Smuxi - Bug # 506: Smuxi suddenly hangs in desktop notification

Status:	New	**Priority:**	Urgent
Author:	Mirco Bauer	**Category:**	Frontend GNOME
Created:	09/24/2010	**Assigned to:**	Mirco Bauer
Updated:	12/07/2011	**Due date:**	
Complexity:	Medium		
Found in Version:			
Subject:	Smuxi suddenly hangs in desktop notification		

Description:

Sometimes Smuxi suddenly hangs forever when showing a notification. Creating a thread dump shows that it hangs in the DBus code waiting for a reply, see below.

One workaround would be make the DBus calls in a different thread, maybe using the thread-pool. Hanging calls still need to be addressed / handled somehow (thread abort?).

<pre>
Full thread dump:

"LastSeenHighlightQueue(#debian-release)" tid=0x0xb282db70 this=0x0x1a3578 thread handle 0x436 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) <0x00004>
at System.Threading.WaitHandle.WaitOne () <0x0005b>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0x00040>

"FrontendManagerCheckerQueue" tid=0x0xb3170b70 this=0x0x3e258 thread handle 0x41b 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) <0x00004>
at System.Threading.Thread.Sleep (int) <0x00016>
at Smuxi.Frontend.Gnome.Frontend.<ConnectEngineToGUI>m__A () <0x00014>
at Smuxi.Common.TaskQueue/<Queue>c__AnonStorey3.<>m__3 () <0x00015>
at Smuxi.Common.TaskQueue/DelegateTask.Execute () <0x0001f>
at Smuxi.Common.TaskQueue.Loop () <0x0008e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0x00040>

"LastSeenHighlightQueue(#monodev)" tid=0x0xb16d8b70 this=0x0x11d258 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) <0x00004>
at System.Threading.WaitHandle.WaitOne () <0x0005b>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0x00040>

"<threadpool thread>" tid=0x0xafcf0b70 this=0x0x358640 thread handle 0x49e state : interrupted state owns ()

"LastSeenHighlightQueue(#twitterizer)" tid=0x0xb210ab70 this=0x0x1a3000 thread handle 0x44b 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) <0x00004>
  at System.Threading.WaitHandle.WaitOne () <0x0005b>
  at Smuxi.Common.TaskQueue.Loop () <0x0007e>
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0x00040>

"LastSeenHighlightQueue(#debian.de)" tid=0x0xb0fb5b70 this=0x0x2883e8 thread handle 0x47e 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) <0x00004>
  at System.Threading.WaitHandle.WaitOne () <0x0005b>
  at Smuxi.Common.TaskQueue.Loop () <0x0007e>
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0x00040>

