Smuxi Issues [FROZEN ARCHIVE] - Bug # 183: Leaking FrontendManager threads

Status:	Closed	**Priority:**	Normal
Author:	Mirco Bauer	**Category:**	Engine
Created:	06/30/2009	**Assigned to:**	Mirco Bauer
Updated:	01/12/2010	**Due date:**	
Complexity:	High		
Subject:	Leaking FrontendManager threads		

Description: After about 6 month of running smuxi-server there are some leaked FrontendManager threads.
The lag watcher thread (IrcProtocolManager (irc.chatspike.net:6666) lag watcher) also looks suspicious.

<pre>
USER PID %CPU %MEM VSZ RSS TTY STAT START TIME COMMAND
meebey 30009 0.0 6.3 448620 65500 ? Sl Jan03 72:55 mono /usr/lib/smuxi/smuxi-server.exe
</pre>

<pre>
meebey@irc_booster:~$ kill -QUIT 30009

Full thread dump:

"FrontendManager" tid=0x0xa7383bb0 this=0x0x2e81f20:

"FrontendManager" tid=0x0xb1707bb0 this=0x0x157a4d0:

"FrontendManager" tid=0x0xb49f7bb0 this=0x0xe920b0:

"FrontendManager" tid=0x0xa717bbb0 this=0x0x2e81d10:

"FrontendManager" tid=0x0xb14ffbb0 this=0x0x157a8f0:

"FrontendManager" tid=0x0xa6f73bb0 this=0x0x22a8a50:

"FrontendManager" tid=0x0xb12f7bb0 this=0x0x2b499a0:

"FrontendManager" tid=0x0xa6d6bbb0 this=0x0x2e81840:

"FrontendManager" tid=0x0xb10efbb0 this=0x0x157a210:

"ReadThread (irc.uni-erlangen.de:6668)" tid=0x0xb48f7bb0 this=0x0x2b2aa50:

"FrontendManager" tid=0x0xa6b63bb0 this=0x0x2e81790:

"FrontendManager" tid=0x0xb190fbb0 this=0x0x157a630:

"FrontendManager" tid=0x0xb0ee7bb0 this=0x0x14a7bb0:

"FrontendManager" tid=0x0xa695bbb0 this=0x0x22e6630:

"FrontendManager" tid=0x0xb0cdfbb0 this=0x0x157ad10:

"FrontendManager" tid=0x0xa6753bb0 this=0x0x1d268f0:
</pre>

"FrontendManager" tid=0x0xb0ad7bb0 this=0x0x138f8f0:

"FrontendManager" tid=0x0xa654bbb0 this=0x0x2e81160:

"FrontendManager" tid=0x0xb08cfbb0 this=0x0x157adc0:

"FrontendManager" tid=0x0xa6343bb0 this=0x0x22a8bb0:

"FrontendManager" tid=0x0xb06c7bb0 this=0x0x1af7e70:

"FrontendManager" tid=0x0xa613bbb0 this=0x0x22a8f20:

"FrontendManager" tid=0x0xb04bfbb0 this=0x0x1af78f0:

"FrontendManager" tid=0x0xa5f33bb0 this=0x0x22a8c60:

"FrontendManager" tid=0x0xb02b7bb0 this=0x0x138f790:

"FrontendManager" tid=0x0xa5d2bbb0 this=0x0x325af20:

"FrontendManager" tid=0x0xb00afbb0 this=0x0x1af7bb0:

"FrontendManager" tid=0x0xa5b23bb0 this=0x0x325ab00:

"FrontendManager" tid=0x0xafea7bb0 this=0x0x138f370:

"FrontendManager" tid=0x0xa591bbb0 this=0x0x325aa50:

"FrontendManager" tid=0x0xafc9fbb0 this=0x0x1f3cf20:

"FrontendManager" tid=0x0xa5713bb0 this=0x0x325a0b0:

"FrontendManager" tid=0x0xa550bbb0 this=0x0x21f99a0:

"WriteThread (irc.freenode.net:6666)" tid=0x0xafa97bb0 this=0x0x2cdfbb0:

"FrontendManager" tid=0x0xaf88fbb0 this=0x0x1af74d0:

"FrontendManager" tid=0x0xa5303bb0 this=0x0x22a8580:

"FrontendManager" tid=0x0xaf687bb0 this=0x0x1f3c2c0:

"FrontendManager" tid=0x0xa50fbbb0 this=0x0x325a580:

"FrontendManager" tid=0x0xaf47fbb0 this=0x0x1f3c370:

"FrontendManager" tid=0x0xa4ef3bb0 this=0x0x325ae70:

"FrontendManager" tid=0x0xaf277bb0 this=0x0x1af7370:

"FrontendManager" tid=0x0xa4cebbb0 this=0x0x2ca2f20:

"FrontendManager" tid=0x0xaf06fbb0 this=0x0x157ae70:

"FrontendManager" tid=0x0xa4ae3bb0 this=0x0x2ca2d10:

"FrontendManager" tid=0x0xaee67bb0 this=0x0x157a9a0:

"FrontendManager" tid=0x0xa48dbbb0 this=0x0x2ca2a50:

"FrontendManager" tid=0x0xaec5fbb0 this=0x0x257ca50:

"FrontendManager" tid=0x0xa46d3bb0 this=0x0x2cdfa50:

"FrontendManager" tid=0x0xaea57bb0 this=0x0xa33580:

"FrontendManager" tid=0x0xa44cbbb0 this=0x0x2ca2790:

"FrontendManager" tid=0x0xae84fbb0 this=0x0x257cdc0:

"FrontendManager" tid=0x0xa42c3bb0 this=0x0x2cdf790:

"FrontendManager" tid=0x0xae647bb0 this=0x0x1f3c790:

"FrontendManager" tid=0x0xae43fbb0 this=0x0x257c9a0:

"WriteThread (irc.chatspike.net:6666)" tid=0x0xa3eb3bb0 this=0x0x3462e70:

"FrontendManager" tid=0x0xae237bb0 this=0x0x257c630:

"FrontendManager" tid=0x0xa3cabbb0 this=0x0x2b49840:

"FrontendManager" tid=0x0xae02fbb0 this=0x0x257c580:

"FrontendManager" tid=0x0xa3aa3bb0 this=0x0x2b49000:

"FrontendManager" tid=0x0xade27bb0 this=0x0x24f8dc0:

"FrontendManager" tid=0x0xa389bbb0 this=0x0x248ff20:

"FrontendManager" tid=0x0xadc1fbb0 this=0x0x24f89a0:

"Main" tid=0x0xb7d3d6c0 this=0x0x25e10:

"IrcProtocolManager (irc.chatspike.net:6666) lag watcher" tid=0x0xa40bbbb0 this=0x0x2ca2630:
  at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
  at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0xffffffff>
  at System.Threading.Thread.Sleep (int) <0x00016>
  at WriteThread._Worker () <0x0002e>
  at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>
  at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
  at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0xffffffff>
  at System.Threading.Thread.Sleep (int) <0x00016>
  at WriteThread._Worker () <0x0002e>
  at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>
      at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool)

<0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool)

<0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>

at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool)

