Smuxi Issues [FROZEN ARCHIVE] - Bug # 785: NetworkManager triggered reconnects can freeze the GUI

Status:	Closed	**Priority:**	High
Author:	Mirco Bauer	**Category:**	Frontend GNOME
Created:	11/29/2012	**Assigned to:**	Mirco Bauer
Updated:	08/21/2013	**Due date:**	
Complexity:	Low		
Found in Version:			
Subject:	NetworkManager triggered reconnects can freeze the GUI		

Description:

<pre>
Full thread dump:

"<threadpool thread>" tid=0x0xecaffb70 this=0x0xd8578 thread handle 0x446 state : interrupted state owns ()

"<threadpool thread>" tid=0x0xed8fdb70 this=0x0xd87d0 thread handle 0x443 state : interrupted state owns ()

"<threadpool thread>" tid=0x0xedaffb70 this=0x0xd8960 thread handle 0x43d state : interrupted state owns ()

"<threadpool thread>" tid=0x0xecce7b70 this=0x0xd8190 thread handle 0x485 state : interrupted state owns ()

"<threadpool thread>" tid=0x0xed9feb70 this=0x0xd8898 thread handle 0x442 state : interrupted state owns ()

"<threadpool thread>" tid=0x0xecde8b70 this=0x0x33d578 thread handle 0x4ca state : interrupted state owns ()

"<threadpool thread>" tid=0x0xec9feb70 this=0x0xd84b0 thread handle 0x448 state : interrupted state owns ()

"<threadpool thread>" tid=0x0xec131b70 this=0x0xd83e8 thread handle 0x44c state : interrupted state owns ()

"<threadpool thread>" tid=0x0xebcffb70 this=0x0x33d3e8 thread handle 0x4df state : interrupted state owns ()

"LastSeenHighlightQueue()" tid=0x0xebbfeb70 this=0x0x4df320 thread handle 0x4e7 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 () [0x00015] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/WaitHandle.cs:332
at Smuxi.Common.TaskQueue.Loop () <IL 0x00054, 0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00040>

"JoinChannelQueue" tid=0x0xedefcb70 this=0x0xd8c80 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 () [0x00015] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/WaitHandle.cs:332
at Smuxi.Common.TaskQueue.Loop () <IL 0x00054, 0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00040>

"LastSeenHighlightQueue()" tid=0x0xebf2fb70 this=0x0x4df708 thread handle 0x4bb 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 () [0x00015] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/WaitHandle.cs:332
at Smuxi.Common.TaskQueue.Loop () <IL 0x00054, 0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00040>

"LastSeenHighlightQueue()" tid=0x0xeaffab70 this=0x0x4df000 thread handle 0x4f6 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 () [0x00015] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/WaitHandle.cs:332
at Smuxi.Common.TaskQueue.Loop () <IL 0x00054, 0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00040>

"TwitterProtocolManager friends timeline listener" tid=0x0xeed9ab70 this=0x0x33daf0 thread handle 0x471 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 (int,bool) [0x00032] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/WaitHandle.cs:351
at Smuxi.Engine.TwitterProtocolManager.UpdateFriendsTimelineThread () <IL 0x000fc, 0x0030d>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00040>

"FrontendManager" tid=0x0xee7feb70 this=0x0x3e0c8 thread handle 0x423 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 () [0x00015] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/WaitHandle.cs:332

at Smuxi.Common.TaskQueue.Loop () <IL 0x00054, 0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00040>