"Main" tid=0x0xb75766f0 this=0x0x3eed8 thread handle 0x404 state : not waiting owns ()
  at (wrapper managed-to-native) Mono.Unix.Native.Syscall.read (int,intptr,ulong) <0x00004>
  at (wrapper managed-to-native) Mono.Unix.Native.Syscall.read (int,intptr,ulong) <0x00004>
  at Mono.Unix.Native.Syscall.read (int,void*,ulong) <0x00021>
  at Mono.Unix.UnixStream.Read (byte[],int,int) <0x00089>
  at NDesk.DBus.Connection.ReadMessage () <0x0003e>
  at NDesk.DBus.PendingCall.get_Reply () <0x00038>
  at NDesk.DBus.Connection.SendWithReplyAndBlock (NDesk.DBus.Message) <0x00021>
    at NDesk.DBus.BusObject.SendMethodCall (string,string,string,NDesk.DBus.MessageWriter,System.Type,System.Exception&) <0x0012a>
  at Notifications.INotificationsProxy.CloseNotification (uint) <0x0006e>
  at Notifications.Notification.Close () <0x00021>
    at Smuxi.Frontend.Gnome.NotifyManager.DisposeNotification (Smuxi.Frontend.Gnome.ChatView) <0x0007b>
    at Smuxi.Frontend.Gnome.NotifyManager.OnMainWindowFocusInEvent (object,Gtk.FocusInEventArgs) <0x0002c>
    at (wrapper runtime-invoke) <Module>.runtime_invoke_void__this___object_object (object,intptr,intptr,intptr) <0x0004c>
    at (wrapper managed-to-native) System.Reflection.MonoMethod.InternalInvoke (object,object[],System.Exception&) <0x00004>
    at (wrapper managed-to-native) System.Reflection.MonoMethod.InternalInvoke (object,object[],System.Exception&) <0x00004>
    at System.Reflection.MonoMethod.Invoke (object,System.Reflection.BindingFlags,System.Reflection.Binder,object[],System.Globalization.CultureInfo) <0x0012a>
  at System.Reflection.MethodBase.Invoke (object,object[]) <0x00025>
  at System.Delegate.DynamicInvokeImpl (object[]) <0x0018a>
  at System.MulticastDelegate.DynamicInvokeImpl (object[]) <0x00034>
  at System.Delegate.DynamicInvoke (object[]) <0x00019>
  at GLib.Signal.ClosureInvokedCB (object,GLib.ClosureInvokedArgs) <0x00126>
  at GLib.SignalClosure.Invoke (GLib.ClosureInvokedArgs) <0x00023>
  at GLib.SignalClosure.MarshalCallback (intptr,intptr,uint,intptr,intptr,intptr) <0x004c2>
    at (wrapper native-to-managed) GLib.SignalClosure.MarshalCallback (intptr,intptr,uint,intptr,intptr,intptr) <0x00052>
```

at (wrapper managed-to-native) Gtk.Application.gtk_main () <0x00004>
at (wrapper managed-to-native) Gtk.Application.gtk_main () <0x00004>
at Gtk.Application.Run () <0x0000a>
at Smuxi.Frontend.Gnome.Frontend.Init (string[]) <0x00417>
at Smuxi.Frontend.Gnome.MainClass.Main (string[]) <0x00185>
at (wrapper runtime-invoke) <Module>.runtime_invoke_void_object (object,intptr,intptr,intptr) <0x00043>

"<threadpool thread>" tid=0x0xafefab70 this=0x0x3e3e8 thread handle 0x49b state : interrupted state owns ()

"LastSeenHighlightQueue(#sparkleshare)" tid=0x0xb12c4b70 this=0x0x288640 thread handle 0x475 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) <0x00004>
at System.Threading.WaitHandle.WaitOne () <0x0005b>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0x00040>

"LastSeenHighlightQueue(#monodevelop)" tid=0x0xb15d3b70 this=0x0x11d190 thread handle 0x46c 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) <0x00004>
at System.Threading.WaitHandle.WaitOne () <0x0005b>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0x00040>

"<threadpool thread>" tid=0x0xafdf9b70 this=0x0x358708 thread handle 0x49c state : interrupted state owns ()

"LastSeenHighlightQueue(#debian-cli)" tid=0x0xb2728b70 this=0x0x1a34b0 thread handle 0x439 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) <0x00004>
at System.Threading.WaitHandle.WaitOne () <0x0005b>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0x00040>

"CommandManager" tid=0x0xb3285b70 this=0x0x3e320 thread handle 0x418 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) <0x00004>
at System.Threading.WaitHandle.WaitOne () <0x0005b>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0x00040>

"LastSeenHighlightQueue(#ayatana)" tid=0x0xb0767b70 this=0x0x358af0 thread handle 0x497 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) <0x00004>
at System.Threading.WaitHandle.WaitOne () <0x0005b>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0x00040>

"LastSeenHighlightQueue(jcastro)" tid=0x0xb2d56b70 this=0x0x1a3960 thread handle 0x427 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) <0x00004>
at System.Threading.WaitHandle.WaitOne () <0x0005b>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0x00040>

"LastSeenHighlightQueue(#ubuntu-desktop)" tid=0x0xb086cb70 this=0x0x358bb8 thread handle 0x494 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) <0x00004>
at System.Threading.WaitHandle.WaitOne () <0x0005b>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0x00040>

"LastSeenHighlightQueue(#IRCReport)" tid=0x0xb220fb70 this=0x0x1a30c8 thread handle 0x448 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) <0x00004>
at System.Threading.WaitHandle.WaitOne () <0x0005b>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0x00040>

"LastSeenHighlightQueue(#debian-devel)" tid=0x0xb2a37b70 this=0x0x1a3708 thread handle 0x430 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) <0x00004>
at System.Threading.WaitHandle.WaitOne () <0x0005b>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0x00040>

"LastSeenHighlightQueue(#debian-gnome)" tid=0x0xb2623b70 this=0x0x1a33e8 thread handle 0x43c 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) <0x00004>
at System.Threading.WaitHandle.WaitOne () <0x0005b>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0x00040>

"LastSeenHighlightQueue(heavy)" tid=0x0xb0971b70 this=0x0x358c80 thread handle 0x491 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) <0x00004>
at System.Threading.WaitHandle.WaitOne () <0x0005b>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0x00040>

"LastSeenHighlightQueue(#smuxi-devel)" tid=0x0xb2419b70 this=0x0x1a3258 thread handle 0x442 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) <0x00004>
at System.Threading.WaitHandle.WaitOne () <0x0005b>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0x00040>

"LastSeenHighlightQueue(IRC OFTC)" tid=0x0xb2b4cb70 this=0x0x1a37d0 thread handle 0x42d 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) <0x00004>
at System.Threading.WaitHandle.WaitOne () <0x0005b>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0x00040>

"LastSeenHighlightQueue(IRC IRCnet)" tid=0x0xb11bfb70 this=0x0x288578 thread handle 0x478 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) <0x00004>
at System.Threading.WaitHandle.WaitOne () <0x0005b>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0x00040>

"LastSeenHighlightQueue(IRC EFnet)" tid=0x0xb1bf1b70 this=0x0x11d640 thread handle 0x45a 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) <0x00004>

