

Smuxi - Bug # 1056: error on jabber engine

Status:	New	Priority:	Normal
Author:	Victor Seva	Category:	Engine XMPP (Jabber)
Created:	05/21/2015	Assigned to:	Oliver Schneider
Updated:	05/21/2015	Due date:	
Complexity:			
Found in Version:	2:1.0~rc3+dev.bzr504~ubuntu12.04.1		
Subject:	error on jabber engine		
Description:	<pre><pre> 2015-05-21 00:21:43,632 [FrontendManager] ERROR Smuxi.Engine.FrontendManager - RemotingException in TaskQueue: System.Runtime.Remoting.RemotingException: Tcp transport error. Server stack trace: at System.Runtime.Remoting.Channels.Tcp.TcpMessageIO.ReceiveMessageStatus (System.IO.Stream networkStream, System.Byte[] buffer) [0x00000] in <filename unknown>:0 at System.Runtime.Remoting.Channels.Tcp.TcpClientTransportSink.ProcessMessage (IMessage msg, ITransportHeaders requestHeaders, System.IO.Stream requestStream, ITransportHeaders& responseHeaders, System.IO.Stream& responseStream) [0x00000] in <filename unknown>:0 at System.Runtime.Remoting.Channels.BinaryClientFormatterSink.SyncProcessMessage (IMessage msg) [0x00000] in <filename unknown>:0 Exception rethrown at [0]: ---> System.Runtime.Remoting.RemotingException: Connection closed at System.Runtime.Remoting.Channels.Tcp.TcpMessageIO.StreamRead (System.IO.Stream networkStream, System.Byte[] buffer, Int32 count) [0x00000] in <filename unknown>:0 at System.Runtime.Remoting.Channels.Tcp.TcpMessageIO.ReceiveMessageStatus (System.IO.Stream networkStream, System.Byte[] buffer) [0x00000] in <filename unknown>:0 --- End of inner exception stack trace --- at System.Runtime.Remoting.Channels.Tcp.TcpMessageIO.ReceiveMessageStatus (System.IO.Stream networkStream, System.Byte[] buffer) [0x00000] in <filename unknown>:0 at System.Runtime.Remoting.Channels.Tcp.TcpClientTransportSink.ProcessMessage (IMessage msg, ITransportHeaders requestHeaders, System.IO.Stream requestStream, ITransportHeaders& responseHeaders, System.IO.Stream& responseStream) [0x00000] in <filename unknown>:0 at System.Runtime.Remoting.Channels.BinaryClientFormatterSink.SyncProcessMessage (IMessage msg) [0x00000] in <filename unknown>:0 2015-05-21 00:21:43,634 [FrontendManager] ERROR Smuxi.Engine.FrontendManager - Inner-Exception: System.Runtime.Remoting.RemotingException: Connection closed at System.Runtime.Remoting.Channels.Tcp.TcpMessageIO.StreamRead (System.IO.Stream networkStream, System.Byte[] buffer, Int32 count) [0x00000] in <filename unknown>:0 at System.Runtime.Remoting.Channels.Tcp.TcpMessageIO.ReceiveMessageStatus (System.IO.Stream networkStream, System.Byte[] buffer) [0x00000] in <filename unknown>:0 </pre></pre>		

History

05/21/2015 05:40 PM - Mirco Bauer

That exception is unrelated to XMPP. It just means your frontend was going without cleanly disconnecting it, the network/protocol error gotted logged. And it is harmless, maybe that message should be downgraded to WARN instead of ERROR.

05/21/2015 09:18 PM - Victor Seva

Maybe is this the one

```
<pre>
```

```
2015-04-19 18:45:32,261 [Threadpool worker] ERROR Smuxi.Engine.Session - AddMessageToChat(<XMPP/sip.sipwise.com/XMPP
sip.sipwise.com>, -!- Disconnected from sip.sipwise.com, False): chat.MessageBuffer.Add() threw exception:
2015-04-19 18:45:32,264 [Threadpool worker] 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
/build/builddd/smuxi-0.12+dev.bzr488~ubuntu12.04.1/src/Engine/MessageBuffers/SqliteMessageBuffer.cs:110
    at Smuxi.Engine.Session.AddMessageToChat (Smuxi.Engine.ChatModel chat, Smuxi.Engine.MessageModel msg, Boolean ignoreFilters) [0x0005b]
in /build/builddd/smuxi-0.12+dev.bzr488~ubuntu12.04.1/src/Engine/Session.cs:1292
</pre>
```