"Main" tid=0x0xf74a66f0 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) [0x00017] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/Thread.cs:311
at Meebey.SmartIrc4net.IrcConnection.Reconnect () [0x00006] in /build/buildd/smuxi-0.8.11+git/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:773
at Meebey.SmartIrc4net.IrcClient.Reconnect (bool,bool) [0x0000c] in /build/buildd/smuxi-0.8.11+git/lib/SmartIrc4net/src/IrcClient/IrcClient.cs:458
at Meebey.SmartIrc4net.IrcClient.Reconnect (bool) [0x00000] in /build/buildd/smuxi-0.8.11+git/lib/SmartIrc4net/src/IrcClient/IrcClient.cs:473
at Smuxi.Engine.IrcProtocolManager.Reconnect (Smuxi.Engine.FrontendManager) [0x0009b] in /build/buildd/smuxi-0.8.11+git/src/Engine-IRC/Protocols/Irc/IrcProtocolManager.cs:490
at Smuxi.Frontend.Gnome.NetworkManager.OnStateChanged (int) [0x000b0] in /build/buildd/smuxi-0.8.11+git/src/Frontend-GNOME/NetworkManager.cs:132
at (wrapper runtime-invoke) <Module>.runtime_invoke_void__this___int (object,intptr,intptr,intptr) <IL 0x0001f, 0x00048>
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) [0x000d0] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Reflection/MonoMethod.cs:213
at System.Reflection.MethodBase.Invoke (object,object[]) [0x00000] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Reflection/MethodBase.cs:113
at System.Delegate.DynamicInvokeImpl (object[]) [0x000b9] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System/Delegate.cs:443
at System.MulticastDelegate.DynamicInvokeImpl (object[]) [0x00018] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System/MulticastDelegate.cs:71
at System.Delegate.DynamicInvoke (object[]) [0x00000] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System/Delegate.cs:415
at NDesk.DBus.Connection.HandleSignal (NDesk.DBus.Message) <IL 0x00057, 0x00112>
at NDesk.DBus.Connection.DispatchSignals () <IL 0x00020, 0x0003c>
at NDesk.DBus.Connection.Iterate () <IL 0x0001a, 0x00035>
at NDesk.DBus.BusG/<Init>c__AnonStorey0.<>m__0 (intptr,NDesk.GLib.IOCondition,intptr) <IL 0x0003d, 0x00031>
at (wrapper native-to-managed) NDesk.DBus.BusG/<Init>c__AnonStorey0.<>m__0 (intptr,NDesk.GLib.IOCondition,intptr) <IL 0x00021, 0x00056>
at (wrapper managed-to-native) Gtk.Application.gtk_main () <0x00004>
at (wrapper managed-to-native) Gtk.Application.gtk_main () <0x00004>
at Gtk.Application.Run () <IL 0x00000, 0x0000a>
at Smuxi.Frontend.Gnome.Frontend.Init (string[]) [0x00255] in /build/buildd/smuxi-0.8.11+git/src/Frontend-GNOME/Frontend.cs:277
at Smuxi.Frontend.Gnome.MainClass.Main (string[]) [0x000db] in /build/buildd/smuxi-0.8.11+git/src/Frontend-GNOME/Main.cs:75
at (wrapper runtime-invoke) <Module>.runtime_invoke_void_object (object,intptr,intptr,intptr) <IL 0x0001d, 0x00043>

"JoinChannelQueue" tid=0x0xeb1fcb70 this=0x0x374bb8 thread handle 0x4d9 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 () [0x00015] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/WaitHandle.cs:332
at Smuxi.Common.TaskQueue.Loop () <IL 0x00054, 0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00040>

"TwitterProtocolManager replies listener" tid=0x0xecfeab70 this=0x0x33da28 thread handle 0x474 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) [0x00017] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/Thread.cs:311
at Smuxi.Engine.TwitterProtocolManager.UpdateRepliesThread () <IL 0x000f5, 0x00304>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00040>

"CommandManager" tid=0x0xee8ffb70 this=0x0x3e190 thread handle 0x420 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 () [0x00015] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/WaitHandle.cs:332
at Smuxi.Common.TaskQueue.Loop () <IL 0x00054, 0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00040>

"LastSeenHighlightQueue()" tid=0x0xed7fcb70 this=0x0x4df4b0 thread handle 0x4dc 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 () [0x00015] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/WaitHandle.cs:332
at Smuxi.Common.TaskQueue.Loop () <IL 0x00054, 0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00040>

"LastSeenHighlightQueue()" tid=0x0xeeb98b70 this=0x0x4df640 thread handle 0x4f9 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 () [0x00015] in

/tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/WaitHandle.cs:332
  at Smuxi.Common.TaskQueue.Loop () <IL 0x00054, 0x0007e>
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00040>

"IrcProtocolManager (irc.lan.gsd-software.net:6667) lag watcher" tid=0x0xee4fbb70 this=0x0xd8ed8 thread handle 0x42e 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) [0x00017] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/Thread.cs:311
  at Smuxi.Engine.IrcProtocolManager._LagWatcher () [0x00000] in /build/buildd/smuxi-0.8.11+git/src/Engine-IRC/Protocols/Irc/IrcProtocolManager.cs:3354
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00040>

"LastSeenHighlightQueue()" tid=0x0xec3ecb70 this=0x0x4dfaf0 thread handle 0x4a0 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 () [0x00015] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/WaitHandle.cs:332
  at Smuxi.Common.TaskQueue.Loop () <IL 0x00054, 0x0007e>
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00040>

