

## Smuxi - Bug # 626: Unexpected shut down of smuxi-server

<b>Status:</b>	Closed	<b>Priority:</b>	Normal
<b>Author:</b>	Mirco Bauer	<b>Category:</b>	Server
<b>Created:</b>	09/02/2011	<b>Assigned to:</b>	Mirco Bauer
<b>Updated:</b>	09/02/2011	<b>Due date:</b>	
<b>Complexity:</b>	Low		
<b>Subject:</b>	Unexpected shut down of smuxi-server		
<b>Description:</b>	<p>smuxi-server seem to shutdown suddenly after ~7 weeks of operation.</p> <p>The Thread.Sleep() call in Server.cs could be the reason for this behavior.</p> <p>Here the thread dump where this issue showed up:</p> <pre>&lt;pre&gt;Full thread dump:  "Main" tid=0x0xb74926f0 this=0x0x3eed8 thread handle 0x404 state : waiting on 0x400 : Event owns ()  "JoinChannelQueue" tid=0x0xb3cfd70 this=0x0xad5430c8 thread handle 0x64b state : interrupted state owns ()     at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (IntPtr,int,bool) &lt;0x00004&gt;     at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (IntPtr,int,bool) &lt;0x00004&gt;     at System.Threading.WaitHandle.WaitOne () &lt;IL 0x00023, 0x0006c&gt;     at Smuxi.Common.TaskQueue.Loop () &lt;IL 0x00054, 0x0008e&gt;     at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,IntPtr,IntPtr,IntPtr) &lt;IL 0x0001c, 0x00051&gt;  "WriteThread (irc.freenode.net:6667)" tid=0x0xb4afdb70 this=0x0xaaaf33190 thread handle 0x6e2 state : interrupted state owns ()     at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) &lt;0x00004&gt;     at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) &lt;0x00004&gt;     at System.Threading.Thread.Sleep (int) &lt;IL 0x00018, 0x00027&gt;         at Meebey.SmartIrc4net.IrcConnection/WriteThread._Worker () [0x0000b] in /usr/local/src/smuxi/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:1204     at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,IntPtr,IntPtr,IntPtr) &lt;IL 0x0001c, 0x00051&gt;  "FrontendManager" tid=0x0xb33f4b70 this=0x0xad543e10 thread handle 0x6d5 state : interrupted state owns ()     at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (IntPtr,int,bool) &lt;0x00004&gt;     at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (IntPtr,int,bool) &lt;0x00004&gt;     at System.Threading.WaitHandle.WaitOne () &lt;IL 0x00023, 0x0006c&gt;     at Smuxi.Common.TaskQueue.Loop () &lt;IL 0x00054, 0x0008e&gt;     at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,IntPtr,IntPtr,IntPtr) &lt;IL 0x0001c, 0x00051&gt;  "IrcProtocolManager (irc.freenode.net:6667) lag watcher" tid=0x0xb48fbb70 this=0x0x3e000 thread handle 0x435 state : interrupted state owns ()     at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) &lt;0x00004&gt;</pre>		

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at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
at System.Threading.Thread.Sleep (int) <IL 0x00018, 0x00027>
at Smuxi.Engine.IrcProtocolManager._LagWatcher () <IL 0x00005, 0x0005c>
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c,
0x00051>

"IdleWorkerThread (openirc.snt.utwente.nl:6667)" tid=0x0xb3dfb70 this=0x0x4e1e10 thread handle 0x6d6
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) <IL 0x00018, 0x00027>
    at Meebey.SmartIrc4net.IrcConnection/IdleWorkerThread._Worker () [0x00005] in
/usr/local/src/smuxi/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:1424
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c,
0x00051>

"<unnamed thread>" tid=0x0xb57a1b70 this=0x0x3e640 thread handle 0x410 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 () <IL 0x00049, 0x00088>
  at System.Net.Sockets.TcpListener.AcceptSocket () <IL 0x0001c, 0x00032>
    at System.Runtime.Remoting.Channels.Tcp.TcpServerChannel.WaitForConnections () <IL 0x00006,
0x00048>
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c,
0x00051>

