

Smuxi - Bug # 589: remoting error since updating smuxi-server to Mono 2.10.1

Status:	Closed	Priority:	Urgent
Author:	Carlo Kok	Category:	Server
Created:	04/20/2011	Assigned to:	Mirco Bauer
Updated:	11/19/2016	Due date:	
Complexity:	High		
Found in Version:			
Subject:	remoting error since updating smuxi-server to Mono 2.10.1		
Description:	<pre><pre> Exception Type: System.InvalidCastException Exception Message: Object must implement IConvertible. Exception StackTrace: Server stack trace: at System.Convert.ChangeType(Object value, Type conversionType, IFormatProvider provider) at System.Runtime.Serialization.FormatterConverter.Convert(Object value, Type type) at System.Runtime.Serialization.SerializationInfo.GetValue(String name, Type type) at System.Collections.Generic.Dictionary`2.OnDeserialization(Object sender) at System.Runtime.Serialization.ObjectManager.RaiseDeserializationEvent() at System.Runtime.Serialization.Formatters.Binary.ObjectReader.Deserialize(HeaderHandler handler, __BinaryParser serParser, Boolean fCheck, Boolean isCrossAppDomain, IMethodCallMessage methodCallMessage) at System.Runtime.Serialization.Formatters.Binary.BinaryFormatter.Deserialize(Stream serializationStream, HeaderHandler handler, Boolean fCheck, Boolean isCrossAppDomain, IMethodCallMessage methodCallMessage) at System.Runtime.Remoting.Channels.CoreChannel.DeserializeBinaryResponseMessage(Stream inputStream, IMethodCallMessage reqMsg, Boolean bStrictBinding) at System.Runtime.Remoting.Channels.BinaryClientFormatterSink.DeserializeMessage(IMethodCallMessage mcm, ITransportHeaders headers, Stream stream) at System.Runtime.Remoting.Channels.BinaryClientFormatterSink.SyncProcessMessage(IMessage msg) Exception rethrown at [0]: at System.Runtime.Remoting.Proxies.RealProxy.HandleReturnMessage(IMessage reqMsg, IMessage</pre>		

```
retMsg)

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

    at Smuxi.Engine.GroupChatModel.get_Persons()

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

    at Smuxi.Frontend.Gnome.GnomeUI.<SyncChat>c__AnonStoreyA.<>m__13(Object , EventArgs )
</pre>
```

Associated revisions

07/24/2016 10:01 PM - Mirco Bauer

Frontend-GNOME: detect and report Mono <-> .NET incompatibility for remote engines (refs: #589)

Smuxi users running a smuxi-server on Mono and connecting from Windows using the Microsoft .NET framework will lead to an user-unfriendly crash dialog like this:

Exception Type:
System.InvalidCastException

Exception Message:
Object must implement IConvertible.

Exception StackTrace:

Server stack trace:

```
    at System.Convert.ChangeType(Object value, Type conversionType, IFormatProvider provider)
    at System.Runtime.Serialization.FormatterConverter.Convert(Object value, Type type)
    at System.Runtime.Serialization.SerializationInfo.GetValue(String name, Type type)
    at System.Collections.Generic.Dictionary`2.OnDeserialization(Object sender)
    at System.Runtime.Serialization.ObjectManager.RaiseDeserializationEvent()
    at System.Runtime.Serialization.Formatters.Binary.ObjectReader.Deserialize(HeaderHandler handler, __BinaryParser serParser, Boolean fCheck, Boolean isCrossAppDomain, IMethodCallMessage methodCallMessage)
    at System.Runtime.Serialization.Formatters.Binary.BinaryFormatter.Deserialize(Stream serializationStream, HeaderHandler handler, Boolean fCheck, Boolean isCrossAppDomain, IMethodCallMessage methodCallMessage)
    at System.Runtime.Remoting.Channels.CoreChannel.DeserializeBinaryResponseMessage(Stream inputStream, IMethodCallMessage reqMsg, Boolean bStrictBinding)
    at System.Runtime.Remoting.Channels.BinaryClientFormatterSink.SyncProcessMessage(IMessage msg)
```