<0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
at (wrapper managed-to-native) System.Net.Sockets.Socket.Receive_internal (intptr,byte[],int,int,System.Net.Sockets.SocketFlags,int&) <0x00004>
at (wrapper managed-to-native) System.Net.Sockets.Socket.Receive_internal (intptr,byte[],int,int,System.Net.Sockets.SocketFlags,int&) <0xffffffff>
at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0xffffffff>
at System.Threading.Thread.Sleep (int) <0x00016>
at Smuxi.Engine.IrcProtocolManager._LagWatcher () <0x00039>
at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at System.Net.Sockets.Socket.Receive_nochecks (byte[],int,int,System.Net.Sockets.SocketFlags,System.Net.Sockets.SocketError&) <0x00032>
at System.Net.Sockets.Socket.Receive (byte[],int,int,System.Net.Sockets.SocketFlags) <0x00073>
at System.Net.Sockets.NetworkStream.Read (byte[],int,int) <0x0006e>
at System.Threading.WaitHandle.WaitOne () <0x00052>
at Smuxi.Common.TaskQueue.Loop () <0x00072>
at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00052>
at Smuxi.Common.TaskQueue.Loop () <0x00072>
at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00052>
at Smuxi.Common.TaskQueue.Loop () <0x00072>
at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00052>
at Smuxi.Common.TaskQueue.Loop () <0x00072>
at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00052>
at Smuxi.Common.TaskQueue.Loop () <0x00072>
at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00052>
at Smuxi.Common.TaskQueue.Loop () <0x00072>
at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00052>
at Smuxi.Common.TaskQueue.Loop () <0x00072>

at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00052>
at Smuxi.Common.TaskQueue.Loop () <0x00072>
at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00052>
at Smuxi.Common.TaskQueue.Loop () <0x00072>
at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00052>
at Smuxi.Common.TaskQueue.Loop () <0x00072>
at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00052>
at Smuxi.Common.TaskQueue.Loop () <0x00072>
at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00052>
at Smuxi.Common.TaskQueue.Loop () <0x00072>
at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00052>
at Smuxi.Common.TaskQueue.Loop () <0x00072>
at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00052>
at Smuxi.Common.TaskQueue.Loop () <0x00072>
at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00052>
at Smuxi.Common.TaskQueue.Loop () <0x00072>
at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00052>
at Smuxi.Common.TaskQueue.Loop () <0x00072>
at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00052>
at Smuxi.Common.TaskQueue.Loop () <0x00072>
at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00052>
at Smuxi.Common.TaskQueue.Loop () <0x00072>
at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00052>
at Smuxi.Common.TaskQueue.Loop () <0x00072>
at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00052>
at Smuxi.Common.TaskQueue.Loop () <0x00072>
at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00052>
at Smuxi.Common.TaskQueue.Loop () <0x00072>
at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00052>
at Smuxi.Common.TaskQueue.Loop () <0x00072>
at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00052>
at Smuxi.Common.TaskQueue.Loop () <0x00072>
at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00052>
at Smuxi.Common.TaskQueue.Loop () <0x00072>
at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00052>
at Smuxi.Common.TaskQueue.Loop () <0x00072>
at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00052>
at Smuxi.Common.TaskQueue.Loop () <0x00072>
at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00052>
at Smuxi.Common.TaskQueue.Loop () <0x00072>
at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00052>
at Smuxi.Common.TaskQueue.Loop () <0x00072>
at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00052>

at Smuxi.Common.TaskQueue.Loop () <0x00072>
at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00052>
at Smuxi.Common.TaskQueue.Loop () <0x00072>
at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00052>
at Smuxi.Common.TaskQueue.Loop () <0x00072>
at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00052>
at Smuxi.Common.TaskQueue.Loop () <0x00072>
at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00052>
at Smuxi.Common.TaskQueue.Loop () <0x00072>
at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00052>
at Smuxi.Common.TaskQueue.Loop () <0x00072>
at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00052>
at Smuxi.Common.TaskQueue.Loop () <0x00072>
at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00052>
at Smuxi.Common.TaskQueue.Loop () <0x00072>
at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00052>
at Smuxi.Common.TaskQueue.Loop () <0x00072>
at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00052>
at Smuxi.Common.TaskQueue.Loop () <0x00072>
at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00052>
at Smuxi.Common.TaskQueue.Loop () <0x00072>
at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00052>
at Smuxi.Common.TaskQueue.Loop () <0x00072>
at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00052>
at Smuxi.Common.TaskQueue.Loop () <0x00072>
at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00052>
at Smuxi.Common.TaskQueue.Loop () <0x00072>
at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00052>
at Smuxi.Common.TaskQueue.Loop () <0x00072>
at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00052>
at Smuxi.Common.TaskQueue.Loop () <0x00072>
at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00052>
at Smuxi.Common.TaskQueue.Loop () <0x00072>
at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00052>
at Smuxi.Common.TaskQueue.Loop () <0x00072>
at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00052>
at Smuxi.Common.TaskQueue.Loop () <0x00072>
at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00052>
at Smuxi.Common.TaskQueue.Loop () <0x00072>
at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00052>
at Smuxi.Common.TaskQueue.Loop () <0x00072>
at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00052>
at Smuxi.Common.TaskQueue.Loop () <0x00072>
at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>

```
  at System.Threading.WaitHandle.WaitOne () <0x00052>
  at Smuxi.Common.TaskQueue.Loop () <0x00072>
  at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>
  at System.Threading.WaitHandle.WaitOne () <0x00052>
  at Smuxi.Common.TaskQueue.Loop () <0x00072>
  at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>
  at System.Threading.WaitHandle.WaitOne () <0x00052>
  at Smuxi.Common.TaskQueue.Loop () <0x00072>
  at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>
  at System.Threading.WaitHandle.WaitOne () <0x00052>
  at Smuxi.Common.TaskQueue.Loop () <0x00072>
  at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>
  at System.Threading.WaitHandle.WaitOne () <0x00052>
  at Smuxi.Common.TaskQueue.Loop () <0x00072>
  at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>
  at System.Threading.WaitHandle.WaitOne () <0x00052>
  at Smuxi.Common.TaskQueue.Loop () <0x00072>
  at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>
  at System.Threading.WaitHandle.WaitOne () <0x00052>
  at Smuxi.Common.TaskQueue.Loop () <0x00072>
  at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>
  at System.Threading.WaitHandle.WaitOne () <0x00052>
  at Smuxi.Common.TaskQueue.Loop () <0x00072>
  at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>
  at System.Threading.WaitHandle.WaitOne () <0x00052>
  at Smuxi.Common.TaskQueue.Loop () <0x00072>
  at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>
  at System.Threading.WaitHandle.WaitOne () <0x00052>
  at Smuxi.Common.TaskQueue.Loop () <0x00072>
  at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>
  at System.Threading.WaitHandle.WaitOne () <0x00052>
  at Smuxi.Common.TaskQueue.Loop () <0x00072>
  at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>
  at System.Threading.WaitHandle.WaitOne () <0x00052>
  at Smuxi.Common.TaskQueue.Loop () <0x00072>
  at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>
  at System.Threading.WaitHandle.WaitOne () <0x00052>
  at Smuxi.Common.TaskQueue.Loop () <0x00072>
  at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>
  at System.Threading.WaitHandle.WaitOne () <0x00052>
  at Smuxi.Common.TaskQueue.Loop () <0x00072>
  at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>
  at System.Threading.WaitHandle.WaitOne () <0x00052>
  at Smuxi.Common.TaskQueue.Loop () <0x00072>
  at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>
  at System.IO.StreamReader.ReadBuffer () <0x00030>
  at System.IO.StreamReader.ReadLine () <0x00023>
  at ReadThread._Worker () <0x00061>
  at (wrapper runtime-invoke) System.Object.runtime_invoke_void (object,intptr,intptr,intptr) <0xffffffff>
meebey@irc_booster:~$
```

</pre>

Associated revisions

08/12/2009 04:26 AM - Mirco Bauer

Fixed thread leak when the task queue is empty and remains empty after disposing. (closes: #183)

01/10/2010 09:47 PM - Mirco Bauer

Fixed possible frontend manager thread leak (closes: #183)

Explicitely dispose frontend managers to ensure their assigned TaskQueue will
be disposed too. Also added logger calls that should aid debugging this issue
for the future.

