Smuxi - Bug # 307: Adding Server crashes with NullReferenceException

Status:	Closed	**Priority:**	High
Author:	Mirco Bauer	**Category:**	Frontend GNOME
Created:	01/18/2010	**Assigned to:**	Mirco Bauer
Updated:	01/24/2010	**Due date:**	
Complexity:	Low		
Subject:	Adding Server crashes with NullReferenceException		
Description:	Exception Type: System.NullReferenceException Exception Message: Object reference not set to an instance of an object. Exception StackTrace: at Smuxi.Engine.ServerListController.GetServer(String protocol, String servername) at Smuxi.Engine.ServerListController.AddServer(ServerModel server) at Smuxi.Frontend.Gnome.ServerListView.Add() at Smuxi.Frontend.Gnome.ServerListView.OnAddButtonClicked(Object sender, EventArgs e) Server -> Manage -> Add I filled in the information and then I clicked "Ok" then it crashed with the given stacktrace.		

Associated revisions

01/24/2010 12:23 AM - Mirco Bauer

Use more tolerant cast when reading OnConnectCommands from config (closes: #307)

History

01/18/2010 05:38 PM - Mirco Bauer

Another crash when adding a server:

<pre>

Exception Type:

System.InvalidCastException

Exception Message:

Unable to cast object of type 'System.String' to type 'System.Collections.Generic.IList`1[System.String]'.

Exception StackTrace:

at Smuxi.Engine.ServerListController.GetServer(String protocol, String servername)

at Smuxi.Engine.ServerListController.AddServer(ServerModel server)

at Smuxi.Frontend.Gnome.ServerListView.Add()

at Smuxi.Frontend.Gnome.ServerListView.OnAddButtonClicked(Object sender, EventArgs e)

</pre>

src/Engine/Config/ServerListController.cs:99

For some reason _UserConfig[prefix + "OnConnectCommands"]; return System.String instead of System.Collections.IList<string>.

01/24/2010 12:31 AM - Mirco Bauer

- Status changed from New to Closed

- % Done changed from 0 to 100

Applied in changeset commit:"29d57eeee3a83b7b73be663a0659bbe9edc05db8".