

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

Status:	New	Priority:	Normal
Author:	Phill Djonov	Category:	
Created:	03/08/2010	Assigned to:	
Updated:	03/31/2010	Due date:	
Subject:	ArgumentOutOfRangeException in MonoTorrent.Client.ConnectionManager.TryConnect()		
Description:	<p>Repro steps:</p> <ul style="list-style-type: none"># Add several torrents to a @ClientEngine@.# Start one.# Wait for it to finish.# Stop it.# Remove it from the @ClientEngine@.# Start another one. (crash) <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><pre> // 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 > 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 } </pre></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?)