"ReadThread (irc.lan.gsd-software.net:6667)" tid=0x0xeddfbb70 this=0x0xd8640 thread handle 0x4b7 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&) [0x00000] in /tmp/buildd/mono-2.6.7/mcs/class/System/System.Net.Sockets/Socket_2_1.cs:615
  at System.Net.Sockets.Socket.Receive (byte[],int,int,System.Net.Sockets.SocketFlags) [0x00070] in /tmp/buildd/mono-2.6.7/mcs/class/System/System.Net.Sockets/Socket.cs:2398
  at System.Net.Sockets.NetworkStream.Read (byte[],int,int) [0x0004f] in /tmp/buildd/mono-2.6.7/mcs/class/System/System.Net.Sockets/NetworkStream.cs:363
  at System.IO.StreamReader.ReadBuffer () [0x00012] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.IO/StreamReader.cs:338
  at System.IO.StreamReader.ReadLine () [0x0001b] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.IO/StreamReader.cs:464
  at Meebey.SmartIrc4net.IrcConnection/ReadThread._Worker () [0x00023] in /build/buildd/smuxi-0.8.11+git/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:1112
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00040>

"TwitterProtocolManager direct messages listener" tid=0x0xecee9b70 this=0x0x33d960 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 (int,bool) [0x00032] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/WaitHandle.cs:351
at Smuxi.Engine.TwitterProtocolManager.UpdateDirectMessagesThread () <IL 0x000fc, 0x00310>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00040>

"IdleWorkerThread (irc.lan.gsd-software.net:6667)" tid=0x0xedffdb70 this=0x0x374d48 thread handle 0x4c3 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) [0x00017] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/Thread.cs:311
at Meebey.SmartIrc4net.IrcConnection/IdleWorkerThread._Worker () [0x00005] in /build/buildd/smuxi-0.8.11+git/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:1456
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00040>

"LastSeenHighlightQueue()" tid=0x0xee0feb70 this=0x0xd8d48 thread handle 0x4fc 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 () [0x00015] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/WaitHandle.cs:332
at Smuxi.Common.TaskQueue.Loop () <IL 0x00054, 0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00040>

"LastSeenHighlightQueue()" tid=0x0xebafdb70 this=0x0x4df190 thread handle 0x4ea 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 () [0x00015] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/WaitHandle.cs:332
at Smuxi.Common.TaskQueue.Loop () <IL 0x00054, 0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00040>

"LastSeenHighlightQueue()" tid=0x0xec87ab70 this=0x0x33d898 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 () [0x00015] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/WaitHandle.cs:332
at Smuxi.Common.TaskQueue.Loop () <IL 0x00054, 0x0007e>

at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00040>

"WriteThread (irc.lan.gsd-software.net:6667)" tid=0x0xee6fdb70 this=0x0xd8320 thread handle 0x4c0 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 () [0x00015] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/WaitHandle.cs:332
at Meebey.SmartIrc4net.IrcConnection/WriteThread._Worker () [0x00005] in /build/buildd/smuxi-0.8.11+git/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:1218
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00040>

"LastSeenHighlightQueue()" tid=0x0xec5eeb70 this=0x0x4dfd48 thread handle 0x49a 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 () [0x00015] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/WaitHandle.cs:332
at Smuxi.Common.TaskQueue.Loop () <IL 0x00054, 0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00040>

"LastSeenHighlightQueue()" tid=0x0xec030b70 this=0x0x4df7d0 thread handle 0x4a9 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 () [0x00015] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/WaitHandle.cs:332
at Smuxi.Common.TaskQueue.Loop () <IL 0x00054, 0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00040>

"LastSeenHighlightQueue()" tid=0x0xec2ebb70 this=0x0x4dfa28 thread handle 0x4a4 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 () [0x00015] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/WaitHandle.cs:332
at Smuxi.Common.TaskQueue.Loop () <IL 0x00054, 0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00040>

"LastSeenHighlightQueue()" tid=0x0xec4edb70 this=0x0x4dfc80 thread handle 0x49d 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 () [0x00015] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/WaitHandle.cs:332
at Smuxi.Common.TaskQueue.Loop () <IL 0x00054, 0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00040>

"LastSeenHighlightQueue()" tid=0x0xeb3feb70 this=0x0x4df0c8 thread handle 0x4d3 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 () [0x00015] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/WaitHandle.cs:332
at Smuxi.Common.TaskQueue.Loop () <IL 0x00054, 0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00040>

