Smuxi - Bug # 198: Missing dictionary on WIndows

Status:	Closed	**Priority:**	Urgent
Author:	Christian Herrmann	**Category:**	Engine
Created:	09/27/2009	**Assigned to:**	Mirco Bauer
Updated:	12/29/2009	**Due date:**	
Subject:	Missing dictionary on WIndows		

Description:

Sometimes on windows I get the following error. After connecting with the client running on linux it's fixed again.

<pre>
Exception Type:
System.Runtime.Serialization.SerializationException

Exception Message:
Die Schlüssel für dieses Wörterbuch sind nicht vorhanden.

Exception StackTrace:

Server stack trace:
  bei System.ThrowHelper.ThrowSerializationException(ExceptionResource resource)
  bei System.Collections.Generic.Dictionary`2.OnDeserialization(Object sender)
  bei System.Runtime.Serialization.ObjectManager.RaiseDeserializationEvent()
  bei System.Runtime.Serialization.Formatters.Binary.ObjectReader.Deserialize(HeaderHandler handler, __BinaryParser serParser, Boolean fCheck, Boolean isCrossAppDomain, IMethodCallMessage methodCallMessage)
  bei System.Runtime.Serialization.Formatters.Binary.BinaryFormatter.Deserialize(Stream serializationStream, HeaderHandler handler, Boolean fCheck, Boolean isCrossAppDomain, IMethodCallMessage methodCallMessage)
  bei System.Runtime.Remoting.Channels.CoreChannel.DeserializeBinaryResponseMessage(Stream inputStream, IMethodCallMessage reqMsg, Boolean bStrictBinding)
  bei System.Runtime.Remoting.Channels.BinaryClientFormatterSink.DeserializeMessage(IMethodCallMessage mcm, ITransportHeaders headers, Stream stream)
  bei System.Runtime.Remoting.Channels.BinaryClientFormatterSink.SyncProcessMessage(IMessage msg)

Exception rethrown at [0]:
  bei System.Runtime.Remoting.Proxies.RealProxy.HandleReturnMessage(IMessage reqMsg, IMessage retMsg)
  bei System.Runtime.Remoting.Proxies.RealProxy.PrivateInvoke(MessageData& msgData, Int32 type)
  bei Smuxi.Engine.GroupChatModel.get_Persons()
  bei Smuxi.Frontend.Gnome.GroupChatView.Sync()
  bei Smuxi.Frontend.Gnome.GnomeUI.<SyncChat>c__AnonStorey9.<>m__F(Object , EventArgs)
  bei Gtk.Application.InvokeCB.Invoke()
  bei GLib.Timeout.TimeoutProxy.Handler()
</pre>

Associated revisions

12/29/2009 05:42 PM - Mirco Bauer

Added a workaround for empty generic dictionaries, as MS .NET will fail to deserialize those from Mono. (closes: #198)

History

10/05/2009 10:34 PM - Mirco Bauer

Hm, that kinda sounds like a serialization issue between Mono and MS .NET... never seen such on Linux (with Mono)

12/21/2009 01:55 PM - Mirco Bauer

- File ngrep.log added

Here some details that might help to identify the issue:

<pre>
ps auxf | grep mono
cobrian 31847 0.0 8.0 162348 42424 pts/2   Sl+ Dec03   0:30   _ mono /usr/lib/smuxi/smuxi-server.exe
</pre>

The last output:

<pre>
2009-12-21 15:20:50,400 [IrcProtocolManager (irc.saunalahti.fi:6667) listener] WARN Smuxi.Engine.IrcProtocolManager - _Run(): _Listen() returned.
2009-12-21 15:20:53,069 [IrcProtocolManager (irc.oftc.net:6667) listener] WARN Smuxi.Engine.IrcProtocolManager - _Run(): _Listen() returned.
2009-12-21 15:21:00,401 [IrcProtocolManager (irc.saunalahti.fi:6667) listener] WARN Smuxi.Engine.IrcProtocolManager - _Run(): _Listen() returned.
2009-12-21 15:21:03,069 [IrcProtocolManager (irc.oftc.net:6667) listener] WARN Smuxi.Engine.IrcProtocolManager - _Run(): _Listen() returned.
2009-12-21 15:21:10,402 [IrcProtocolManager (irc.saunalahti.fi:6667) listener] WARN Smuxi.Engine.IrcProtocolManager - _Run(): _Listen() returned.
2009-12-21 15:21:13,070 [IrcProtocolManager (irc.oftc.net:6667) listener] WARN Smuxi.Engine.IrcProtocolManager - _Run(): _Listen() returned.
2009-12-21 15:21:20,402 [IrcProtocolManager (irc.saunalahti.fi:6667) listener] WARN Smuxi.Engine.IrcProtocolManager - _Run(): _Listen() returned.
2009-12-21 15:21:23,070 [IrcProtocolManager (irc.oftc.net:6667) listener] WARN Smuxi.Engine.IrcProtocolManager - _Run(): _Listen() returned.
2009-12-21 15:21:30,403 [IrcProtocolManager (irc.saunalahti.fi:6667) listener] WARN Smuxi.Engine.IrcProtocolManager - _Run(): _Listen() returned.
2009-12-21 15:21:33,071 [IrcProtocolManager (irc.oftc.net:6667) listener] WARN Smuxi.Engine.IrcProtocolManager - _Run(): _Listen() returned.
2009-12-21 15:21:40,404 [IrcProtocolManager (irc.saunalahti.fi:6667) listener] WARN Smuxi.Engine.IrcProtocolManager - _Run(): _Listen() returned.
</pre>

Exception you get with the frontend when you connect to that server:

<pre>
Exception Type:
System.Runtime.Serialization.SerializationException

Exception Message:
Tämän sanaston avaimet puuttuvat.

Exception StackTrace:

Server stack trace:

   kohteessa System.ThrowHelper.ThrowSerializationException(ExceptionResource resource)

   kohteessa System.Collections.Generic.Dictionary`2.OnDeserialization(Object sender)

   kohteessa System.Runtime.Serialization.ObjectManager.RaiseDeserializationEvent()

   kohteessa System.Runtime.Serialization.Formatters.Binary.ObjectReader.Deserialize(HeaderHandler handler, __BinaryParser serParser, Boolean fCheck, Boolean isCrossAppDomain, IMethodCallMessage methodCallMessage)

   kohteessa System.Runtime.Serialization.Formatters.Binary.BinaryFormatter.Deserialize(Stream serializationStream, HeaderHandler handler, Boolean fCheck, Boolean isCrossAppDomain, IMethodCallMessage methodCallMessage)

   kohteessa System.Runtime.Remoting.Channels.CoreChannel.DeserializeBinaryResponseMessage(Stream inputStream, IMethodCallMessage reqMsg, Boolean bStrictBinding)
</pre>

kohteessa System.Runtime.Remoting.Channels.BinaryClientFormatterSink.SyncProcessMessage(IMessage msg)

Exception rethrown at [0]:

kohteessa System.Runtime.Remoting.Proxies.RealProxy.HandleReturnMessage(IMessage reqMsg, IMessage retMsg)

kohteessa System.Runtime.Remoting.Proxies.RealProxy.PrivateInvoke(MessageData& msgData, Int32 type)

kohteessa Smuxi.Engine.GroupChatModel.get_Persons()

kohteessa Smuxi.Frontend.Gnome.GroupChatView.Sync()

kohteessa Smuxi.Frontend.Gnome.GnomeUI.<SyncChat>c__AnonStorey9.<>m__F(Object , EventArgs)

kohteessa Gtk.Application.InvokeCB.Invoke()

kohteessa GLib.Timeout.TimeoutProxy.Handler()
</pre>

12/21/2009 02:05 PM - Mirco Bauer

Mono version of smuxi-server:
<pre>
mono -V
Mono JIT compiler version 2.0.1 (tarball)
Copyright (C) 2002-2008 Novell, Inc and Contributors. www.mono-project.com
 TLS: __thread
 GC: Included Boehm (with typed GC)
 SIGSEGV: altstack
 Notifications: epoll
 Architecture: amd64
 Disabled: none
</pre>

