Smuxi Issues [FROZEN ARCHIVE] - Bug # 132: person list empty in group chat after /reconnect

Status:	Closed	**Priority:**	High
Author:	Mirco Bauer	**Category:**	Frontend GNOME
Created:	11/13/2008	**Assigned to:**	Mirco Bauer
Updated:	08/04/2010	**Due date:**	
Complexity:	High		
Subject:	person list empty in group chat after /reconnect		
Description:	The IRC connection was gone for some reason and when using /reconnect, it reconnected and joined the channels correctly. You can send and receive messages, but the person list stays empty. When re-attaching the frontend the person list is populated again, so something during re-sync or so fails for currently attached frontends. Either a bug in Engine or Frontend-GNOME, not sure.		

Associated revisions

07/21/2010 11:46 PM - Mirco Bauer

Added bug comment (references: #132)

08/04/2010 07:26 PM - Mirco Bauer

Fixed empty userlists on re-enabled group chats. (closes: #132)

History

12/28/2008 01:45 PM - Mirco Bauer

can't reproduce this one with 0.6.2 neither 0.6.3~pre

02/06/2009 03:20 PM - Mirco Bauer

This might be related to channels that are temporarly not available for joining. The channel would stay in the disabled state that way.

11/15/2009 10:20 PM - Mirco Bauer

This issue is still present in 0.6.4.1 and is not related to temporarily not available channels. If the IRC server dies and smuxi looses the connection sooner or later then for some reason it's not gracefully disconnecting from the server. The network status says disconnected, the person list of group chats are empty but the topic remains?!? and the messages are still there (as expected). I suspect it's not really disabling the chats correctly...

11/15/2009 10:21 PM - Mirco Bauer

After /reconnect you can use /rejoin to get the person list back.

02/07/2010 11:02 AM - Mirco Bauer

- Target version set to 0.7.2

- Complexity set to High

07/21/2010 10:37 PM - Mirco Bauer

- Target version changed from 0.7.2 to 0.8

I still can't reproduce this one. I tried unplugging my network cable while being connected to a server and then replugging it in after Smuxi decided to go into the disconnected and also "given up" state. From both states it correctly reconnects and rejoins with a proper userlist. Maybe the bug is not in the chat handling but instead in the Gtk.TreeView itself? Say not recognizing the repopulated treeview model or something... Postponing to 0.8

08/04/2010 12:33 PM - Mirco Bauer

Ok, this issue finally happened again for me. Here some events to led to it:

connection to GIMPnet was lost caused by a ping timeout triggered from the client side

aboout 10 hours later the frontend connects

user notices unconnected GIMPnet state

user issues /reconnect command

connection to GIMPnet is back

all channels are rejoined but userlist remains empty, new messages are showing up

Log dump from losing the connection (see 1.):

```
<pre>
2010-08-04 02:36:50,404 [IrcProtocolManager (irc.de.gimp.org:6666) lag watcher] DEBUG Smuxi.Engine.IrcProtocolManager - _LagWatcher(): lag: 294.696492 second
s, difference: 10 seconds
2010-08-04 02:36:50,404 [IrcProtocolManager (irc.de.gimp.org:6666) lag watcher] DEBUG TRACE - [smuxi-engine.dll] Session.UpdateNetworkStatus()
2010-08-04 02:36:50,404 [IrcProtocolManager (irc.efnet.net:6666) lag watcher] DEBUG Smuxi.Engine.IrcProtocolManager - _LagWatcher(): lag: 0.11604 seconds, di
fference: 0 seconds
2010-08-04 02:36:50,404 [IrcProtocolManager (irc.freenode.net:6666) lag watcher] DEBUG Smuxi.Engine.IrcProtocolManager - _LagWatcher(): lag: 0.128007 seconds
, difference: 0 seconds
2010-08-04 02:36:50,404 [IrcProtocolManager (irc.oftc.net:6668) lag watcher] DEBUG Smuxi.Engine.IrcProtocolManager - _LagWatcher(): lag: 0.03206 seconds, dif
ference: 0 seconds
2010-08-04 02:36:55,780 [IrcProtocolManager (irc.de.gimp.org:6666) listener] DEBUG TRACE - [smuxi-engine-irc.dll] IrcProtocolManager._OnDisconnected(sender =
 Meebey.SmartIrc4net.IrcClient, e = System.EventArgs)
2010-08-04 02:36:55,781 [IrcProtocolManager (irc.de.gimp.org:6666) listener] DEBUG TRACE - [smuxi-engine.dll] Session.DisableChat(chat = <GIMPNet (IRC) (not connected)/#mono>)
2010-08-04 02:36:55,781 [IrcProtocolManager (irc.de.gimp.org:6666) listener] DEBUG TRACE - [smuxi-engine.dll] Session.DisableChat(chat = <GIMPNet (IRC) (not connected)/#monodev>)
2010-08-04 02:36:55,781 [IrcProtocolManager (irc.de.gimp.org:6666) listener] DEBUG TRACE - [smuxi-engine.dll] Session.DisableChat(chat = <GIMPNet (IRC) (not connected)/#monodevelop>)
2010-08-04 02:36:55,781 [IrcProtocolManager (irc.de.gimp.org:6666) listener] DEBUG TRACE - [smuxi-engine.dll] Session.DisableChat(chat = <GIMPNet (IRC) (not connected)/#monsoon>)
2010-08-04 02:36:55,781 [IrcProtocolManager (irc.de.gimp.org:6666) listener] DEBUG TRACE - [smuxi-engine.dll] Session.DisableChat(chat = <GIMPNet (IRC) (not connected)/jhill_>)
2010-08-04 02:36:55,781 [IrcProtocolManager (irc.de.gimp.org:6666) listener] DEBUG TRACE - [smuxi-engine.dll] ProtocolManagerBase.OnDisconnected(e = System.EventArgs)
2010-08-04 02:36:55,781 [IrcProtocolManager (irc.de.gimp.org:6666) listener] DEBUG TRACE - [smuxi-engine.dll] Session.UpdateNetworkStatus()
</pre>
```