History

08/02/2009 11:16 PM - Mirco Bauer

- Target version changed from 0.6.3 to 0.6.4

08/12/2009 04:39 AM - Mirco Bauer

- Status changed from New to Closed

- % Done changed from 0 to 100

Applied in changeset commit:"e9ebcf54a2becd4cddfd2cd96b75e0aa5eeff11c".

11/09/2009 09:58 PM - Mirco Bauer

Just for the reference here is a thread dump of Smuxi 0.6.4.0 running for about one month, at that time only one frontend manager was connected, so there are clearly still some leaks hidden in 0.6.4!

<pre>
Full thread dump:

"<unnamed thread>" tid=0x0xb6035b90 this=0x0xb39c3bb8 thread handle 0x447 state : not waiting owns ()
  at (wrapper managed-to-native) System.Net.Sockets.Socket.Receive_internal (intptr,byte[],int,int,System.Net.Sockets.SocketFlags,int&) <0x00004>
  at (wrapper managed-to-native) System.Net.Sockets.Socket.Receive_internal (intptr,byte[],int,int,System.Net.Sockets.SocketFlags,int&) <0xffffffff>
  at System.Net.Sockets.Socket.Receive_nochecks (byte[],int,int,System.Net.Sockets.SocketFlags,System.Net.Sockets.SocketError&) <0x00030>
  at System.Net.Sockets.Socket.Receive (byte[],int,int,System.Net.Sockets.SocketFlags) <0x0006e>
  at System.Net.Sockets.NetworkStream.Read (byte[],int,int) <0x0006e>
  at System.IO.BufferedStream.Read (byte[],int,int) <0x00213>
  at System.Runtime.Remoting.Channels.Tcp.TcpMessageIO.StreamRead (System.IO.Stream,byte[],int) <0x00022>
  at System.Runtime.Remoting.Channels.Tcp.TcpMessageIO.ReceiveMessageStatus (System.IO.Stream,byte[]) <0x00047>
  at System.Runtime.Remoting.Channels.Tcp.ClientConnection.ProcessMessages () <0x000a9>
  at System.Runtime.Remoting.Channels.RemotingThreadPool.PoolThread () <0x001aa>
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"<unnamed thread>" tid=0x0xb70e6b90 this=0x0x2fd48 thread handle 0x40d state : not waiting owns ()
  at (wrapper managed-to-native) System.Net.Sockets.Socket.Accept_internal (intptr,int&,bool) <0x00004>
  at (wrapper managed-to-native) System.Net.Sockets.Socket.Accept_internal (intptr,int&,bool) <0xffffffff>
  at System.Net.Sockets.Socket.Accept () <0x00077>
  at System.Net.Sockets.TcpListener.AcceptSocket () <0x00021>
  at System.Runtime.Remoting.Channels.Tcp.TcpServerChannel.WaitForConnections () <0x00038>
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"IdleWorkerThread (irc.de.gimp.org:6666)" tid=0x0xb4fc6b90 this=0x0xad453258 thread handle 0x540 state : not waiting owns ()
  at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
  at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0xffffffff>