Exception rethrown at [0]:

```
    at System.Runtime.Remoting.Proxies.RealProxy.HandleReturnMessage(IMessage reqMsg, IMessage retMsg)
    at System.Runtime.Remoting.Proxies.RealProxy.PrivateInvoke(MessageData& msgData, Int32 type)
    at Smuxi.Engine.GroupChatModel.get_Persons()
    at Smuxi.Frontend.Gnome.GroupChatView.Sync()
    at Smuxi.Frontend.Gnome.TwitterGroupChatView.Sync()
```

The user has no hint how to proceed here. Since this is a known incompatibility since Mono 2.10 [0], we detect this condition and hint the user how to fix it.

History

04/22/2011 10:14 PM - Mirco Bauer

Are you using smuxi-server? If so, which side have you upgraded to 2.10.1?

04/22/2011 10:14 PM - Mirco Bauer

For the record: smuxi-server on mono 2.6.7 and smuxi-frontend-gnome on mono 2.10.1 works for me

04/23/2011 08:23 AM - Carlo Kok

server is:

```
[ck@buurtnet ~]$ mono --version  
Mono JIT compiler version 2.10.1 (tarball Mon Apr 11 15:46:24 UTC 2011)
```

gui runs on windows (not mono). It worked before I updated the server to 2.10

04/30/2011 04:21 PM - Mirco Bauer

Carlo Kok wrote:

```
> server is:  
>  
>  
> [ck@buurtnet ~]$ mono --version  
> Mono JIT compiler version 2.10.1 (tarball Mon Apr 11 15:46:24 UTC 2011)  
>  
>  
> gui runs on windows (not mono). It worked before I updated the server to 2.10
```

Have you installed Smuxi from source tarball or a binary package? Please check if it links .NET 2.0 by running:

```
<pre>  
monodis --assemblyref smuxi-server.exe  
</pre>
```

05/01/2011 07:11 AM - Carlo Kok

```
1: Version=2.0.0.0  
   Name=mscorlib  
   Flags=0x00000000  
   Public Key:  
0x00000000: B7 7A 5C 56 19 34 E0 89  
2: Version=1.2.10.0  
   Name=log4net  
   Flags=0x00000000  
   Public Key:  
0x00000000: A5 71 5C C6 D5 C3 54 0B  
3: Version=0.8.0.0  
   Name=smuxi-common  
   Flags=0x00000000  
   Zero sized public key  
4: Version=0.8.0.0  
   Name=smuxi-engine  
   Flags=0x00000000  
   Zero sized public key  
5: Version=2.0.0.0  
   Name=System.Runtime.Remoting  
   Flags=0x00000000
```

Public Key:

0x00000000: B7 7A 5C 56 19 34 E0 89

6: Version=2.0.0.0

Name=System

Flags=0x00000000

Public Key:

0x00000000: B7 7A 5C 56 19 34 E0 89

Installed from a binary package, I think the "Other "package.

05/01/2011 04:04 PM - Mirco Bauer

So Mono 2.10.1 is no longer ABI (Remoting) compatible with .NET 3.5, that is very sad. I hope this will be fixed in Mono. Can you give Mono 2.10.2 a try?

11/21/2011 02:22 AM - Mirco Bauer

- Priority changed from Normal to Urgent

11/24/2011 05:57 PM - Mirco Bauer

There is no known workaround yet. Mono 2.10.x broke ABI compatibility with MS .NET when it comes to the System.Collections.Generic.Dictionary<K, V> type which Smuxi makes use of. We will need a fix in Mono for this issue.

01/10/2012 07:48 PM - Mike Gibson

Has this bug been reported upstream? If so, do you have a link to the case? I'm having the same issue in my code and would like to look into fixing it.

