

## Smuxi - Bug # 1056: error on jabber engine

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

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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
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