12/21/2009 02:13 PM - Mirco Bauer

.NET Version used for the frontend: 3.0

12/21/2009 06:23 PM - Mirco Bauer

- File smuxi.tcpdump added

Here a tcpdump capture session of the .NET remoting packets:
tcpdump -w smuxi.tcpdump -i lo -s 0 -n port 7689

12/21/2009 06:32 PM - Mirco Bauer

Thread dump of smuxi-server, which shows clearly some leaked frontend manager threads:
<pre>
Full thread dump:

"Main" tid=0x0x2b2e6b25bbe0 this=0x0x2aaaaaad0c00:
  at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00050>

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  at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0xffffffff>
  at System.Threading.Thread.Sleep (int) <0x0001f>
  at Smuxi.Server.Server.Init (string[]) <0x006b7>
  at Smuxi.Server.MainClass.Main (string[]) <0x0024b>
  at (wrapper runtime-invoke) Smuxi.Server.MainClass.runtime_invoke_void_string[] (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0x2aaaaec0e950 this=0x0x2aaaae7bf700:
  at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00060>
  at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
  at System.Threading.WaitHandle.WaitOne () <0x00073>
  at Smuxi.Common.TaskQueue.Loop () <0x0009a>
  at (wrapper runtime-invoke) System.Object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0x2aaab2a12950 this=0x0x2aaaafdec1c0:
  at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00060>
  at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
  at System.Threading.WaitHandle.WaitOne () <0x00073>
  at Smuxi.Common.TaskQueue.Loop () <0x0009a>
  at (wrapper runtime-invoke) System.Object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"IrcProtocolManager (irc.oftc.net:6667) lag watcher" tid=0x0x2aaaad183950 this=0x0x2aaaac4d4400:
  at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00050>
  at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0xffffffff>
  at System.Threading.Thread.Sleep (int) <0x0001f>
  at Smuxi.Engine.IrcProtocolManager._LagWatcher () <0x0003b>
  at (wrapper runtime-invoke) System.Object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"" tid=0x0x2aaaacb16950 this=0x0x2aaaac4d4e00:
  at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00050>
  at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0xffffffff>
  at System.Threading.Thread.Sleep (int) <0x0001f>
  at System.Runtime.Remoting.Channels.Tcp.TcpConnectionPool.ConnectionCollector () <0x0002b>
  at (wrapper runtime-invoke) System.Object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0x2aaab2403950 this=0x0x2aaaafdece00:
  at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00060>
  at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
  at System.Threading.WaitHandle.WaitOne () <0x00073>
  at Smuxi.Common.TaskQueue.Loop () <0x0009a>
  at (wrapper runtime-invoke) System.Object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0x2aaaae24a950 this=0x0x2aaab00151c0:
  at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00060>
  at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
  at System.Threading.WaitHandle.WaitOne () <0x00073>
  at Smuxi.Common.TaskQueue.Loop () <0x0009a>
  at (wrapper runtime-invoke) System.Object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"IrcProtocolManager (irc.saunalahti.fi:6667) lag watcher" tid=0x0x2aaaad9a8950 this=0x0x2aaaac4b7e00:
  at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00050>
  at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0xffffffff>
  at System.Threading.Thread.Sleep (int) <0x0001f>
  at Smuxi.Engine.IrcProtocolManager._LagWatcher () <0x0003b>
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  at (wrapper runtime-invoke) System.Object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0x2aaab13b1950 this=0x0x2aaab00158c0:
  at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00060>
  at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