at System.Threading.Thread.Sleep (int) <0x0001c>
at Meebey.SmartIrc4net.IrcConnection/IdleWorkerThread._Worker () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"IrcProtocolManager (irc.efnet.net:6666) lag watcher" tid=0x0xb6577b90 this=0x0x117d48 thread handle 0x427 state : not waiting owns ()
at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0xffffffff>
at System.Threading.Thread.Sleep (int) <0x0001c>
at Smuxi.Engine.IrcProtocolManager._LagWatcher () <0x00044>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"WriteThread (irc.efnet.net:6666)" tid=0x0xb53ebb90 this=0x0xae19c0c8 thread handle 0x5e1 state : not waiting owns ()
at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0xffffffff>
at System.Threading.Thread.Sleep (int) <0x0001c>
at Meebey.SmartIrc4net.IrcConnection/WriteThread._Worker () <0x00037>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"WriteThread (irc.oftc.net:6668)" tid=0x0xb5b2db90 this=0x0x2f3e8 thread handle 0x43b state : not waiting owns ()
at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0xffffffff>
at System.Threading.Thread.Sleep (int) <0x0001c>
at Meebey.SmartIrc4net.IrcConnection/WriteThread._Worker () <0x00037>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"WriteThread (irc.freenode.net:6666)" tid=0x0xad197b90 this=0x0xae05b640 thread handle 0x440 state : not waiting owns ()
at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0xffffffff>
at System.Threading.Thread.Sleep (int) <0x0001c>
at Meebey.SmartIrc4net.IrcConnection/WriteThread._Worker () <0x00037>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"<unnamed thread>" tid=0x0xb6eceb90 this=0x0x2f708 thread handle 0x413 state : not waiting owns ()
at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0xffffffff>
at System.Threading.Thread.Sleep (int) <0x0001c>
at System.Runtime.Remoting.Channels.Tcp.TcpConnectionPool.ConnectionCollector () <0x00024>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"IdleWorkerThread (irc.uni-erlangen.de:6668)" tid=0x0xb5d35b90 this=0x0xae05bc80 thread handle 0x45a state : not waiting owns ()
at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0xffffffff>
at System.Threading.Thread.Sleep (int) <0x0001c>
at Meebey.SmartIrc4net.IrcConnection/IdleWorkerThread._Worker () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"IdleWorkerThread (irc.efnet.net:6666)" tid=0x0xb54efb90 this=0x0xae19c000 thread handle 0x5e3 state : not waiting owns ()
at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0xffffffff>
at System.Threading.Thread.Sleep (int) <0x0001c>
at Meebey.SmartIrc4net.IrcConnection/IdleWorkerThread._Worker () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"IrcProtocolManager (irc.efnet.net:6666) listener" tid=0x0xb667bb90 this=0x0x117e10 thread handle 0x425 state : not waiting owns ()
at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0xffffffff>
at System.Threading.Thread.Sleep (int) <0x0001c>
at Meebey.SmartIrc4net.IrcConnection.ReadLine (bool) <0x00029>
at Meebey.SmartIrc4net.IrcConnection.Listen (bool) <0x00022>
at Meebey.SmartIrc4net.IrcConnection.Listen () <0x00012>
at Smuxi.Engine.IrcProtocolManager._Listen () <0x0001d>
at Smuxi.Engine.IrcProtocolManager._Run () <0x0006a>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"IrcProtocolManager (irc.uni-erlangen.de:6668) listener" tid=0x0xb6ca6b90 this=0x0x2f578 thread handle 0x418 state : not waiting owns ()
at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0xffffffff>
at System.Threading.Thread.Sleep (int) <0x0001c>
at Meebey.SmartIrc4net.IrcConnection.ReadLine (bool) <0x00029>
at Meebey.SmartIrc4net.IrcConnection.Listen (bool) <0x00022>
at Meebey.SmartIrc4net.IrcConnection.Listen () <0x00012>
at Smuxi.Engine.IrcProtocolManager._Listen () <0x0001d>
at Smuxi.Engine.IrcProtocolManager._Run () <0x0006a>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"WriteThread (irc.de.gimp.org:6666)" tid=0x0xb5f35b90 this=0x0xad453320 thread handle 0x53e state : not waiting owns ()
at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0xffffffff>
at System.Threading.Thread.Sleep (int) <0x0001c>
at Meebey.SmartIrc4net.IrcConnection/WriteThread._Worker () <0x00037>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"IrcProtocolManager (irc.de.gimp.org:6666) listener" tid=0x0xb6473b90 this=0x0x117bb8 thread handle 0x429 state : not waiting owns ()
at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0xffffffff>
at System.Threading.Thread.Sleep (int) <0x0001c>
at Meebey.SmartIrc4net.IrcConnection.ReadLine (bool) <0x00029>
at Meebey.SmartIrc4net.IrcConnection.Listen (bool) <0x00022>
at Meebey.SmartIrc4net.IrcConnection.Listen () <0x00012>
at Smuxi.Engine.IrcProtocolManager._Listen () <0x0001d>
at Smuxi.Engine.IrcProtocolManager._Run () <0x0006a>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"IdleWorkerThread (irc.oftc.net:6668)" tid=0x0xb5a29b90 this=0x0x2f190 thread handle 0x43d state : not waiting owns ()
at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0xffffffff>
at System.Threading.Thread.Sleep (int) <0x0001c>
at Meebey.SmartIrc4net.IrcConnection/IdleWorkerThread._Worker () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"IdleWorkerThread (irc.freenode.net:6666)" tid=0x0xb5915b90 this=0x0xae05b578 thread handle 0x443 state : not waiting owns ()
at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0xffffffff>
at System.Threading.Thread.Sleep (int) <0x0001c>
at Meebey.SmartIrc4net.IrcConnection/IdleWorkerThread._Worker () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"IrcProtocolManager (irc.oftc.net:6668) lag watcher" tid=0x0xb699ab90 this=0x0x2f258 thread handle 0x41e state : not waiting owns ()
  at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
  at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0xffffffff>
  at System.Threading.Thread.Sleep (int) <0x0001c>
  at Smuxi.Engine.IrcProtocolManager._LagWatcher () <0x00044>
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"IrcProtocolManager (irc.uni-erlangen.de:6668) lag watcher" tid=0x0xb6ba2b90 this=0x0x2f4b0 thread handle 0x41a state : not waiting owns ()
  at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
  at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0xffffffff>
  at System.Threading.Thread.Sleep (int) <0x0001c>
  at Smuxi.Engine.IrcProtocolManager._LagWatcher () <0x00044>
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"IrcProtocolManager (irc.freenode.net:6666) listener" tid=0x0xb687bb90 this=0x0x2f0c8 thread handle 0x421 state : not waiting owns ()
  at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
  at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0xffffffff>
  at System.Threading.Thread.Sleep (int) <0x0001c>
  at Meebey.SmartIrc4net.IrcConnection.ReadLine (bool) <0x00029>
  at Meebey.SmartIrc4net.IrcConnection.Listen (bool) <0x00022>
  at Meebey.SmartIrc4net.IrcConnection.Listen () <0x00012>
  at Smuxi.Engine.IrcProtocolManager._Listen () <0x0001d>
  at Smuxi.Engine.IrcProtocolManager._Run () <0x0006a>
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"IrcProtocolManager (irc.de.gimp.org:6666) lag watcher" tid=0x0xb636fb90 this=0x0x117af0 thread handle 0x42b state : not waiting owns ()
  at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
  at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0xffffffff>
  at System.Threading.Thread.Sleep (int) <0x0001c>
  at Smuxi.Engine.IrcProtocolManager._LagWatcher () <0x00044>
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"WriteThread (irc.uni-erlangen.de:6668)" tid=0x0xb5811b90 this=0x0xb3c45000 thread handle 0x456 state : not waiting owns ()
  at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
  at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0xffffffff>
  at System.Threading.Thread.Sleep (int) <0x0001c>
  at Meebey.SmartIrc4net.IrcConnection/WriteThread._Worker () <0x00037>
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"IrcProtocolManager (irc.oftc.net:6668) listener" tid=0x0xb6a9eb90 this=0x0x2f320 thread handle 0x41c state : not waiting owns ()
  at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
  at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0xffffffff>
  at System.Threading.Thread.Sleep (int) <0x0001c>
  at Meebey.SmartIrc4net.IrcConnection.ReadLine (bool) <0x00029>
  at Meebey.SmartIrc4net.IrcConnection.Listen (bool) <0x00022>
  at Meebey.SmartIrc4net.IrcConnection.Listen () <0x00012>
  at Smuxi.Engine.IrcProtocolManager._Listen () <0x0001d>
  at Smuxi.Engine.IrcProtocolManager._Run () <0x0006a>
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"ReadThread (irc.efnet.net:6666)" tid=0x0xb52e7b90 this=0x0xae19c190 thread handle 0x5df state : not waiting owns ()
  at (wrapper managed-to-native) System.Net.Sockets.Socket.Receive_internal (intptr,byte[],int,int,System.Net.Sockets.SocketFlags,int&) <0x00004>