```
  at System.Threading.WaitHandle.WaitOne () <0x0005b>
  at Smuxi.Common.TaskQueue.Loop () <0x0007e>
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0x00040>

"LastSeenHighlightQueue(Home Timeline)" tid=0x0xb0c80b70 this=0x0x288190 thread handle 0x487 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) <0x00004>
  at System.Threading.WaitHandle.WaitOne () <0x0005b>
  at Smuxi.Common.TaskQueue.Loop () <0x0007e>
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0x00040>

"<unnamed thread>" tid=0x0xb339ab70 this=0x0x8c73e8 thread handle 0x4c8 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&) <0x00004>
                  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) <0x00067>
  at System.IO.BufferedStream.Read (byte[],int,int) <0x00216>
    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[]) <0x00026>
  at System.Runtime.Remoting.Channels.Tcp.ClientConnection.ProcessMessages () <0x000b1>
  at System.Runtime.Remoting.Channels.RemotingThreadPool.PoolThread () <0x001b6>
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0x00040>

"LastSeenHighlightQueue(#irc-junkie.org)" tid=0x0xb1dfbb70 this=0x0x11d7d0 thread handle 0x454 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) <0x00004>
  at System.Threading.WaitHandle.WaitOne () <0x0005b>
  at Smuxi.Common.TaskQueue.Loop () <0x0007e>
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0x00040>

