City report context menu asserts

2020-12-11 07:01 PM - Marko Lindqvist

<table>
<thead>
<tr>
<th>Status:</th>
<th>Closed</th>
<th>Start date:</th>
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<tr>
<td>Priority:</td>
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<td>Due date:</td>
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<tr>
<td>Assignee:</td>
<td>Marko Lindqvist</td>
<td>% Done:</td>
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<tr>
<td>Category:</td>
<td>Client</td>
<td>Estimated time:</td>
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Description

Qt-client context menu from city report results in

1: in get_unittype_bonus() [../../../src/common/effects.c::834]: assertion 'pplayer != ((void *)0) && punittype != ((void *)0)' failed.

3: Backtrace:
3:     0: ./client/freeciv-qt(backtrace_print+0x29) [0x55acc89dbe89]
3:     1: ./client/freeciv-qt(do_log+0xf2) [0x55acc89e17a2]
3:     2: ./client/freeciv-qt(fc_assert_fail+0x9b) [0x55acc89e19bb]
3:     3: ./client/freeciv-qt(get_unittype_bonus+0xa3) [0x55acc88f1c53]
3:     4: ./client/freeciv-qt(utype_build_shield_cost+0x35) [0x55acc89d5d95]
3:     5: ./client/freeciv-qt(get_city_dialog_production_row+0x63) [0x55acc88b7a73]
...

It's likely because get_city_dialog_production_row() is called with NULL city there (not only in Qt-client, but in city report of other clients as well), and that's not supported in master -> assuming only master to be affected.

History

#1 - 2020-12-11 07:50 PM - Marko Lindqvist
- File 0043-Pass-player-parameter-for-utype_build_shield_cost.patch added
- Status changed from New to Resolved

The problem was that utype_build_shield_cost() tries to support NULL city, but fails. Attached fix adds player parameter for it, so it can have a player even if city is NULL (and player cannot be determined from city owner)

#2 - 2020-12-21 12:24 AM - Marko Lindqvist
- Status changed from Resolved to Closed
- Assignee set to Marko Lindqvist

Files

<table>
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<th>Name</th>
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<th>Author</th>
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<td>0043-Pass-player-parameter-for-utype_build_shield_cost.patch</td>
<td>17.7 KB</td>
<td>2020-12-11</td>
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