at (wrapper managed-to-native) System.Net.Sockets.Socket.Receive_internal (intptr,byte[],int,int,System.Net.Sockets.SocketFlags,int&) <0xffffffff>
at System.Net.Sockets.Socket.Receive_nochecks (byte[],int,int,System.Net.Sockets.SocketFlags,System.Net.Sockets.SocketError&) <0x00030>
at System.Net.Sockets.Socket.Receive (byte[],int,int,System.Net.Sockets.SocketFlags) <0x0006e>
at System.Net.Sockets.NetworkStream.Read (byte[],int,int) <0x0006e>
at System.IO.StreamReader.ReadBuffer () <0x0003d>
at System.IO.StreamReader.ReadLine () <0x00029>
at Meebey.SmartIrc4net.IrcConnection/ReadThread._Worker () <0x0005c>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"ReadThread (irc.oftc.net:6668)" tid=0x0xb5c31b90 this=0x0x2f7d0 thread handle 0x439 state : not waiting owns ()
at (wrapper managed-to-native) System.Net.Sockets.Socket.Receive_internal (intptr,byte[],int,int,System.Net.Sockets.SocketFlags,int&) <0x00004>
at (wrapper managed-to-native) System.Net.Sockets.Socket.Receive_internal (intptr,byte[],int,int,System.Net.Sockets.SocketFlags,int&) <0xffffffff>
at System.Net.Sockets.Socket.Receive_nochecks (byte[],int,int,System.Net.Sockets.SocketFlags,System.Net.Sockets.SocketError&) <0x00030>
at System.Net.Sockets.Socket.Receive (byte[],int,int,System.Net.Sockets.SocketFlags) <0x0006e>
at System.Net.Sockets.NetworkStream.Read (byte[],int,int) <0x0006e>
at System.IO.StreamReader.ReadBuffer () <0x0003d>
at System.IO.StreamReader.ReadLine () <0x00029>
at Meebey.SmartIrc4net.IrcConnection/ReadThread._Worker () <0x0005c>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"ReadThread (irc.de.gimp.org:6666)" tid=0x0xb5e35b90 this=0x0xad4533e8 thread handle 0x53c state : not waiting owns ()
at (wrapper managed-to-native) System.Net.Sockets.Socket.Receive_internal (intptr,byte[],int,int,System.Net.Sockets.SocketFlags,int&) <0x00004>
at (wrapper managed-to-native) System.Net.Sockets.Socket.Receive_internal (intptr,byte[],int,int,System.Net.Sockets.SocketFlags,int&) <0xffffffff>
at System.Net.Sockets.Socket.Receive_nochecks (byte[],int,int,System.Net.Sockets.SocketFlags,System.Net.Sockets.SocketError&) <0x00030>
at System.Net.Sockets.Socket.Receive (byte[],int,int,System.Net.Sockets.SocketFlags) <0x0006e>
at System.Net.Sockets.NetworkStream.Read (byte[],int,int) <0x0006e>
at System.IO.StreamReader.ReadBuffer () <0x0003d>
at System.IO.StreamReader.ReadLine () <0x00029>
at Meebey.SmartIrc4net.IrcConnection/ReadThread._Worker () <0x0005c>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"ReadThread (irc.uni-erlangen.de:6668)" tid=0x0xb6235b90 this=0x0xb3c450c8 thread handle 0x451 state : not waiting owns ()
at (wrapper managed-to-native) System.Net.Sockets.Socket.Receive_internal (intptr,byte[],int,int,System.Net.Sockets.SocketFlags,int&) <0x00004>
at (wrapper managed-to-native) System.Net.Sockets.Socket.Receive_internal (intptr,byte[],int,int,System.Net.Sockets.SocketFlags,int&) <0xffffffff>
at System.Net.Sockets.Socket.Receive_nochecks (byte[],int,int,System.Net.Sockets.SocketFlags,System.Net.Sockets.SocketError&) <0x00030>
at System.Net.Sockets.Socket.Receive (byte[],int,int,System.Net.Sockets.SocketFlags) <0x0006e>
at System.Net.Sockets.NetworkStream.Read (byte[],int,int) <0x0006e>
at System.IO.StreamReader.ReadBuffer () <0x0003d>
at System.IO.StreamReader.ReadLine () <0x00029>
at Meebey.SmartIrc4net.IrcConnection/ReadThread._Worker () <0x0005c>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"IrcProtocolManager (irc.freenode.net:6666) lag watcher" tid=0x0xb677bb90 this=0x0x2f000 thread handle 0x423 state : not waiting owns ()
at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0xffffffff>
at System.Threading.Thread.Sleep (int) <0x0001c>
at Smuxi.Engine.IrcProtocolManager._LagWatcher () <0x00044>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"ReadThread (irc.freenode.net:6666)" tid=0x0xb570db90 this=0x0xae05b708 thread handle 0x438 state : interrupted state owns ()
at (wrapper managed-to-native) System.Net.Sockets.Socket.Receive_internal (intptr,byte[],int,int,System.Net.Sockets.SocketFlags,int&) <0x00004>
at (wrapper managed-to-native) System.Net.Sockets.Socket.Receive_internal (intptr,byte[],int,int,System.Net.Sockets.SocketFlags,int&) <0xffffffff>
at System.Net.Sockets.Socket.Receive_nochecks (byte[],int,int,System.Net.Sockets.SocketFlags,System.Net.Sockets.SocketError&) <0x00030>

at System.Net.Sockets.Socket.Receive (byte[],int,int,System.Net.Sockets.SocketFlags) <0x0006e>
at System.Net.Sockets.NetworkStream.Read (byte[],int,int) <0x0006e>
at System.IO.StreamReader.ReadBuffer () <0x0003d>
at System.IO.StreamReader.ReadLine () <0x00029>
at Meebey.SmartIrc4net.IrcConnection/ReadThread._Worker () <0x0005c>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0xb51d6b90 this=0x0x932640 thread handle 0x43e state : interrupted state owns ()
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00054>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0xb4cbab90 this=0x0xae19ced8 thread handle 0x5e9 state : interrupted state owns ()
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00054>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0xacfe7b90 this=0x0xb3c45c80 thread handle 0x533 state : interrupted state owns ()
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00054>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0xaced3b90 this=0x0xb3c45ed8 thread handle 0x530 state : interrupted state owns ()
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00054>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0xb50d6b90 this=0x0x813d48 thread handle 0x4df state : interrupted state owns ()
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00054>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0xb4bb6b90 this=0x0xe68708 thread handle 0x4bb state : interrupted state owns ()
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00054>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0xb6fe2b90 this=0x0x7febb8 thread handle 0x4bf state : interrupted state owns ()
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00054>

at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0xb4ec2b90 this=0x0x813c80 thread handle 0x4ca state : interrupted state owns ()
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00054>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0xb6dbab90 this=0x0x932d48 thread handle 0x45c state : interrupted state owns ()
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00054>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0xb4ab2b90 this=0x0x6b02ed8 thread handle 0x5aa state : interrupted state owns ()
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00054>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0xb4dbeb90 this=0x0xe68af0 thread handle 0x469 state : interrupted state owns ()
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00054>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0xb6135b90 this=0x0xb3c45898 thread handle 0x5e4 state : interrupted state owns ()
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00054>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"Main" tid=0x0xb7cde6d0 this=0x0x2fed8 thread handle 0x404 state : not waiting owns ()
at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0xffffffff>
at System.Threading.Thread.Sleep (int) <0x0001c>
at Smuxi.Server.Server.Init (string[]) <0x00586>
at Smuxi.Server.MainClass.Main (string[]) <0x001de>
at (wrapper runtime-invoke) Smuxi.Server.MainClass.runtime_invoke_void_object (object,intptr,intptr,intptr) <0xffffffff>
</pre>

11/09/2009 10:03 PM - Mirco Bauer

- Status changed from Closed to Assigned

11/22/2009 01:45 AM - Mirco Bauer

- Target version changed from 0.6.4 to 0.7

01/05/2010 02:37 AM - Mirco Bauer

- Complexity set to High

01/10/2010 09:50 PM - Mirco Bauer

- Status changed from Assigned to Closed

Applied in changeset commit:"557af0aa019245829355b588a16bd513f67780fe".

