

Smuxi - Bug # 1022: NullReferenceException thrown in SqliteMessageBuffer.Add()

Status:	New	Priority:	Normal
Author:	Mirco Bauer	Category:	Engine
Created:	02/04/2015	Assigned to:	Mirco Bauer
Updated:	06/03/2015	Due date:	
Complexity:	Medium		
Found in Version:			
Subject:	NullReferenceException thrown in SqliteMessageBuffer.Add()		
Description:	<pre><pre> 2015-02-04 14:20:53,881 [-1281946768] DEBUG TRACE - [smuxi-engine-irc.dll] IrcProtocolManager.Dispose() 2015-02-04 14:20:53,881 [-1281946768] DEBUG TRACE - [smuxi-engine.dll] ProtocolManagerBase.Dispose() 2015-02-04 14:20:53,882 [-1281946768] DEBUG TRACE - [smuxi-engine.dll] Session.RemoveChat(chat = <IRC/GSDnet/IRC GSDnet>) 2015-02-04 14:20:54,536 [IrcProtocolManager (irc.gsd-software.net:6667) listener] DEBUG TRACE - [smuxi-engine.dll] Session.AddMessageToChat(chat = <IRC/GSDnet/IRC GSDnet>, msg = -!- Connection error! Reas on: Thread was being aborted, ignoreFilters = False) 2015-02-04 14:20:54,536 [-1281946768] DEBUG TRACE - [smuxi-engine.dll] FrontendManager.NextProtocolManager() 2015-02-04 14:20:54,537 [-1281946768] DEBUG TRACE - [smuxi-engine.dll] Session.RemoveChat(chat = <IRC/GSDnet/#gsd>) 2015-02-04 14:20:54,830 [IrcProtocolManager (irc.gsd-software.net:6667) listener] ERROR Smuxi.Engine.Session - AddMessageToChat(<IRC/GSDnet/IRC GSDnet>, -!- Connection error! Reason: Thread was being abor ted, False): chat.MessageBuffer.Add() threw exception: 2015-02-04 14:20:54,830 [IrcProtocolManager (irc.gsd-software.net:6667) listener] ERROR Smuxi.Engine.Session - AddMessageToChat(): System.NullReferenceException: Object reference not set to an instance of an object at Smuxi.Engine.SqliteMessageBuffer.Add (Smuxi.Engine.MessageModel msg) [0x0004a] in /usr/local/src/smuxi/src/Engine/MessageBuffers/SqliteMessageBuffer.cs:110 at Smuxi.Engine.Session.AddMessageToChat (Smuxi.Engine.ChatModel chat, Smuxi.Engine.MessageModel msg, Boolean ignoreFilters) [0x00057] in /usr/local/src/smuxi/src/Engine/Session.cs:1292 2015-02-04 14:20:54,852 [IrcProtocolManager (irc.gsd-software.net:6667) listener] ERROR Smuxi.Engine.Session - AddMessageToChat(): Falling back to volatile message buffer... </pre></pre>		

Associated revisions

05/03/2015 11:24 PM - Mirco Bauer

Engine: fixed NullReferenceException thrown in SqliteMessageBuffer.Count (closes: #1022)

There can be a race between SqliteMessageBuffer.Dispose() and .get_Count which led to this exception:

Server stack trace:

```
at Smuxi.Engine.SqliteMessageBuffer.get_Count () [0x00000] in /usr/local/src/smuxi/src/Engine/MessageBuffers/SqliteMessageBuffer.cs:42
at Smuxi.Engine.ChatModel.GetSyncMessages () [0x0000d] in /usr/local/src/smuxi/src/Engine/Chats/ChatModel.cs:248
at Smuxi.Engine.ChatModel.get_Messages () [0x00000] in /usr/local/src/smuxi/src/Engine/Chats/ChatModel.cs:82
```

History

02/04/2015 03:55 PM - Mirco Bauer

That looks like a race condition between Dispose() and Add()

05/03/2015 11:25 PM - Mirco Bauer

- Status changed from New to Closed

- % Done changed from 0 to 100

Applied in changeset commit:"b6a0133e0b1a3966c3287d8e4eabd9cff6fa45c5".

05/03/2015 11:26 PM - Mirco Bauer

- Status changed from Closed to New

Closed wrong ticket number, bleh :/

06/03/2015 10:36 PM - Mirco Bauer

- Target version changed from 1.0 to 1.0.1

This issue is no longer a show stopper since this case is now handled by commit:a84de167cd060b1412792964922caddb0fcaf712