

Smuxi - Bug # 876: Smuxi sometimes hangs on exit

Status:	Closed	Priority:	Normal
Author:	Mirco Bauer	Category:	Frontend GNOME
Created:	08/24/2013	Assigned to:	Mirco Bauer
Updated:	08/25/2013	Due date:	
Complexity:	Medium		
Found in Version:			
Subject:	Smuxi sometimes hangs on exit		
Description:	<pre><pre> (smuxi-frontend-gnome:1590): Gtk-CRITICAL **: IA__gtk_progress_set_percentage: assertion `percentage >= 0 && percentage <= 1.0' failed 2013-08-24 22:09:08,087 [Main] DEBUG TRACE - [smuxi-frontend.dll] EngineManager.Disconnect() 2013-08-24 22:09:08,088 [Main] DEBUG TRACE - [smuxi-frontend.dll] CommandManager.Dispose() 2013-08-24 22:09:08,088 [Main] DEBUG TRACE - [smuxi-frontend.dll] CommandManager.Dispose(disposing = True) Full thread dump: "<threadpool thread>" tid=0x0x7f3e0930e700 this=0x0x7f3e2fc60000 thread handle 0x42c state : interrupted state owns () "<unnamed thread>" tid=0x0x7f3e2c58f700 this=0x0x7f3e2fc60bd0 thread handle 0x408 state : interrupted state owns () "Threadpool worker" tid=0x0x7f3e08a3d700 this=0x0x7f3e2413f3f0 thread handle 0x45d state : interrupted state owns () at <unknown> <0xffffffff> at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <IL 0x0000d, 0xffffffff> at System.Threading.Thread.Sleep (int) [0x00017] in /tmp/builddd/mono-3.0.6+dfsg2/mcs/class/corlib/System.Threading/Thread.cs:446 at Smuxi.Engine.XmppProtocolManager.<OnClose>m__2 (object) [0x00001] in /home/meebey/Projects/smuxi/src/Engine-XMPP/Protocols/Xmpp/XmppProtocolManager.cs:2123 at (wrapper runtime-invoke) <Module>.runtime_invoke_void__this___object (object,intptr,intptr,intptr) <IL 0x00052, 0xffffffff> "IrcProtocolManager (irc.oftc.net:6667) lag watcher" tid=0x0x7f3dc7fff700 this=0x0x7f3e2413f2a0 thread handle 0x4fc state : interrupted state owns () at <unknown> <0xffffffff> at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <IL 0x0000d, 0xffffffff> at System.Threading.Thread.Sleep (int) [0x00017] in /tmp/builddd/mono-3.0.6+dfsg2/mcs/class/corlib/System.Threading/Thread.cs:446 at Smuxi.Engine.IrcProtocolManager._LagWatcher () [0x00004] in /home/meebey/Projects/smuxi/src/Engine-IRC/Protocols/Irc/IrcProtocolManager.cs:3720 at System.Threading.Thread.StartInternal () [0x00016] in /tmp/builddd/mono-3.0.6+dfsg2/mcs/class/corlib/System.Threading/Thread.cs:731</pre>		

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    at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0004e,
    0xffffffff>

"IdleWorkerThread (irc.oftc.net:6667)" tid=0x0x7f3dc77fb700 this=0x0x7f3e0881abd0 thread handle 0x41e
state : interrupted state owns ()
    at <unknown> <0xffffffff>
    at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <IL 0x0000d, 0xffffffff>
        at System.Threading.Thread.Sleep (int) [0x00017] in
/tmp/builddd/mono-3.0.6+dfsg2/mcs/class/corlib/System.Threading/Thread.cs:446
        at Meebey.SmartIrc4net.IrcConnection/IdleWorkerThread._Worker () [0x00017] in
/home/meebey/Projects/smuxi/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:1480
        at System.Threading.Thread.StartInternal () [0x00016] in
/tmp/builddd/mono-3.0.6+dfsg2/mcs/class/corlib/System.Threading/Thread.cs:731
    at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0004e,
    0xffffffff>