05/26/2012 05:07 PM - Mirco Bauer

- Status changed from New to Closed

I never experienced this issue with Mono 2.10.8 so I think I can assume the issue is no longer present

01/03/2013 12:43 PM - Mirco Bauer

https://bugzilla.xamarin.com/show_bug.cgi?id=3050

10/29/2013 02:27 PM - Mirco Bauer

- Category set to Server

- Status changed from Closed to New

10/29/2013 02:28 PM - Mirco Bauer

This issue only becomes visible when the smuxi-server runs on Mono 2.10 and the frontend on Microsoft .NET

03/10/2015 07:18 PM - Mirco Bauer

The only known workaround is to use Mono on Windows

06/14/2015 03:55 PM - Mirco Bauer

- Complexity set to High

06/14/2015 04:03 PM - Mirco Bauer

Most people start to only see this issue when they add a Twitter account for some reason. Here is such sample:

<pre>

Exception Type:

System.InvalidCastException

Exception Message:

Objekt musi implementowa? element IConvertible.

Exception StackTrace:

Server stack trace:

```
w System.Convert.ChangeType(Object value, Type conversionType, IFormatProvider provider)
w System.Runtime.Serialization.FormatterConverter.Convert(Object value, Type type)
w System.Runtime.Serialization.SerializationInfo.GetValue(String name, Type type)
w System.Collections.Generic.Dictionary`2.OnDeserialization(Object sender)
w System.Runtime.Serialization.ObjectManager.RaiseDeserializationEvent()
w System.Runtime.Serialization.Formatters.Binary.ObjectReader.Deserialize(HeaderHandler handler, __BinaryParser serParser, Boolean fCheck, Boolean isCrossAppDomain, IMethodCallMessage methodCallMessage)
w System.Runtime.Serialization.Formatters.Binary.BinaryFormatter.Deserialize(Stream serializationStream, HeaderHandler handler, Boolean fCheck, Boolean isCrossAppDomain, IMethodCallMessage methodCallMessage)
w System.Runtime.Remoting.Channels.CoreChannel.DeserializeBinaryResponseMessage(Stream inputStream, IMethodCallMessage reqMsg, Boolean bStrictBinding)
w System.Runtime.Remoting.Channels.BinaryClientFormatterSink.SyncProcessMessage(IMessage msg)
```

Exception rethrown at [0]:

```
w System.Runtime.Remoting.Proxies.RealProxy.HandleReturnMessage(IMessage reqMsg, IMessage retMsg)
w System.Runtime.Remoting.Proxies.RealProxy.PrivateInvoke(MessageData& msgData, Int32 type)
w Smuxi.Engine.GroupChatModel.get_Persons()
w Smuxi.Frontend.Gnome.GroupChatView.Sync()
w Smuxi.Frontend.Gnome.TwitterGroupChatView.Sync()
w Smuxi.Frontend.ChatViewSyncManager.Sync(IChatView chatView)
w Smuxi.Frontend.ChatViewSyncManager.SyncWorker(ChatModel chatModel)
```

</pre>

07/12/2016 12:51 PM - Mirco Bauer

- Subject changed from *remoting error since updating mono to 2.10.1 to remoting error since updating smuxi-server to Mono 2.10.1*
- Status changed from *New to Assigned*
- Assigned to set to *Mirco Bauer*

07/12/2016 12:53 PM - Mirco Bauer

The real fix of this issue will come with switching to a new RPC system like REST. HTTP/JSON/REST does not rely on binary serialization like .NET remoting currently does.

11/19/2016 11:57 AM - Mirco Bauer

- Status changed from *Assigned to Resolved*
- Target version set to *1.0+stable*

11/19/2016 11:58 AM - Mirco Bauer

- Status changed from *Resolved to Closed*

Smuxi is now detecting this issue and shows a dialog with a link to resolve the issue instead of crashing.