01/12/2010 10:00 PM - Mirco Bauer

Just for the reference here another thread dump sample of Smuxi 0.6.4.1 running for around 2 months which has 36 leaked FrontendManager threads

<pre>

Full thread dump:

"Main" tid=0x0xb7d486d0 this=0x0x2fed8 thread handle 0x404 state : waiting on 0x400 : Event owns ()

"IrcProtocolManager (irc.uni-erlangen.de:6668) lag watcher" tid=0x0xb6c01b90 this=0x0x2f000 thread handle 0x433 state : not waiting owns ()
  at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
  at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0xffffffff>
  at System.Threading.Thread.Sleep (int) <0x0001c>
  at Smuxi.Engine.IrcProtocolManager._LagWatcher () <0x00044>
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"IrcProtocolManager (irc.oftc.net:6668) lag watcher" tid=0x0xb69fdb90 this=0x0x13ad48 thread handle 0x438 state : interrupted state owns ()
  at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
  at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0xffffffff>
  at System.Threading.Thread.Sleep (int) <0x0001c>
  at Smuxi.Engine.IrcProtocolManager._LagWatcher () <0x00044>
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"IrcProtocolManager (irc.de.gimp.org:6666) lag watcher" tid=0x0xb63cab90 this=0x0x13abb8 thread handle 0x444 state : interrupted state owns ()
  at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
  at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0xffffffff>
  at System.Threading.Thread.Sleep (int) <0x0001c>
  at Smuxi.Engine.IrcProtocolManager._LagWatcher () <0x00044>
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"IrcProtocolManager (irc.oftc.net:6668) listener" tid=0x0xb6b01b90 this=0x0x13ae10 thread handle 0x436 state : not waiting owns ()
  at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
  at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0xffffffff>
  at System.Threading.Thread.Sleep (int) <0x0001c>
  at Meebey.SmartIrc4net.IrcConnection.ReadLine (bool) <0x00029>
  at Meebey.SmartIrc4net.IrcConnection.Listen (bool) <0x00022>
  at Meebey.SmartIrc4net.IrcConnection.Listen () <0x00012>
  at Smuxi.Engine.IrcProtocolManager._Listen () <0x0001d>
  at Smuxi.Engine.IrcProtocolManager._Run () <0x0006a>
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"<unnamed thread>" tid=0x0xb6f38b90 this=0x0x2f708 thread handle 0x413 state : not waiting owns ()
  at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
  at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0xffffffff>
  at System.Threading.Thread.Sleep (int) <0x0001c>
  at System.Runtime.Remoting.Channels.Tcp.TcpConnectionPool.ConnectionCollector () <0x00024>
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"IrcProtocolManager (irc.efnet.net:6666) listener" tid=0x0xb66d6b90 this=0x0x2f3e8 thread handle 0x43e state : not waiting owns ()
  at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
  at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0xffffffff>
  at System.Threading.Thread.Sleep (int) <0x0001c>
  at Meebey.SmartIrc4net.IrcConnection.ReadLine (bool) <0x00029>
  at Meebey.SmartIrc4net.IrcConnection.Listen (bool) <0x00022>
  at Meebey.SmartIrc4net.IrcConnection.Listen () <0x00012>
  at Smuxi.Engine.IrcProtocolManager._Listen () <0x0001d>
  at Smuxi.Engine.IrcProtocolManager._Run () <0x0006a>
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"IrcProtocolManager (irc.freenode.net:6666) lag watcher" tid=0x0xb51ffb90 this=0x0x1217640 thread handle 0x48b state : not waiting owns ()
  at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
  at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0xffffffff>
  at System.Threading.Thread.Sleep (int) <0x0001c>
  at Smuxi.Engine.IrcProtocolManager._LagWatcher () <0x00044>
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"IdleWorkerThread (irc.freenode.net:6666)" tid=0x0xb50ffb90 this=0x0x43e0000 thread handle 0x538 state : not waiting owns ()
  at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
  at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0xffffffff>
  at System.Threading.Thread.Sleep (int) <0x0001c>
  at Meebey.SmartIrc4net.IrcConnection/IdleWorkerThread._Worker () <0x0007e>
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"IdleWorkerThread (irc.de.gimp.org:6666)" tid=0x0xb5e84b90 this=0x0x683c80 thread handle 0x45a state : not waiting owns ()
  at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
  at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0xffffffff>
  at System.Threading.Thread.Sleep (int) <0x0001c>
  at Meebey.SmartIrc4net.IrcConnection/IdleWorkerThread._Worker () <0x0007e>
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"IdleWorkerThread (irc.uni-erlangen.de:6668)" tid=0x0xb5b74b90 this=0x0x3d5da28 thread handle 0x554 state : not waiting owns ()
  at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
  at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0xffffffff>
  at System.Threading.Thread.Sleep (int) <0x0001c>
  at Meebey.SmartIrc4net.IrcConnection/IdleWorkerThread._Worker () <0x0007e>
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"IrcProtocolManager (irc.freenode.net:6666) listener" tid=0x0xb68f9b90 this=0x0x1bf0578 thread handle 0x47d state : not waiting owns ()
  at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
  at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0xffffffff>
  at System.Threading.Thread.Sleep (int) <0x0001c>
  at Meebey.SmartIrc4net.IrcConnection.ReadLine (bool) <0x00029>
  at Meebey.SmartIrc4net.IrcConnection.Listen (bool) <0x00022>
  at Meebey.SmartIrc4net.IrcConnection.Listen () <0x00012>
  at Smuxi.Engine.IrcProtocolManager._Listen () <0x0001d>
  at Smuxi.Engine.IrcProtocolManager._Run () <0x0006a>
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"IrcProtocolManager (irc.uni-erlangen.de:6668) listener" tid=0x0xb6d01b90 this=0x0x2f190 thread handle 0x431 state : not waiting owns ()
  at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
  at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0xffffffff>

at System.Threading.Thread.Sleep (int) <0x0001c>
at Meebey.SmartIrc4net.IrcConnection.ReadLine (bool) <0x00029>
at Meebey.SmartIrc4net.IrcConnection.Listen (bool) <0x00022>
at Meebey.SmartIrc4net.IrcConnection.Listen () <0x00012>
at Smuxi.Engine.IrcProtocolManager._Listen () <0x0001d>
at Smuxi.Engine.IrcProtocolManager._Run () <0x0006a>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"IrcProtocolManager (irc.de.gimp.org:6666) listener" tid=0x0xb64ceb90 this=0x0x13ac80 thread handle 0x442 state : not waiting owns ()
at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0xffffffff>
at System.Threading.Thread.Sleep (int) <0x0001c>
at Meebey.SmartIrc4net.IrcConnection.ReadLine (bool) <0x00029>
at Meebey.SmartIrc4net.IrcConnection.Listen (bool) <0x00022>
at Meebey.SmartIrc4net.IrcConnection.Listen () <0x00012>
at Smuxi.Engine.IrcProtocolManager._Listen () <0x0001d>
at Smuxi.Engine.IrcProtocolManager._Run () <0x0006a>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"IdleWorkerThread (irc.oftc.net:6668)" tid=0x0xb49ffb90 this=0x0x683640 thread handle 0x501 state : interrupted state owns ()
at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0xffffffff>
at System.Threading.Thread.Sleep (int) <0x0001c>
at Meebey.SmartIrc4net.IrcConnection/IdleWorkerThread._Worker () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"IdleWorkerThread (irc.efnet.net:6666)" tid=0x0xb2dffb90 this=0x0x4317d48 thread handle 0x43b state : interrupted state owns ()
at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0xffffffff>
at System.Threading.Thread.Sleep (int) <0x0001c>
at Meebey.SmartIrc4net.IrcConnection/IdleWorkerThread._Worker () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"IrcProtocolManager (irc.efnet.net:6666) lag watcher" tid=0x0xb65d2b90 this=0x0x2f258 thread handle 0x440 state : interrupted state owns ()
at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0xffffffff>
at System.Threading.Thread.Sleep (int) <0x0001c>
at Smuxi.Engine.IrcProtocolManager._LagWatcher () <0x00044>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"<unnamed thread>" tid=0x0xb7150b90 this=0x0x2fd48 thread handle 0x40d state : not waiting owns ()
at (wrapper managed-to-native) System.Net.Sockets.Socket.Accept_internal (intptr,int&,bool) <0x00004>
at (wrapper managed-to-native) System.Net.Sockets.Socket.Accept_internal (intptr,int&,bool) <0xffffffff>
at System.Net.Sockets.Socket.Accept () <0x00077>
at System.Net.Sockets.TcpListener.AcceptSocket () <0x00021>
at System.Runtime.Remoting.Channels.Tcp.TcpServerChannel.WaitForConnections () <0x00038>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0xb2cffb90 this=0x0x3f0fed8 thread handle 0x63d state : waiting on 0x63b : Event owns ()
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00054>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>