  at System.Threading.WaitHandle.WaitOne () <0x00073>
  at Smuxi.Common.TaskQueue.Loop () <0x0009a>
  at (wrapper runtime-invoke) System.Object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0x2aaaafc07950 this=0x0x2aaaafc25a80:
  at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00060>
  at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
  at System.Threading.WaitHandle.WaitOne () <0x00073>
  at Smuxi.Common.TaskQueue.Loop () <0x0009a>
  at (wrapper runtime-invoke) System.Object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0x2aaab17db950 this=0x0x2aaaafc25540:
  at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00060>
  at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
  at System.Threading.WaitHandle.WaitOne () <0x00073>
  at Smuxi.Common.TaskQueue.Loop () <0x0009a>
  at (wrapper runtime-invoke) System.Object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0x2aaab2c17950 this=0x0x2aaaafdec700:
  at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00060>
  at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
  at System.Threading.WaitHandle.WaitOne () <0x00073>
  at Smuxi.Common.TaskQueue.Loop () <0x0009a>
  at (wrapper runtime-invoke) System.Object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0x2aaaacd1b950 this=0x0x2aaaafc258c0:
  at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00060>
  at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
  at System.Threading.WaitHandle.WaitOne () <0x00073>
  at Smuxi.Common.TaskQueue.Loop () <0x0009a>
  at (wrapper runtime-invoke) System.Object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0x2aaab21f2950 this=0x0x2aaab0015540:
  at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00060>
  at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
  at System.Threading.WaitHandle.WaitOne () <0x00073>
  at Smuxi.Common.TaskQueue.Loop () <0x0009a>
  at (wrapper runtime-invoke) System.Object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0x2aaaae44f950 this=0x0x2aaab0015000:
  at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00060>
  at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
  at System.Threading.WaitHandle.WaitOne () <0x00073>
  at Smuxi.Common.TaskQueue.Loop () <0x0009a>
  at (wrapper runtime-invoke) System.Object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0x2aaab118c950 this=0x0x2aaab0015e00:
  at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00060>
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  at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
  at System.Threading.WaitHandle.WaitOne () <0x00073>
  at Smuxi.Common.TaskQueue.Loop () <0x0009a>
  at (wrapper runtime-invoke) System.Object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"" tid=0x0x2aaaac70c950 this=0x0x2aaaaaad0400:
  at (wrapper managed-to-native) System.Net.Sockets.Socket.Accept_internal (intptr,int&) <0x00058>
  at (wrapper managed-to-native) System.Net.Sockets.Socket.Accept_internal (intptr,int&) <0xffffffff>
  at System.Net.Sockets.Socket.Accept () <0x000af>
  at System.Net.Sockets.TcpListener.AcceptSocket () <0x00023>
  at System.Runtime.Remoting.Channels.Tcp.TcpServerChannel.WaitForConnections () <0x0004f>
  at (wrapper runtime-invoke) System.Object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"IrcProtocolManager (irc.saunalahti.fi:6667) listener" tid=0x0x2aaaad384950 this=0x0x2aaaac4d4000:
  at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00050>
  at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0xffffffff>
  at System.Threading.Thread.Sleep (int) <0x0001f>
  at Smuxi.Engine.IrcProtocolManager._Run () <0x00153>
  at (wrapper runtime-invoke) System.Object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>
2009-12-21 20:38:51,188 [IrcProtocolManager (irc.saunalahti.fi:6667) listener] WARN  Smuxi.Engine.IrcProtocolManager - _Run(): _Listen() returned.