"IrcProtocolManager (irc.man-da.de:6667) lag watcher" tid=0x0xeb4ffb70 this=0x0x33d320 thread handle 0x4cf 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) [0x00017] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/Thread.cs:311
at Smuxi.Engine.IrcProtocolManager._LagWatcher () [0x00000] in /build/buildd/smuxi-0.8.11+git/src/Engine-IRC/Protocols/Irc/IrcProtocolManager.cs:3354
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00040>

"SwitchPage" tid=0x0xef76bb70 this=0x0x3e7d0 thread handle 0x40e 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 () [0x00015] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/WaitHandle.cs:332
at Smuxi.Common.TaskQueue.Loop () <IL 0x00054, 0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00040>

"IrcProtocolManager (irc.man-da.de:6667) listener" tid=0x0xeec99b70 this=0x0x33d640 thread handle 0x4cc 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 () [0x00015] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/WaitHandle.cs:332

at Meebey.SmartIrc4net.IrcConnection.ReadLine (bool) [0x00011] in /build/buildd/smuxi-0.8.11+git/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:870
at Meebey.SmartIrc4net.IrcConnection.Listen (bool) [0x0000b] in /build/buildd/smuxi-0.8.11+git/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:823
at Meebey.SmartIrc4net.IrcConnection.Listen () [0x00000] in /build/buildd/smuxi-0.8.11+git/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:837
at Smuxi.Engine.IrcProtocolManager._Listen () [0x00000] in /build/buildd/smuxi-0.8.11+git/src/Engine-IRC/Protocols/Irc/IrcProtocolManager.cs:2102
at Smuxi.Engine.IrcProtocolManager._Run () [0x0001c] in /build/buildd/smuxi-0.8.11+git/src/Engine-IRC/Protocols/Irc/IrcProtocolManager.cs:2068
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00040>
2012-11-29 20:01:00,620 [IrcProtocolManager (irc.man-da.de:6667) listener] WARN Smuxi.Engine.IrcProtocolManager - _Run(): _Listen() returned.

"LastSeenHighlightQueue()" tid=0x0xec6efb70 this=0x0x4dfe10 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 () [0x00015] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/WaitHandle.cs:332
at Smuxi.Common.TaskQueue.Loop () <IL 0x00054, 0x0007e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00040>

"Timer-Scheduler" tid=0x0xeee9bb70 this=0x0x3e4b0 thread handle 0x417 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) [0x0003e] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/Monitor.cs:160
at System.Threading.Timer/Scheduler.SchedulerThread () [0x00211] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/Timer.cs:336
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00040>

"IrcProtocolManager (irc.lan.gsd-software.net:6667) listener" tid=0x0xee5fcb70 this=0x0x3e578 thread handle 0x42c 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 () [0x00015] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/WaitHandle.cs:332
at Meebey.SmartIrc4net.IrcConnection.ReadLine (bool) [0x00011] in /build/buildd/smuxi-0.8.11+git/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:870
at Meebey.SmartIrc4net.IrcConnection.Listen (bool) [0x0000b] in /build/buildd/smuxi-0.8.11+git/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:823
at Meebey.SmartIrc4net.IrcConnection.Listen () [0x00000] in /build/buildd/smuxi-0.8.11+git/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:837
at Smuxi.Engine.IrcProtocolManager._Listen () [0x00000] in /build/buildd/smuxi-0.8.11+git/src/Engine-IRC/Protocols/Irc/IrcProtocolManager.cs:2102

at Smuxi.Engine.IrcProtocolManager._Run () [0x0001c] in /build/buildd/smuxi-0.8.11+git/src/Engine-IRC/Protocols/Irc/IrcProtocolManager.cs:2068
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00040>
mirco.bauer@gsd-pc-d23:~$

</pre>

Associated revisions

08/21/2013 11:54 PM - Mirco Bauer

[Frontend-GNOME] NetworkManager can no longer freeze the GUI (closes: #785)

History

05/19/2013 10:45 AM - Mirco Bauer

- Target version changed from 0.8.10.2 to 0.8.11.1

08/21/2013 11:45 PM - Mirco Bauer

- Subject changed from NetworkManager froze GUI? to NetworkManager triggered reconnects can freeze the GUI

- Complexity set to Low

08/21/2013 11:58 PM - Mirco Bauer

- Status changed from New to Closed

- % Done changed from 0 to 100

Applied in changeset commit:"ca33c7be35316a9326f37f430b06b23e0c358279".