"Timer-Scheduler" tid=0x0x7f3e0a9a2700 this=0x0x7f3e2fc607e0 thread handle 0x418 state : interrupted
state owns ()
    at <unknown> <0xffffffff>
        at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal
(System.Threading.WaitHandle,intptr,int,bool) <IL 0x0001c, 0xffffffff>
            at System.Threading.WaitHandle.WaitOne (int,bool) [0x00032] in
/tmp/builddd/mono-3.0.6+dfsg2/mcs/class/corlib/System.Threading/WaitHandle.cs:381
            at System.Threading.WaitHandle.WaitOne (int) [0x00000] in
/tmp/builddd/mono-3.0.6+dfsg2/mcs/class/corlib/System.Threading/WaitHandle.cs:392
            at System.Threading.Timer/Scheduler.SchedulerThread () [0x00245] in
/tmp/builddd/mono-3.0.6+dfsg2/mcs/class/corlib/System.Threading/Timer.cs:387
            at System.Threading.Thread.StartInternal () [0x00016] in
/tmp/builddd/mono-3.0.6+dfsg2/mcs/class/corlib/System.Threading/Thread.cs:731
        at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0004e,
        0xffffffff>

"SwitchPage" tid=0x0x7f3e1087d700 this=0x0x7f3e2fc60930 thread handle 0x40e state : interrupted state
owns ()
    at <unknown> <0xffffffff>
        at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal
(System.Threading.WaitHandle,intptr,int,bool) <IL 0x0001c, 0xffffffff>
            at System.Threading.WaitHandle.WaitOne () [0x00015] in
/tmp/builddd/mono-3.0.6+dfsg2/mcs/class/corlib/System.Threading/WaitHandle.cs:357
            at Smuxi.Common.TaskQueue.Loop () [0x0005b] in
/home/meebey/Projects/smuxi/src/Common/TaskQueue.cs:184
            at System.Threading.Thread.StartInternal () [0x00016] in
/tmp/builddd/mono-3.0.6+dfsg2/mcs/class/corlib/System.Threading/Thread.cs:731
        at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0004e,
        0xffffffff>

"IrcProtocolManager (irc.oftc.net:6667) listener" tid=0x0x7f3e0828b700 this=0x0x7f3e2413f690 thread
handle 0x4f9 state : interrupted state owns ()
    at <unknown> <0xffffffff>

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        at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal
(System.Threading.WaitHandle,intptr,int,bool) <IL 0x0001c, 0xffffffff>
        at System.Threading.WaitHandle.WaitOne () [0x00015] in
/tmp/buildd/mono-3.0.6+dfsg2/mcs/class/corlib/System.Threading/WaitHandle.cs:357
        at Meebey.SmartIrc4net.IrcConnection.ReadLine (bool) [0x00014] in
/home/meebey/Projects/smuxi/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:888
        at Meebey.SmartIrc4net.IrcConnection.Listen (bool) [0x0000e] in
/home/meebey/Projects/smuxi/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:841
        at Meebey.SmartIrc4net.IrcConnection.Listen () [0x00001] in
/home/meebey/Projects/smuxi/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:855
        at Smuxi.Engine.IrcProtocolManager._Listen () [0x00002] in
/home/meebey/Projects/smuxi/src/Engine-IRC/Protocols/Irc/IrcProtocolManager.cs:2389
        at Smuxi.Engine.IrcProtocolManager._Run () [0x00020] in
/home/meebey/Projects/smuxi/src/Engine-IRC/Protocols/Irc/IrcProtocolManager.cs:2355
        at System.Threading.Thread.StartInternal () [0x00016] in
/tmp/buildd/mono-3.0.6+dfsg2/mcs/class/corlib/System.Threading/Thread.cs:731
    at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0004e,
0xffffffff>

"WriteThread (irc.oftc.net:6667)" tid=0x0x7f3dc79fc700 this=0x0x7f3e0881ad20 thread handle 0x415 state :
interrupted state owns ()
    at <unknown> <0xffffffff>
    at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <IL 0x0000d, 0xffffffff>
        at System.Threading.Thread.Sleep (int) [0x00017] in
/tmp/buildd/mono-3.0.6+dfsg2/mcs/class/corlib/System.Threading/Thread.cs:446
        at Meebey.SmartIrc4net.IrcConnection/WriteThread._Worker () [0x00031] in
/home/meebey/Projects/smuxi/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:1246
        at System.Threading.Thread.StartInternal () [0x00016] in
/tmp/buildd/mono-3.0.6+dfsg2/mcs/class/corlib/System.Threading/Thread.cs:731
    at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0004e,
0xffffffff>