"FrontendManager" tid=0x0x2aaab2e1c950 this=0x0x2aaaafdec8c0:
  at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00060>
  at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
  at System.Threading.WaitHandle.WaitOne () <0x00073>
  at Smuxi.Common.TaskQueue.Loop () <0x0009a>
  at (wrapper runtime-invoke) System.Object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0x2aaab280d950 this=0x0x2aaaafdecc40:
  at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00060>
  at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
  at System.Threading.WaitHandle.WaitOne () <0x00073>
  at Smuxi.Common.TaskQueue.Loop () <0x0009a>
  at (wrapper runtime-invoke) System.Object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0x2aaaaf9f2950 this=0x0x2aaaae7bf8c0:
  at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00060>
  at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
  at System.Threading.WaitHandle.WaitOne () <0x00073>
  at Smuxi.Common.TaskQueue.Loop () <0x0009a>
  at (wrapper runtime-invoke) System.Object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0x2aaaae654950 this=0x0x2aaab0015380:
  at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00060>
  at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
  at System.Threading.WaitHandle.WaitOne () <0x00073>
  at Smuxi.Common.TaskQueue.Loop () <0x0009a>
  at (wrapper runtime-invoke) System.Object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"IrcProtocolManager (irc.oftc.net:6667) listener" tid=0x0x2aaaacf7e950 this=0x0x2aaaac4d4600:
  at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00050>
  at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0xffffffff>
  at System.Threading.Thread.Sleep (int) <0x0001f>
```

```
  at Smuxi.Engine.IrcProtocolManager._Run () <0x00153>
  at (wrapper runtime-invoke) System.Object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>
2009-12-21 20:38:51,188 [IrcProtocolManager (irc.oftc.net:6667) listener] WARN  Smuxi.Engine.IrcProtocolManager - _Run(): _Listen() returned.

"FrontendManager" tid=0x0x2aaab15c6950 this=0x0x2aaaafc25380:
  at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00060>
  at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
  at System.Threading.WaitHandle.WaitOne () <0x00073>
  at Smuxi.Common.TaskQueue.Loop () <0x0009a>
  at (wrapper runtime-invoke) System.Object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0x2aaaaddb2950 this=0x0x2aaab0015700:
  at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00060>
  at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
  at System.Threading.WaitHandle.WaitOne () <0x00073>
  at Smuxi.Common.TaskQueue.Loop () <0x0009a>
  at (wrapper runtime-invoke) System.Object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0x2aaaac911950 this=0x0x2aaaae7bfc40:
  at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00060>
  at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
  at System.Threading.WaitHandle.WaitOne () <0x00073>
  at Smuxi.Common.TaskQueue.Loop () <0x0009a>
  at (wrapper runtime-invoke) System.Object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0x2aaaaef4d950 this=0x0x2aaaae7bfe00:
  at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00060>
  at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
  at System.Threading.WaitHandle.WaitOne () <0x00073>
  at Smuxi.Common.TaskQueue.Loop () <0x0009a>
  at (wrapper runtime-invoke) System.Object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>
</pre>
```

12/21/2009 07:16 PM - Mirco Bauer

- File smuxi_working.tcpdump added

Here a tcpdump capture session after the smuxi-server was restarted, and connecting works again.

12/21/2009 07:25 PM - Mirco Bauer

- Category set to Engine

- Assigned to set to Mirco Bauer

- Priority changed from High to Urgent

- Target version set to 0.7

After comparing both tcpdumps I noticed that the difference is there are empty userlists in channels in the dump where the connect issue is. As PoC I kicked Cobrian from the #smuxi channel which leads to an open tab but with an empty userlist. After that he could no longer connect to the smuxi-server as he gets the same SerializationException as before. This is clearly a binary serialization bug in Mono, which .NET fails on. I will try a workaround by using the null-state instead of an empty userlist.

12/29/2009 05:43 PM - Mirco Bauer

- Status changed from New to Closed

- % Done changed from 0 to 100

Applied in changeset commit:"28f733c9890edac6dcad798bb373006bbac44c9c".

Files

ngrep.log	299.2 KB	12/21/2009	Mirco Bauer
smuxi.tcpdump	310.6 KB	12/21/2009	Mirco Bauer
smuxi_working.tcpdump	213.5 KB	12/21/2009	Mirco Bauer