08/04/2010 06:41 PM - Mirco Bauer

Look what I found with the help of the logs and being finally able to reproduce it:

```
<pre>
2010-08-04 15:50:38,981 [IdleWorkerThread (irc.oftc.net:6667)] WARN  SOCKET - ping timeout, connection lost
2010-08-04 15:50:38,989 [IrcProtocolManager (irc.oftc.net:6667) listener] DEBUG TRACE - [smuxi-engine-irc.dll] IrcProtocolManager._OnDisconnected(sender = Meebey.SmartIrc4net.IrcClient, e = System.EventArgs)
2010-08-04 15:50:38,989 [IrcProtocolManager (irc.oftc.net:6667) listener] DEBUG TRACE - [smuxi-engine.dll] Session.DisableChat(chat = <OFTC (IRC) (not connected)/#smuxi-test>)
2010-08-04 15:50:38,989 [IrcProtocolManager (irc.oftc.net:6667) listener] DEBUG TRACE - [smuxi-engine.dll] ProtocolManagerBase.OnDisconnected(e = System.EventArgs)

2010-08-04 15:51:56,373 [-1268688016] DEBUG Smuxi.Engine.Session - DeregisterFrontendUI(ui): deregistering UI with URI: 4fdaccc1_eeb0_4975_8df1_987431381f87/935daa_2.rem
2010-08-04 15:51:56,373 [-1268688016] DEBUG TRACE - [smuxi-engine.dll] Session.DeregisterFrontendUI(ui = Smuxi.Frontend.Gnome.GnomeUI)

2010-08-04 15:52:30,573 [-1268688016] DEBUG TRACE - [smuxi-engine.dll] Session.RegisterFrontendUI(ui = Smuxi.Frontend.Gnome.GnomeUI)
2010-08-04 15:52:30,573 [-1268688016] DEBUG Smuxi.Engine.Session - Registering UI with URI:
```

f5787d21_c37a_436c_997a_3cc248739e9e/9bbd88_2.rem

2010-08-04 15:52:30,573 [-1268688016] DEBUG TRACE - [smuxi-engine.dll] FrontendManager..ctor(session = Smuxi.Engine.Session, ui = Smuxi.Frontend.Gnome.GnomeUI)

2010-08-04 15:52:30,719 [-1274115216] DEBUG TRACE - [smuxi-engine.dll] Session.GetFrontendManager(ui = Smuxi.Frontend.Gnome.GnomeUI)

2010-08-04 15:52:30,730 [-1274115216] DEBUG TRACE - [smuxi-engine.dll] FrontendManager.Sync()

2010-08-04 15:52:31,037 [-1275184272] DEBUG TRACE - [smuxi-engine.dll] FrontendManager.AddSyncedChat(chatModel = <(null)/smuxi>)

2010-08-04 15:52:31,246 [-1275184272] DEBUG TRACE - [smuxi-engine.dll] FrontendManager.AddSyncedChat(chatModel = <OFTC (IRC) (not connected)/IRC OFTC>)

2010-08-04 15:53:18,191 [-1275184272] DEBUG TRACE - [smuxi-engine.dll] FrontendManager.AddSyncedChat(chatModel = <OFTC (IRC) (not connected)/#smuxi-test>)

^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

!!! BUG BUG BUG !!!

Now the frontend manager will believe this chat is fully synced despite the disabled state and re-syncs will be ignored from that point on!

2010-08-04 15:54:29,585 [WriteThread (irc.oftc.net:6667)] DEBUG SOCKET - sent: "JOIN #smuxi-test"

2010-08-04 15:54:29,622 [ReadThread (irc.oftc.net:6667)] DEBUG SOCKET - received: ":meebey_!~meebey@188-194-57-83-dynip.superkabel.de JOIN :#smuxi-test"

2010-08-04 15:54:29,622 [ReadThread (irc.oftc.net:6667)] DEBUG SOCKET - received: ":coulomb.oftc.net 353 meebey_ = #smuxi-test :meebey_ meebey"

2010-08-04 15:54:29,622 [ReadThread (irc.oftc.net:6667)] DEBUG SOCKET - received: ":coulomb.oftc.net 366 meebey_ #smuxi-test :End of /NAMES list."

2010-08-04 15:54:29,625 [IrcProtocolManager (irc.oftc.net:6667) listener] DEBUG TRACE - [smuxi-engine.dll] Session.EnableChat
(chat = <OFTC (IRC)/#smuxi-test>)

2010-08-04 15:54:30,374 [IrcProtocolManager (irc.oftc.net:6667) listener] DEBUG CHANNELSYNCING - active synced: #smuxi-test (in 0.749752 sec)

2010-08-04 15:54:30,374 [IrcProtocolManager (irc.oftc.net:6667) listener] DEBUG Smuxi.Engine.IrcProtocolManager - _OnChannelActiveSynced() e.Data.Channel: #smuxi-test

2010-08-04 15:54:30,374 [IrcProtocolManager (irc.oftc.net:6667) listener] DEBUG TRACE - [smuxi-engine.dll] Session.SyncChat(chat = <OFTC (IRC)/#smuxi-test>)
</pre>

08/04/2010 07:42 PM - Mirco Bauer

- Status changed from New to Closed

- % Done changed from 0 to 100

Applied in changeset commit:"b350113d8efe113e130f595c9c4677105a3b52f7".