at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0xb35ffb90 this=0x0x43e0708 thread handle 0x5ee state : waiting on 0x5ec : Event owns ()
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00054>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0xb5f84b90 this=0x0x43e0898 thread handle 0x555 state : waiting on 0x552 : Event owns ()
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00054>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0xb47ffb90 this=0x0x3a24d48 thread handle 0x54f state : waiting on 0x54d : Event owns ()
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00054>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0xb41f7b90 this=0x0x43e0e10 thread handle 0x5bd state : waiting on 0x5bb : Event owns ()
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00054>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0xb2bffb90 this=0x0x3a24320 thread handle 0x62d state : waiting on 0x62b : Event owns ()
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00054>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0xb3dffb90 this=0x0x43e07d0 thread handle 0x5e2 state : waiting on 0x5dd : Event owns ()
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00054>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0xb46ffb90 this=0x0x3a24a28 thread handle 0x50b state : waiting on 0x507 : Event owns ()
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00054>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0xb33ffb90 this=0x0x43e03e8 thread handle 0x573 state : waiting on 0x571 : Event owns ()
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>

at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00054>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0xb3cffb90 this=0x0x31f8a28 thread handle 0x4c2 state : waiting on 0x4b0 : Event owns ()
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00054>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0xb45ffb90 this=0x0x43e0ed8 thread handle 0x5a8 state : waiting on 0x59b : Event owns ()
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00054>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0xb4effb90 this=0x0x1217190 thread handle 0x4fc state : waiting on 0x4fa : Event owns ()
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00054>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0xb5c84b90 this=0x0x1fd898 thread handle 0x426 state : waiting on 0x424 : Event owns ()
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00054>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0xb3bffb90 this=0x0x3a24258 thread handle 0x525 state : waiting on 0x522 : Event owns ()
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00054>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0xb44ffb90 this=0x0x3a24898 thread handle 0x4ad state : waiting on 0x4aa : Event owns ()
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00054>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0xb40f3b90 this=0x0x43e0a28 thread handle 0x4e4 state : waiting on 0x4bf : Event owns ()
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00054>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0xb4dffb90 this=0x0x1bf0e10 thread handle 0x451 state : waiting on 0x448 : Event owns ()
  at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
  at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
  at System.Threading.WaitHandle.WaitOne () <0x00054>
  at Smuxi.Common.TaskQueue.Loop () <0x0007e>
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0xb31ffb90 this=0x0x43e0c80 thread handle 0x5ea state : waiting on 0x5e5 : Event owns ()
  at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
  at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
  at System.Threading.WaitHandle.WaitOne () <0x00054>
  at Smuxi.Common.TaskQueue.Loop () <0x0007e>
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0xb3affb90 this=0x0x2f95bb8 thread handle 0x5b9 state : waiting on 0x5b6 : Event owns ()
  at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
  at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
  at System.Threading.WaitHandle.WaitOne () <0x00054>
  at Smuxi.Common.TaskQueue.Loop () <0x0007e>
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0xb39ffb90 this=0x0x3a243e8 thread handle 0x562 state : waiting on 0x560 : Event owns ()
  at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
  at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
  at System.Threading.WaitHandle.WaitOne () <0x00054>
  at Smuxi.Common.TaskQueue.Loop () <0x0007e>
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0xb38ffb90 this=0x0x3a24578 thread handle 0x579 state : waiting on 0x574 : Event owns ()
  at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
  at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
  at System.Threading.WaitHandle.WaitOne () <0x00054>
  at Smuxi.Common.TaskQueue.Loop () <0x0007e>
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0xb2effb90 this=0x0x1fde10 thread handle 0x565 state : waiting on 0x559 : Event owns ()
  at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
  at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
  at System.Threading.WaitHandle.WaitOne () <0x00054>
  at Smuxi.Common.TaskQueue.Loop () <0x0007e>
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0xb42fbb90 this=0x0x3a24bb8 thread handle 0x52e state : waiting on 0x52c : Event owns ()
  at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
  at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
  at System.Threading.WaitHandle.WaitOne () <0x00054>
  at Smuxi.Common.TaskQueue.Loop () <0x0007e>
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0xb37ffb90 this=0x0x31f8898 thread handle 0x595 state : waiting on 0x593 : Event owns ()
  at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
  at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>

at System.Threading.WaitHandle.WaitOne () <0x00054>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0xb36ffb90 this=0x0x31f8960 thread handle 0x5f9 state : waiting on 0x5f7 : Event owns ()
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00054>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0xb43ffb90 this=0x0x3a24af0 thread handle 0x505 state : interrupted state owns ()
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00054>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0xb576cb90 this=0x0x1bf0af0 thread handle 0x4f9 state : interrupted state owns ()
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00054>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0xb5870b90 this=0x0x99c578 thread handle 0x41c state : interrupted state owns ()
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00054>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0xb4fffb90 this=0x0x19b5ed8 thread handle 0x4a5 state : interrupted state owns ()
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00054>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0xb30ffb90 this=0x0x43e0190 thread handle 0x5b3 state : interrupted state owns ()
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00054>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0xb2fffb90 this=0x0x2f95c80 thread handle 0x450 state : waiting on 0x5fd : Event owns ()
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00054>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0xb4cffb90 this=0x0x99caf0 thread handle 0x4ff state : interrupted state owns ()
  at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
  at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
  at System.Threading.WaitHandle.WaitOne () <0x00054>
  at Smuxi.Common.TaskQueue.Loop () <0x0007e>
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0xb34ffb90 this=0x0x43e0320 thread handle 0x5f6 state : waiting on 0x5f4 : Event owns ()
  at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
  at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
  at System.Threading.WaitHandle.WaitOne () <0x00054>
  at Smuxi.Common.TaskQueue.Loop () <0x0007e>
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0xb704cb90 this=0x0x99c3e8 thread handle 0x429 state : interrupted state owns ()
  at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
  at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
  at System.Threading.WaitHandle.WaitOne () <0x00054>
  at Smuxi.Common.TaskQueue.Loop () <0x0007e>
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"WriteThread (irc.de.gimp.org:6666)" tid=0x0xb5664b90 this=0x0x31f8000 thread handle 0x5fe state : interrupted state owns ()
  at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
  at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0xffffffff>
  at System.Threading.Thread.Sleep (int) <0x0001c>
  at Meebey.SmartIrc4net.IrcConnection/WriteThread._Worker () <0x00037>
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"WriteThread (irc.oftc.net:6668)" tid=0x0xb545cb90 this=0x0x683960 thread handle 0x4ac state : not waiting owns ()
  at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
  at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0xffffffff>
  at System.Threading.Thread.Sleep (int) <0x0001c>
  at Meebey.SmartIrc4net.IrcConnection/WriteThread._Worker () <0x00037>
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"WriteThread (irc.uni-erlangen.de:6668)" tid=0x0xb61c2b90 this=0x0x3d5daf0 thread handle 0x549 state : not waiting owns ()
  at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
  at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0xffffffff>
  at System.Threading.Thread.Sleep (int) <0x0001c>
  at Meebey.SmartIrc4net.IrcConnection/WriteThread._Worker () <0x00037>
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"WriteThread (irc.efnet.net:6666)" tid=0x0xb5974b90 this=0x0x4317e10 thread handle 0x5df state : interrupted state owns ()
  at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
  at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0xffffffff>
  at System.Threading.Thread.Sleep (int) <0x0001c>
  at Meebey.SmartIrc4net.IrcConnection/WriteThread._Worker () <0x00037>
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"ReadThread (irc.uni-erlangen.de:6668)" tid=0x0xb62c6b90 this=0x0x3d5dbb8 thread handle 0x53e state : interrupted state owns ()
  at (wrapper managed-to-native) System.Net.Sockets.Socket.Receive_internal (intptr,byte[],int,int,System.Net.Sockets.SocketFlags,int&) <0x00004>
  at (wrapper managed-to-native) System.Net.Sockets.Socket.Receive_internal (intptr,byte[],int,int,System.Net.Sockets.SocketFlags,int&) <0xffffffff>
  at System.Net.Sockets.Socket.Receive_nochecks (byte[],int,int,System.Net.Sockets.SocketFlags,System.Net.Sockets.SocketError&) <0x00030>