"LastSeenHighlightQueue(#debian-private)" tid=0x0xb2932b70 this=0x0x1a3640 thread handle 0x433 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) <0x00004>
  at System.Threading.WaitHandle.WaitOne () <0x0005b>
  at Smuxi.Common.TaskQueue.Loop () <0x0007e>
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0x00040>
```

"LastSeenHighlightQueue(IRC Freenode)" tid=0x0xb2005b70 this=0x0x11d960 thread handle 0x44e 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) <0x00004>
at System.Threading.WaitHandle.WaitOne () <0x0005b>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0x00040>

"LastSeenHighlightQueue(Replies)" tid=0x0xb0b7bb70 this=0x0x2880c8 thread handle 0x48a 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) <0x00004>
at System.Threading.WaitHandle.WaitOne () <0x0005b>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0x00040>

"LastSeenHighlightQueue(#dbus-sharp)" tid=0x0xb13c9b70 this=0x0x11d000 thread handle 0x472 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) <0x00004>
at System.Threading.WaitHandle.WaitOne () <0x0005b>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0x00040>

"LastSeenHighlightQueue(#stammtisch)" tid=0x0xb0eb0b70 this=0x0x288320 thread handle 0x481 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) <0x00004>
at System.Threading.WaitHandle.WaitOne () <0x0005b>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0x00040>

"LastSeenHighlightQueue(#smuxi.de)" tid=0x0xb2314b70 this=0x0x1a3190 thread handle 0x445 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) <0x00004>
at System.Threading.WaitHandle.WaitOne () <0x0005b>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0x00040>

"LastSeenHighlightQueue(#pear)" tid=0x0xb1aecb70 this=0x0x11d578 thread handle 0x45d 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) <0x00004>
at System.Threading.WaitHandle.WaitOne () <0x0005b>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0x00040>

"<unnamed thread>" tid=0x0xb349fb70 this=0x0x3e4b0 thread handle 0x413 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) <0x00004>
at System.Threading.Thread.Sleep (int) <0x00016>
at System.Runtime.Remoting.Channels.Tcp.TcpConnectionPool.ConnectionCollector () <0x0002c>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0x00040>

"LastSeenHighlightQueue(IRC GIMPnet)" tid=0x0xb19e7b70 this=0x0x11d4b0 thread handle 0x460 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) <0x00004>
at System.Threading.WaitHandle.WaitOne () <0x0005b>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0x00040>

"<unnamed thread>" tid=0x0xb35b4b70 this=0x0x3e640 thread handle 0x411 state : interrupted state 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) <0x00004>
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) <0x00040>

"LastSeenHighlightQueue(#mono)" tid=0x0xb17ddb70 this=0x0x11d320 thread handle 0x466 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) <0x00004>
at System.Threading.WaitHandle.WaitOne () <0x0005b>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0x00040>

"LastSeenHighlightQueue(#smuxi)" tid=0x0xb18e2b70 this=0x0x11d3e8 thread handle 0x463 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) <0x00004>
at System.Threading.WaitHandle.WaitOne () <0x0005b>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0x00040>

"SwitchPage" tid=0x0xb3a08b70 this=0x0x3e898 thread handle 0x40b 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) <0x00004>
at System.Threading.WaitHandle.WaitOne () <0x0005b>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0x00040>

"LastSeenHighlightQueue(Smuxi)" tid=0x0xb2c51b70 this=0x0x1a3898 thread handle 0x42a 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) <0x00004>
at System.Threading.WaitHandle.WaitOne () <0x0005b>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0x00040>

"<threadpool thread>" tid=0x0xafbebb70 this=0x0x358578 thread handle 0x49f state : interrupted state owns ()

"LastSeenHighlightQueue(#bsd-sharp)" tid=0x0xb1cf6b70 this=0x0x11d708 thread handle 0x457 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) <0x00004>
at System.Threading.WaitHandle.WaitOne () <0x0005b>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0x00040>

"LastSeenHighlightQueue(#monsoon)" tid=0x0xb14ceb70 this=0x0x11d0c8 thread handle 0x46f 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) <0x00004>
at System.Threading.WaitHandle.WaitOne () <0x0005b>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0x00040>

"LastSeenHighlightQueue(Bryl)" tid=0x0xb2e5bb70 this=0x0x1a3a28 thread handle 0x424 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) <0x00004>
at System.Threading.WaitHandle.WaitOne () <0x0005b>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0x00040>

"LastSeenHighlightQueue(#smartirc)" tid=0x0xb1f00b70 this=0x0x11d898 thread handle 0x451 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) <0x00004>
at System.Threading.WaitHandle.WaitOne () <0x0005b>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0x00040>

"LastSeenHighlightQueue(#smuxi)" tid=0x0xb251eb70 this=0x0x1a3320 thread handle 0x43f 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) <0x00004>
at System.Threading.WaitHandle.WaitOne () <0x0005b>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0x00040>

"LastSeenHighlightQueue(ajorg)" tid=0x0xb3065b70 this=0x0x3e0c8 thread handle 0x41e 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) <0x00004>
at System.Threading.WaitHandle.WaitOne () <0x0005b>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0x00040>

"LastSeenHighlightQueue(Twitter meebey)" tid=0x0xb0d85b70 this=0x0x288258 thread handle 0x484 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) <0x00004>
at System.Threading.WaitHandle.WaitOne () <0x0005b>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0x00040>

"LastSeenHighlightQueue(_rene_)" tid=0x0xb2f60b70 this=0x0x1a3af0 thread handle 0x421 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) <0x00004>
at System.Threading.WaitHandle.WaitOne () <0x0005b>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0x00040>

"LastSeenHighlightQueue(#smuxi)" tid=0x0xb0a76b70 this=0x0x288000 thread handle 0x48d 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) <0x00004>
at System.Threading.WaitHandle.WaitOne () <0x0005b>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0x00040>

"LastSeenHighlightQueue(#debian.de.rentner)" tid=0x0xb10bab70 this=0x0x2884b0 thread handle 0x47b 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) <0x00004>
at System.Threading.WaitHandle.WaitOne () <0x0005b>
at Smuxi.Common.TaskQueue.Loop () <0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0x00040>

</pre>

History

10/03/2010 11:35 AM - Mirco Bauer

An alternative workaround could be to not dispose notifications, as they dispose automatically after a timeout which is controlled by the notification daemon.

The hang just happened again with xfce4-notifyd 0.1.0-5

12/07/2011 06:55 PM - Mirco Bauer

- Target version changed from 0.8.9 to 0.10

I haven't seen this issue since using dbus-sharp

12/07/2011 06:55 PM - Mirco Bauer

- Target version deleted (0.10)