Smuxi - Bug # 81: closing server tabs will freeze the frontend [win32]

Status:	Closed	**Priority:**	Urgent
Author:	Lycaon -	**Category:**	Frontend GNOME
Created:	07/29/2008	**Assigned to:**	Mirco Bauer
Updated:	08/22/2010	**Due date:**	
Complexity:			
Subject:	closing server tabs will freeze the frontend [win32]		
Description:	This problem only occurs within Windows using the GTK# frontend. When closing a servertab, and smuxi warns you that it will also close all channels and chats, it will freeze smuxi totally. In first i thought the whole program was dead, but i decided to leave it on and after a feq MINUTES it actually closed all tabs and i could continue using smuxi. I don't know if it occurs because of the missing gconf2.exe (wich we had a talk about in irc) or just because of GTK#, or your code. Nor did i find out if it's the engine or just the frontend.		

Associated revisions

08/22/2010 11:03 AM - Mirco Bauer

Close networks in background as it might block and with that the UI becomes unresponsive. (closes: #81)

History

07/29/2008 12:30 PM - Mirco Bauer

Hm, migh be related to thread handling, need to debug that on windows then.

07/29/2008 12:49 PM - Lycaon -

I've tested further within windows, i cannot establish a connection via the Quick Connect options to whatever server i choose, after i closed a server tab. Now i have to restart smuxi again. So indeed this would be very critical for windows users.

08/24/2008 01:18 AM - Mirco Bauer

Zhila please try to reproduce this bug and report back.

08/25/2008 07:41 PM - Mirco Bauer

So Zhila found it, it's freezing the GUI for around 45 seconds.. it doesnt always happen though. I expect it's either server specific (how they handle QUIT and sockets) or just a race condition in the threading of [[SmartIrc]]4net. I will postpone this to 0.6.3 or 0.7.0 for now though.

08/15/2010 08:16 AM - Mirco Bauer

<pre>
10:08:30 <sorear> Thread.Abort says it has no effect unless the target is executing managed code
10:09:08 <meebey> hm, that is interesting!
10:09:35 <meebey> that could be the reason why Smuxi blocks on windows when disconnecting from a server
10:09:40 <meebey> while on linux with mono it doesn't
10:09:59 <meebey> I dont think that limitation applies to mono's threading implementating, but I am not sure
10:11:05 <meebey> it usually blocks for exactly 30 seconds ;)
10:11:22 <sorear> Thread.Interrupt, meanwhile, can interrupt thread synchronization primitives, but not I/O or managed code execution
</pre>

So could be the cause of the issue, Mono probably doesn't have that limitation. A workaround would be to disconnect using a background thread.

08/15/2010 08:16 AM - Mirco Bauer

- Assigned to changed from Jeffrey M Richardson to Mirco Bauer

08/22/2010 11:04 AM - Mirco Bauer

- Status changed from New to Closed

- % Done changed from 0 to 100

Applied in changeset commit:"76d75b0c54c840a4809f2505495c917e5ebe3170".