

## MonoTorrent - Bug # 362: ArgumentOutOfRangeException in MonoTorrent.Client.ConnectionManager.TryCo

<b>Status:</b>	Closed	<b>Priority:</b>	Normal
<b>Author:</b>	Phill Djonov	<b>Category:</b>	
<b>Created:</b>	03/08/2010	<b>Assigned to:</b>	
<b>Updated:</b>	10/03/2010	<b>Due date:</b>	
<b>Subject:</b>	ArgumentOutOfRangeException in MonoTorrent.Client.ConnectionManager.TryConnect()		
<b>Description:</b>	<p>Repro steps:</p> <ul style="list-style-type: none"><li># Add several torrents to a @ClientEngine@.</li><li># Start one.</li><li># Wait for it to finish.</li><li># Stop it.</li><li># Remove it from the @ClientEngine@.</li><li># Start another one. (crash)</li></ul> <p>It's a little timing sensitive, but not too hard to reproduce. The issue is that @TryConnectIndex@ ends up out past the number of @TorrentManagers@ in the @ClientEngine@, causing the second loop in @ConnectionManager.TryConnect()@ to blow up. Suggested replacement for both loops:</p> <pre>&lt;pre&gt; // Check each torrent manager in turn to see if they have any peers we want to connect to int count = engine.Torrents.Count; if( count &gt; 0 ) //gonna do some modulo madness {     //wrap the index in case torrents have been     //removed between the last connect and now (yes, it happens)     int startIndex = TryConnectIndex % count;      int i = startIndex;     do     {         if( TryConnect( engine.Torrents[i] ) )         {             TryConnectIndex = i + 1;             break;         }          i = (i + 1) % count; //wrap around the list     } while( i != startIndex ); //ending when we reach the first one we tried to connect to } &lt;/pre&gt;</pre> <p>That should spin through the array exactly once, starting at @TryConnectIndex@, and maintain the old behavior of updating @TryConnectIndex@ to point to the element after the first that successfully made a connection.</p>		

### History

03/31/2010 03:24 PM - Phill Djonov

This seems to have been fixed as part of a different change.

(is anyone even watching this site?)

10/03/2010 02:49 PM - Alan McGovern

- Status changed from New to Closed

Closing this one then.