `research_update()` [`././src/common/research.c::548`]: assertion `'state == TECH_UNKNOWN'` failed.

2020-05-16 04:52 AM - Marko Lindqvist

Status:	Closed	Start date:	
Priority:	Normal	Due date:	
Assignee:	Marko Lindqvist	% Done:	0%
Category:	Server	Estimated time:	0.00 hour
Sprint/Milestone:	2.6.3		
Description			
On master commit 66397335c4, attached autogame fails assert <code>research_update()</code> [<code>././src/common/research.c::548</code>]: assertion <code>'state == TECH_UNKNOWN'</code> on turn 277.			

History

#1 - 2020-05-19 06:36 AM - Marko Lindqvist

```
(gdb) bt
#0 raise (sig=<optimized out>) at ../sysdeps/unix/sysv/linux/raise.c:50
#1 0x0000555557dc6df in fc_assert_fail (file=0x5555558902d0 "../src/common/research.c",
function=0x555555890710 <__FUNCTION__.23690> "research_update", line=548,
assertion=0x555555890417 "state == TECH_UNKNOWN", message=0x55555589463d "nologmsg:%s")
at ../src/utility/log.c:569
#2 0x0000555557ba800 in research_update (presearch=0x555555b2dc18 <research_array+13144>)
at ../src/common/research.c:548
#3 0x00005555558a8cd in found_new_tech (presearch=0x555555b2dc18 <research_array+13144>,
tech_found=57, was_discovery=false, saving_bulbs=true) at ../src/server/techtools.c:404
#4 0x000055555589c16 in do_tech_parasite_effect (pplayer=0x55555822e770)
at ../src/server/techtools.c:226
#5 0x000055555556e131 in end_phase () at ../src/server/srv_main.c:1406
#6 0x00005555557225f in srv_running () at ../src/server/srv_main.c:2849
#7 0x000055555573c10 in srv_main () at ../src/server/srv_main.c:3407
#8 0x0000555555664e2 in main (argc=6, argv=0x7ffffffe088) at ../src/server/civserver.c:481
```

#2 - 2020-05-19 06:51 AM - Marko Lindqvist

It's `is_alive = false` player getting a tech via `do_tech_parasite_effect()`

#3 - 2020-05-19 08:00 AM - Marko Lindqvist

- File `0025-Do-end_phase-research-updates-for-alive-players-only.patch` added
- Category set to Server
- Status changed from New to Resolved
- Sprint/Milestone set to 2.6.3

#4 - 2020-05-23 01:52 PM - Marko Lindqvist

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

Files

<code>aliencore.serv</code>	218 Bytes	2020-05-16	Marko Lindqvist
<code>0025-Do-end_phase-research-updates-for-alive-players-only.patch</code>	1.15 KB	2020-05-19	Marko Lindqvist