

Freeciv - Bug #856481

Uninitialised data read when server sends city info for city with no rally point

2020-01-18 11:02 PM - Jacob Nevins

Status:	Closed	Start date:	
Priority:	Normal	Due date:	
Assignee:	Jacob Nevins	% Done:	0%
Category:	Server	Estimated time:	0.00 hour
Sprint/Milestone:	3.1.0		
Description			
Found by valgrind while chasing bug #856480 .			
If a city has no rally point set, 'persistent' and 'vigilant' aren't interesting, and aren't initialised in <code>package_city()</code> ; but those members are read by the autogenerated networking code.			

History

#1 - 2020-01-18 11:14 PM - Jacob Nevins

- File `m-city-rally-point-uninit.patch` added
- Status changed from *In Progress* to *Resolved*

#2 - 2020-01-20 09:31 PM - Jacob Nevins

- Status changed from *Resolved* to *Closed*

Files

m-city-rally-point-uninit.patch	1.09 KB	2020-01-18	Jacob Nevins
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