

Smuxi - Bug # 1058: Seen message become unseen on reconnect to server

Status:	Closed	Priority:	Urgent
Author:	Felipe Sateler	Category:	Frontend GNOME
Created:	05/22/2015	Assigned to:	Mirco Bauer
Updated:	06/16/2015	Due date:	
Complexity:	High		
Found in Version:	1.0~rc4		
Subject:	Seen message become unseen on reconnect to server		
Description:	<p>Time as of this bug report is 9:47. I have just seen all messages in smuxi, then closed the client and reopened it. Smuxi now helpfully shows me unseen messages, but there is a bug:</p> <ol style="list-style-type: none">1. Unseen messages include some already-seen ones. <p>The attached screenshots display the behavior: first screenshot is smuxi right after it started, second screenshot shows that the unseen message was a part/join activity, and that it was old (as I had already seen all messages before 9:30 or so).</p> <p>This is smuxi 1.0rc4 client on debian sid connecting to a smuxi engine 1.0rc4 on debian sid On the engine computer:</p> <pre>% mono --version Mono JIT compiler version 3.2.8 (Debian 3.2.8+dfsg-10) Copyright (C) 2002-2014 Novell, Inc, Xamarin Inc and Contributors. www.mono-project.com TLS: __thread SIGSEGV: altstack Notifications: epoll Architecture: amd64 Disabled: none Misc: softdebug LLVM: supported, not enabled. GC: sgen</pre> <p>On the client computer:</p> <pre>% mono --version Mono JIT compiler version 4.0.1 (tarball Tue May 12 15:39:23 UTC 2015) Copyright (C) 2002-2014 Novell, Inc, Xamarin Inc and Contributors. www.mono-project.com TLS: __thread SIGSEGV: altstack Notifications: epoll Architecture: amd64 Disabled: none Misc: softdebug LLVM: supported, not enabled. GC: sgen</pre>		

Associated revisions

05/24/2015 02:27 PM - Mirco Bauer

Frontend-GNOME: mark messages of current chat as seen on quit (refs: #1058)

The issue is that Smuxi only marks messages as seen when the user switches away

from the current chat. This does not happen if the user was following the currently visible chat and then quits Smuxi. Thus Smuxi has to mark the messages of the current chat as seen on quit.

06/13/2015 02:03 AM - Mirco Bauer

Engine: fixed storing last seen message / highlight correctly with smuxi-servers (closes: #1058)

On Mono the DateTimeKind gets lost during serialization of .NET remoting. When this happens we store the timestamp in local time instead. Otherwise the timezone offset will be applied *_again_* leading to incorrect values.

06/14/2015 09:42 PM - Mirco Bauer

configure.ac: bumped minimum required Mono version to 2.8 (refs: #1058)

Mono 2.6.7 incorrectly de-serializes DateTime values sent over .NET remoting. Smuxi frontends sending DateTime values to a smuxi-server that runs on Mono 2.6.7 will end up with a value that is off by the timezone offset. E.g.:
2015-06-12T20:03:34.7553410Z on the frontend becomes
2015-06-12T18:03:34.7553410Z on the server side if the timezone offset is +2

This change is needed to really fix bff11a093e0e57184a54ee0860aa586036dd2746 as with Mono 2.6.7 as smuxi-server still had the bug seen in #1058.

06/16/2015 11:46 PM - Mirco Bauer

Common: de-serialize DateTime ticks in UTC (refs: #1058)

DateTime ticks are by definition from a specified point of time in UTC [0]. The DateTime ctor that takes tick as Int64 initializes the DateTime object though as DateTimeKind.Unspecified leading to unexpected behavior when the time is transformed to UTC or local time.

[0]: [https://msdn.microsoft.com/en-us/library/system.datetime.ticks\(v=vs.110\).aspx](https://msdn.microsoft.com/en-us/library/system.datetime.ticks(v=vs.110).aspx)

History

05/22/2015 03:04 PM - Felipe Sateler

- File *smuxi1.png* added
- File *smuxi2.png* added

05/24/2015 10:01 AM - Mirco Bauer

- Status changed from *New* to *Feedback*

Do you run different timezones between server and frontend and can you produce this issue? I can't reproduce it.

06/07/2015 12:02 PM - Mirco Bauer

I think this is the same issue as #1064 with just a different symptom but same cause which I have fixed. Can you see if you can reproduce it with smuxi-engine being commit:5d192fe ?

06/12/2015 04:25 AM - Mirco Bauer

- Subject changed from *Unseen message marks seen as unseen on reconnect to server* to *Seen message become unseen on reconnect to server*

06/12/2015 08:13 AM - Mirco Bauer

There is a bug in the way datetime values are stored in the SQLite DB. There is a 4 hours offset (UTC compared to local time) while it should be 2 for me. So I believe this is a .NET remoting serialization issue with Mono 2.6.7 <-> 3.2.8, not sure about other versions yet.

```
<pre>
sqlite> select * from Properties;
LastSeenHighlight|2015-06-12T04:09:15.6688680Z
LastSeenMessage|2015-06-12T04:09:15.6688680Z
      ^^^^^
</pre>
```

That should read 06:09. As my local frontend time is 08:09 and the smuxi-server also runs on 08:09 local time.

06/13/2015 02:31 AM - Mirco Bauer

- Status changed from Feedback to Closed
 - % Done changed from 0 to 100
- ?????????? ? commit:"bfff11a093e0e57184a54ee0860aa586036dd2746" ????????.

06/16/2015 11:49 PM - Mirco Bauer

- Complexity changed from Low to High
- This was a really nasty bug...

Files

smuxi1.png	121.7 KB	05/22/2015	Felipe Sateler
smuxi2.png	92.7 KB	05/22/2015	Felipe Sateler