"JoinChannelQueue" tid=0x0xb35f6b70 this=0x0xaaf33320 thread handle 0x6de 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 () <IL 0x00023, 0x0006c>
  at Smuxi.Common.TaskQueue.Loop () <IL 0x00054, 0x0008e>
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c,
0x00051>

"IrcProtocolManager (irc.oftc.net:6667) lag watcher" tid=0x0xb4bf70 this=0x0x239e10 thread handle
0x426 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) <IL 0x00018, 0x00027>
  at Smuxi.Engine.IrcProtocolManager._LagWatcher () <IL 0x00005, 0x0005c>
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c,
0x00051>

"WriteThread (irc.oftc.net:6667)" tid=0x0xb3bfc70 this=0x0xab9b83e8 thread handle 0x6be 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) <IL 0x00018, 0x00027>
    at Meebey.SmartIrc4net.IrcConnection/WriteThread._Worker () [0x0000b] in

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/usr/local/src/smuxilib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:1204
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c,
0x00051>

"WriteThread (openirc.snt.utwente.nl:6667)" tid=0x0xb3effb70 this=0x0xd40d48 thread handle 0x6d4 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) <IL 0x00018, 0x00027>
    at Meebey.SmartIrc4net.IrcConnection/WriteThread._Worker () [0x0000b] in
/usr/local/src/smuxilib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:1204
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c,
0x00051>

"JoinChannelQueue" tid=0x0xb3afbb70 this=0x0xab9b8c80 thread handle 0x6ba 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 () <IL 0x00023, 0x0006c>
  at Smuxi.Common.TaskQueue.Loop () <IL 0x00054, 0x0008e>
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c,
0x00051>

"IrcProtocolManager (openirc.snt.utwente.nl:6667) lag watcher" tid=0x0xb44f7b70 this=0x0x239640 thread
handle 0x442 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) <IL 0x00018, 0x00027>
  at Smuxi.Engine.IrcProtocolManager._LagWatcher () <IL 0x00005, 0x0005c>
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c,
0x00051>

"IdleWorkerThread (irc.oftc.net:6667)" tid=0x0xb39fab70 this=0x0xab9b8320 thread handle 0x6c0 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) <IL 0x00018, 0x00027>
    at Meebey.SmartIrc4net.IrcConnection/IdleWorkerThread._Worker () [0x00005] in
/usr/local/src/smuxilib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:1424
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c,
0x00051>

"ReadThread (openirc.snt.utwente.nl:6667)" tid=0x0xb46f9b70 this=0x0xd40ed8 thread handle 0x6d2 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&) <IL 0x0000d, 0x00041>
  at System.Net.Sockets.Socket.Receive (byte[],int,int,System.Net.Sockets.SocketFlags) <IL 0x00078,

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0x0007f>
  at System.Net.Sockets.NetworkStream.Read (byte[],int,int) <IL 0x00059, 0x00078>
  at System.IO.StreamReader.ReadBuffer () <IL 0x00025, 0x0004d>
  at System.IO.StreamReader.ReadLine () <IL 0x0002d, 0x0003a>
    at Meebey.SmartIrc4net.IrcConnection/ReadThread._Worker () [0x00017] in
/usr/local/src/smuxi/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:1101
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c,
0x00051>