at System.Net.Sockets.Socket.Receive (byte[],int,int,System.Net.Sockets.SocketFlags) <0x0006e>
at System.Net.Sockets.NetworkStream.Read (byte[],int,int) <0x0006e>
at System.IO.StreamReader.ReadBuffer () <0x0003d>
at System.IO.StreamReader.ReadLine () <0x00029>
at Meebey.SmartIrc4net.IrcConnection/ReadThread._Worker () <0x0005c>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"ReadThread (irc.efnet.net:6666)" tid=0x0xb5a74b90 this=0x0x4317ed8 thread handle 0x5d7 state : interrupted state owns ()
at (wrapper managed-to-native) System.Net.Sockets.Socket.Receive_internal (intptr,byte[],int,int,System.Net.Sockets.SocketFlags,int&) <0x00004>
at (wrapper managed-to-native) System.Net.Sockets.Socket.Receive_internal (intptr,byte[],int,int,System.Net.Sockets.SocketFlags,int&) <0xffffffff>
at System.Net.Sockets.Socket.Receive_nochecks (byte[],int,int,System.Net.Sockets.SocketFlags,System.Net.Sockets.SocketError&) <0x00030>
at System.Net.Sockets.Socket.Receive (byte[],int,int,System.Net.Sockets.SocketFlags) <0x0006e>
at System.Net.Sockets.NetworkStream.Read (byte[],int,int) <0x0006e>
at System.IO.StreamReader.ReadBuffer () <0x0003d>
at System.IO.StreamReader.ReadLine () <0x00029>
at Meebey.SmartIrc4net.IrcConnection/ReadThread._Worker () <0x0005c>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"ReadThread (irc.de.gimp.org:6666)" tid=0x0xb5d84b90 this=0x0x31f80c8 thread handle 0x5fb state : interrupted state owns ()
at (wrapper managed-to-native) System.Net.Sockets.Socket.Receive_internal (intptr,byte[],int,int,System.Net.Sockets.SocketFlags,int&) <0x00004>
at (wrapper managed-to-native) System.Net.Sockets.Socket.Receive_internal (intptr,byte[],int,int,System.Net.Sockets.SocketFlags,int&) <0xffffffff>
at System.Net.Sockets.Socket.Receive_nochecks (byte[],int,int,System.Net.Sockets.SocketFlags,System.Net.Sockets.SocketError&) <0x00030>
at System.Net.Sockets.Socket.Receive (byte[],int,int,System.Net.Sockets.SocketFlags) <0x0006e>
at System.Net.Sockets.NetworkStream.Read (byte[],int,int) <0x0006e>
at System.IO.StreamReader.ReadBuffer () <0x0003d>
at System.IO.StreamReader.ReadLine () <0x00029>
at Meebey.SmartIrc4net.IrcConnection/ReadThread._Worker () <0x0005c>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"ReadThread (irc.freenode.net:6666)" tid=0x0xb67dab90 this=0x0x99c708 thread handle 0x534 state : interrupted state owns ()
at (wrapper managed-to-native) System.Net.Sockets.Socket.Receive_internal (intptr,byte[],int,int,System.Net.Sockets.SocketFlags,int&) <0x00004>
at (wrapper managed-to-native) System.Net.Sockets.Socket.Receive_internal (intptr,byte[],int,int,System.Net.Sockets.SocketFlags,int&) <0xffffffff>
at System.Net.Sockets.Socket.Receive_nochecks (byte[],int,int,System.Net.Sockets.SocketFlags,System.Net.Sockets.SocketError&) <0x00030>
at System.Net.Sockets.Socket.Receive (byte[],int,int,System.Net.Sockets.SocketFlags) <0x0006e>
at System.Net.Sockets.NetworkStream.Read (byte[],int,int) <0x0006e>
at System.IO.StreamReader.ReadBuffer () <0x0003d>
at System.IO.StreamReader.ReadLine () <0x00029>
at Meebey.SmartIrc4net.IrcConnection/ReadThread._Worker () <0x0005c>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"ReadThread (irc.oftc.net:6668)" tid=0x0xb60beb90 this=0x0x683a28 thread handle 0x480 state : interrupted state owns ()
at (wrapper managed-to-native) System.Net.Sockets.Socket.Receive_internal (intptr,byte[],int,int,System.Net.Sockets.SocketFlags,int&) <0x00004>
at (wrapper managed-to-native) System.Net.Sockets.Socket.Receive_internal (intptr,byte[],int,int,System.Net.Sockets.SocketFlags,int&) <0xffffffff>
at System.Net.Sockets.Socket.Receive_nochecks (byte[],int,int,System.Net.Sockets.SocketFlags,System.Net.Sockets.SocketError&) <0x00030>
at System.Net.Sockets.Socket.Receive (byte[],int,int,System.Net.Sockets.SocketFlags) <0x0006e>
at System.Net.Sockets.NetworkStream.Read (byte[],int,int) <0x0006e>
at System.IO.StreamReader.ReadBuffer () <0x0003d>
at System.IO.StreamReader.ReadLine () <0x00029>
at Meebey.SmartIrc4net.IrcConnection/ReadThread._Worker () <0x0005c>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0xb4affb90 this=0x0x1bf07d0 thread handle 0x57a state : waiting on 0x578 : Event owns ()
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>

at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00054>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0xb5560b90 this=0x0x2f95e10 thread handle 0x531 state : interrupted state owns ()
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00054>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>
</pre>