"<unnamed thread>" tid=0x0xacf97b70 this=0x0xafaf1000 thread handle 0x6cf 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&) <IL 0x0000d, 0x00041>
  at System.Net.Sockets.Socket.Receive (byte[],int,int,System.Net.Sockets.SocketFlags) <IL 0x00078,
0x0007f>
  at System.Net.Sockets.NetworkStream.Read (byte[],int,int) <IL 0x00059, 0x00078>
  at System.IO.BufferedStream.Read (byte[],int,int) <IL 0x0015f, 0x00227>
  at System.Runtime.Remoting.Channels.Tcp.TcpMessageIO.StreamRead (System.IO.Stream,byte[],int) <IL
0x00008, 0x00032>
    at System.Runtime.Remoting.Channels.Tcp.TcpMessageIO.ReceiveMessageStatus
(System.IO.Stream,byte[]) <IL 0x00003, 0x00037>
  at System.Runtime.Remoting.Channels.Tcp.ClientConnection.ProcessMessages () <IL 0x00031,
0x000c1>
  at System.Runtime.Remoting.Channels.RemotingThreadPool.PoolThread () <IL 0x000d9, 0x001c6>
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c,
0x00051>

"ReadThread (irc.oftc.net:6667)" tid=0x0xb536db70 this=0x0xab9b84b0 thread handle 0x6bc 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&) <IL 0x0000d, 0x00041>
  at System.Net.Sockets.Socket.Receive (byte[],int,int,System.Net.Sockets.SocketFlags) <IL 0x00078,
0x0007f>
  at System.Net.Sockets.NetworkStream.Read (byte[],int,int) <IL 0x00059, 0x00078>
  at System.IO.StreamReader.ReadBuffer () <IL 0x00025, 0x0004d>
  at System.IO.StreamReader.ReadLine () <IL 0x0002d, 0x0003a>
    at Meebey.SmartIrc4net.IrcConnection/ReadThread._Worker () [0x00017] in
/usr/local/src/smuxi/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:1101
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c,
0x00051>

"IdleWorkerThread (irc.freenode.net:6667)" tid=0x0xb34f5b70 this=0x0xaaaf330c8 thread handle 0x6e5 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>

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at System.Threading.Thread.Sleep (int) <IL 0x00018, 0x00027>
    at Meebey.SmartIrc4net.IrcConnection/IdleWorkerThread._Worker () [0x00005] in
/usr/local/src/smuxi/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:1424
    at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c,
0x00051>
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"<unnamed thread>" tid=0x0xb5577b70 this=0x0x3e4b0 thread handle 0x416 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) <IL 0x00018, 0x00027>
    at System.Runtime.Remoting.Channels.Tcp.TcpConnectionPool.ConnectionCollector () <IL 0x00005,
0x0003c>
    at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c,
0x00051>
```

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"ReadThread (irc.freenode.net:6667)" tid=0x0xb36f7b70 this=0x0xaaf33258 thread handle 0x6e0 state :
interrupted state owns ()
```

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    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&) <IL 0x0000d, 0x00041>
    at System.Net.Sockets.Socket.Receive (byte[],int,int,System.Net.Sockets.SocketFlags) <IL 0x00078,
0x0007f>
    at System.Net.Sockets.NetworkStream.Read (byte[],int,int) <IL 0x00059, 0x00078>
    at System.IO.StreamReader.ReadBuffer () <IL 0x00025, 0x0004d>
    at System.IO.StreamReader.ReadLine () <IL 0x0002d, 0x0003a>
    at Meebey.SmartIrc4net.IrcConnection/ReadThread._Worker () [0x00017] in
/usr/local/src/smuxi/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:1101
    at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c,
0x00051>
```

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"<unnamed thread>" tid=0x0xb5472b70 this=0x0xafaf1190 thread handle 0x6cc 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&) <IL 0x0000d, 0x00041>
    at System.Net.Sockets.Socket.Receive (byte[],int,int,System.Net.Sockets.SocketFlags) <IL 0x00078,
0x0007f>
    at System.Net.Sockets.NetworkStream.Read (byte[],int,int) <IL 0x00059, 0x00078>
    at System.IO.BufferedStream.Read (byte[],int,int) <IL 0x0015f, 0x00227>
    at System.Runtime.Remoting.Channels.Tcp.TcpMessageIO.StreamRead (System.IO.Stream,byte[],int) <IL
0x00008, 0x00032>
        at System.Runtime.Remoting.Channels.Tcp.TcpMessageIO.ReceiveMessageStatus
(System.IO.Stream,byte[]) <IL 0x00003, 0x00037>
    at System.Runtime.Remoting.Channels.Tcp.ClientConnection.ProcessMessages () <IL 0x00031,
0x000c1>
    at System.Runtime.Remoting.Channels.RemotingThreadPool.PoolThread () <IL 0x000d9, 0x001c6>
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at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c,
0x00051>

"IrcProtocolManager (openirc.snt.utwente.nl:6667) listener" tid=0x0xb43f6b70 this=0x0x239708 thread
handle 0x440 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) <IL 0x00018, 0x00027>
    at Meebey.SmartIrc4net.IrcConnection.ReadLine (bool) [0x00011] in
/usr/local/src/smuxilib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:867
    at Meebey.SmartIrc4net.IrcConnection.Listen (bool) [0x0000b] in
/usr/local/src/smuxilib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:820
    at Meebey.SmartIrc4net.IrcConnection.Listen () [0x00000] in
/usr/local/src/smuxilib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:834
at Smuxi.Engine.IrcProtocolManager._Listen () <IL 0x00001, 0x0002e>
at Smuxi.Engine.IrcProtocolManager._Run () <IL 0x0001d, 0x0007b>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c,
0x00051>

"IrcProtocolManager (irc.freenode.net:6667) listener" tid=0x0xb47fab70 this=0x0x3e190 thread handle
0x433 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) <IL 0x00018, 0x00027>
    at Meebey.SmartIrc4net.IrcConnection.ReadLine (bool) [0x00011] in
/usr/local/src/smuxilib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:867
    at Meebey.SmartIrc4net.IrcConnection.Listen (bool) [0x0000b] in
/usr/local/src/smuxilib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:820
    at Meebey.SmartIrc4net.IrcConnection.Listen () [0x00000] in
/usr/local/src/smuxilib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:834
at Smuxi.Engine.IrcProtocolManager._Listen () <IL 0x00001, 0x0002e>
at Smuxi.Engine.IrcProtocolManager._Run () <IL 0x0001d, 0x0007b>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c,
0x00051>

"IrcProtocolManager (irc.oftc.net:6667) listener" tid=0x0xb4cffb70 this=0x0x239ed8 thread handle 0x424
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) <IL 0x00018, 0x00027>
    at Meebey.SmartIrc4net.IrcConnection.ReadLine (bool) [0x00011] in
/usr/local/src/smuxilib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:867
    at Meebey.SmartIrc4net.IrcConnection.Listen (bool) [0x0000b] in
/usr/local/src/smuxilib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:820
    at Meebey.SmartIrc4net.IrcConnection.Listen () [0x00000] in
/usr/local/src/smuxilib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:834
at Smuxi.Engine.IrcProtocolManager._Listen () <IL 0x00001, 0x0002e>
at Smuxi.Engine.IrcProtocolManager._Run () <IL 0x0001d, 0x0007b>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c,
0x00051>
</pre>

```

## History

09/02/2011 05:25 PM - Mirco Bauer

Another example where this issue showed up:

<pre>

Full thread dump:

```
"Main" tid=0x0xb74b26f0 this=0x0x3eed8 thread handle 0x404 state : waiting on 0x400 : Event owns ()

"<threadpool thread>" tid=0x0xac7eeb70 this=0x0xae6be3e8 thread handle 0x86d state : interrupted state owns ()

"<threadpool thread>" tid=0x0xb14ebb70 this=0x0x171f7d0 thread handle 0x5c4 state : interrupted state owns ()

"<threadpool thread>" tid=0x0xb36deb70 this=0x0x1bb17d0 thread handle 0x5bf state : interrupted state owns ()

"<threadpool thread>" tid=0x0xb16edb70 this=0x0x171fe10 thread handle 0x5c0 state : interrupted state owns ()

"<threadpool thread>" tid=0x0xb10fb70 this=0x0x172e898 thread handle 0x5ce state : interrupted state owns ()

"IrcProtocolManager (openirc.snt.utwente.nl:6667) lag watcher" tid=0x0xb3ef2b70 this=0x0x23c7d0 thread handle 0x452 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) <IL 0x00018, 0x00027>
  at Smuxi.Engine.IrcProtocolManager._LagWatcher () <IL 0x00005, 0x0005c>
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"<unnamed thread>" tid=0x0xac8efb70 this=0x0x172e000 thread handle 0x5b0 state : interrupted state owns ()
  at (wrapper managed-to-native) System.Threading.Monitor.Monitor_wait (object,int) <0x00004>
  at (wrapper managed-to-native) System.Threading.Monitor.Monitor_wait (object,int) <0x00004>
  at System.Threading.Monitor.Wait (object,int) <IL 0x00040, 0x0004a>
  at System.Runtime.Remoting.Channels.RemotingThreadPool.PoolThread () <IL 0x0005b, 0x000d3>
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"IrcProtocolManager (openirc.snt.utwente.nl:6667) listener" tid=0x0xb3ff3b70 this=0x0x23c898 thread handle 0x450 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) <IL 0x00018, 0x00027>
  at Meebey.SmartIrc4net.IrcConnection.ReadLine (bool) [0x00011] in /usr/local/src/smuxi/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:867
  at Meebey.SmartIrc4net.IrcConnection.Listen (bool) [0x0000b] in /usr/local/src/smuxi/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:820
  at Meebey.SmartIrc4net.IrcConnection.Listen () [0x00000] in /usr/local/src/smuxi/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:834
  at Smuxi.Engine.IrcProtocolManager._Listen () <IL 0x00001, 0x0002e>
  at Smuxi.Engine.IrcProtocolManager._Run () <IL 0x0001d, 0x0007b>
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"IdleWorkerThread (openirc.snt.utwente.nl:6667)" tid=0x0xb17eeb70 this=0x0xab551d48 thread handle 0x8d4 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) <IL 0x00018, 0x00027>
  at Meebey.SmartIrc4net.IrcConnection/IdleWorkerThread._Worker () [0x00005] in
/usr/local/src/smuxi/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:1424
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"WriteThread (openirc.snt.utwente.nl:6667)" tid=0x0xb41f5b70 this=0x0xab551e10 thread handle 0x8d2 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) <IL 0x00018, 0x00027>
      at      Meebey.SmartIrc4net.IrcConnection/WriteThread._Worker      ()      [0x0000b]      in
/usr/local/src/smuxi/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:1204
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"JoinChannelQueue" tid=0x0xb54feb70 this=0x0xad88b0c8 thread handle 0x8cd 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 () <IL 0x00023, 0x0006c>
at Smuxi.Common.TaskQueue.Loop () <IL 0x00054, 0x0008e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"FrontendManager" tid=0x0xb02f6b70 this=0x0x6a92a28 thread handle 0x816 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 () <IL 0x00023, 0x0006c>
at Smuxi.Common.TaskQueue.Loop () <IL 0x00054, 0x0008e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"ReadThread (openirc.snt.utwente.nl:6667)" tid=0x0xb37dfb70 this=0x0xab551ed8 thread handle 0x8cf 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&) <IL 0x0000d,
0x00041>
at System.Net.Sockets.Socket.Receive (byte[],int,int,System.Net.Sockets.SocketFlags) <IL 0x00078, 0x0007f>
at System.Net.Sockets.NetworkStream.Read (byte[],int,int) <IL 0x00059, 0x00078>
at System.IO.StreamReader.ReadBuffer () <IL 0x00025, 0x0004d>
at System.IO.StreamReader.ReadLine () <IL 0x0002d, 0x0003a>
      at      Meebey.SmartIrc4net.IrcConnection/ReadThread._Worker      ()      [0x00017]      in
/usr/local/src/smuxi/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:1101
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"<unnamed thread>" tid=0x0xb58cab70 this=0x0x3e640 thread handle 0x410 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 () <IL 0x00049, 0x00088>
at System.Net.Sockets.TcpListener.AcceptSocket () <IL 0x0001c, 0x00032>
at System.Runtime.Remoting.Channels.Tcp.TcpServerChannel.WaitForConnections () <IL 0x00006, 0x00048>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"<unnamed thread>" tid=0x0xb53fdb70 this=0x0x3e3e8 thread handle 0x418 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) <IL 0x00018, 0x00027>
at System.Runtime.Remoting.Channels.Tcp.TcpConnectionPool.ConnectionCollector () <IL 0x00005, 0x0003c>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>
</pre>

```

09/02/2011 05:27 PM - Mirco Bauer

Here a thread dump were everything was normal:



<pre>

Full thread dump:

```
"<threadpool thread>" tid=0x0xb50b5b70 this=0x0xa4838bb8 thread handle 0x64c state : interrupted state owns ()

"<threadpool thread>" tid=0x0xb2a28b70 this=0x0x9fd83d48 thread handle 0x648 state : interrupted state owns ()

"<unnamed thread>" tid=0x0xb30efb70 this=0x0xa6299190 thread handle 0x68c 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&) <IL 0x0000d,0x000041>
  at System.Net.Sockets.Socket.Receive (byte[],int,int,System.Net.Sockets.SocketFlags) <IL 0x00078, 0x0007f>
  at System.Net.Sockets.NetworkStream.Read (byte[],int,int) <IL 0x00059, 0x00078>
  at System.IO.BufferedStream.Read (byte[],int,int) <IL 0x0015f, 0x00227>
  at System.Runtime.Remoting.Channels.Tcp.TcpMessageIO.StreamRead (System.IO.Stream,byte[]) <IL 0x00008, 0x00032>
  at System.Runtime.Remoting.Channels.Tcp.TcpMessageIO.ReceiveMessageStatus (System.IO.Stream,byte[]) <IL 0x00003, 0x00037>
  at System.Runtime.Remoting.Channels.Tcp.ClientConnection.ProcessMessages () <IL 0x00031, 0x000c1>
  at System.Runtime.Remoting.Channels.RemotingThreadPool.PoolThread () <IL 0x000d9, 0x001c6>
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"FrontendManager" tid=0x0xb191eb70 this=0x0xa6299960 thread handle 0x6d7 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 () <IL 0x00023, 0x0006c>
  at Smuxi.Common.TaskQueue.Loop () <IL 0x00054, 0x0008e>
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"<unnamed thread>" tid=0x0xb58a5b70 this=0x0x3e640 thread handle 0x410 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 () <IL 0x00049, 0x00088>
  at System.Net.Sockets.TcpListener.AcceptSocket () <IL 0x0001c, 0x00032>
  at System.Runtime.Remoting.Channels.Tcp.TcpServerChannel.WaitForConnections () <IL 0x00006, 0x00048>
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"<unnamed thread>" tid=0x0xb5576b70 this=0x0x3e3e8 thread handle 0x418 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) <IL 0x00018, 0x00027>
  at System.Runtime.Remoting.Channels.Tcp.TcpConnectionPool.ConnectionCollector () <IL 0x00005, 0x0003c>
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"Main" tid=0x0xb75966f0 this=0x0x3eed8 thread handle 0x404 state : not waiting 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) <IL 0x00018, 0x00027>
  at Smuxi.Server.Server.Init (string[]) <IL 0x00254, 0x00643>
  at Smuxi.Server.MainClass.Main (string[]) <IL 0x002c5, 0x005a4>
  at (wrapper runtime-invoke) <Module>.runtime_invoke_void_object (object,intptr,intptr,intptr) <IL 0x0001d, 0x00054>
```

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09/02/2011 05:28 PM - Mirco Bauer

- *Status changed from New to Closed*
- *Target version set to 0.8.9*
- *% Done changed from 0 to 100*
- *Complexity set to Low*

Hopefully fixed in commit:911a9ff9e49e30c9f1d87e6cf37ebd371ff681b0