"ReadThread (irc.oftc.net:6667)" tid=0x0x7f3dc7bfd700 this=0x0x7f3e0881ae70 thread handle 0x413 state :
interrupted state owns ()
    at <unknown> <0xffffffff>
        at (wrapper managed-to-native) System.Net.Sockets.Socket.Receive_internal
(intptr,byte[],int,int,System.Net.Sockets.SocketFlags,int&) <IL 0x00014, 0xffffffff>
        at System.Net.Sockets.Socket.Receive_nochecks
(byte[],int,int,System.Net.Sockets.SocketFlags,System.Net.Sockets.SocketError&) [0x00000] in
/tmp/buildd/mono-3.0.6+dfsg2/mcs/class/System/System.Net.Sockets/Socket_2_1.cs:1329
        at System.Net.Sockets.Socket.Receive (byte[],int,int,System.Net.Sockets.SocketFlags) [0x00041] in
/tmp/buildd/mono-3.0.6+dfsg2/mcs/class/System/System.Net.Sockets/Socket.cs:1566
        at System.Net.Sockets.NetworkStream.Read (byte[],int,int) [0x00067] in
/tmp/buildd/mono-3.0.6+dfsg2/mcs/class/System/System.Net.Sockets/NetworkStream.cs:378
        at System.IO.StreamReader.ReadBuffer () [0x0000e] in
/tmp/buildd/mono-3.0.6+dfsg2/mcs/class/corlib/System.IO/StreamReader.cs:392
        at System.IO.StreamReader.ReadLine () [0x00006] in
/tmp/buildd/mono-3.0.6+dfsg2/mcs/class/corlib/System.IO/StreamReader.cs:525
        at Meebey.SmartIrc4net.IrcConnection/ReadThread._Worker () [0x00051] in
/home/meebey/Projects/smuxi/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:1136
        at System.Threading.Thread.StartInternal () [0x00016] in

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/tmp/builddd/mono-3.0.6+dfsg2/mcs/class/corlib/System.Threading/Thread.cs:731
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0004e,
0xffffffff>

"Main" tid=0x0x7f3e2fd7e740 this=0x0x7f3e2fc60e70 thread handle 0x403 state : waiting on 0x466 : Event
owns ()
  at <unknown> <0xffffffff>
  at (wrapper managed-to-native) System.Threading.Monitor.Monitor_wait (object,int) <IL 0x0000e, 0xffffffff>
    at System.Threading.Monitor.Wait (object,int) [0x0003e] in
/tmp/builddd/mono-3.0.6+dfsg2/mcs/class/corlib/System.Threading/Monitor.cs:148
    at System.Threading.LockQueue.Wait (int) [0x00029] in
/tmp/builddd/mono-3.0.6+dfsg2/mcs/class/corlib/System.Threading/LockQueue.cs:58
    at System.Threading.ReaderWriterLock.AcquireWriterLock (int,int) [0x00045] in
/tmp/builddd/mono-3.0.6+dfsg2/mcs/class/corlib/System.Threading/ReaderWriterLock.cs:149
    at System.Threading.ReaderWriterLock.AcquireWriterLock (int) [0x00000] in
/tmp/builddd/mono-3.0.6+dfsg2/mcs/class/corlib/System.Threading/ReaderWriterLock.cs:134
  at log4net.Util.ReaderWriterLock.AcquireWriterLock () <IL 0x00007, 0x0004b>
  at log4net.Repository.Hierarchy.Logger.CloseNestedAppenders () <IL 0x00006, 0x0005f>
  at log4net.Repository.Hierarchy.Hierarchy.Shutdown () <IL 0x00020, 0x000ec>
  at log4net.Core.LoggerManager.Shutdown () <IL 0x00016, 0x000d0>
  at log4net.Core.LoggerManager.OnProcessExit (object,System.EventArgs) <IL 0x00000, 0x00037>
    at (wrapper runtime-invoke) <Module>.runtime_invoke_void__this__object_object
(object,intptr,intptr,intptr) <IL 0x0005c, 0xffffffff>
    at <unknown> <0xffffffff>
    at (wrapper managed-to-native) System.Environment.Exit (int) <IL 0x0000d, 0xffffffff>
      at Smuxi.Frontend.Gnome.Frontend.Quit () [0x00192] in
/home/meebey/Projects/smuxi/src/Frontend-GNOME/Frontend.cs:519
      at Smuxi.Frontend.Gnome.MenuWidget.OnQuitActionActivated (object,System.EventArgs) [0x00015] in
/home/meebey/Projects/smuxi/src/Frontend-GNOME/Views/MenuWidget.cs:184
      at (wrapper runtime-invoke) <Module>.runtime_invoke_void__this__object_object
(object,intptr,intptr,intptr) <IL 0x0005c, 0xffffffff>
      at <unknown> <0xffffffff>
        at (wrapper managed-to-native) System.Reflection.MonoMethod.InternalInvoke
(System.Reflection.MonoMethod,object,object[],System.Exception&) <IL 0x0001c, 0xffffffff>
          at System.Reflection.MonoMethod.Invoke
(object,System.Reflection.BindingFlags,System.Reflection.Binder,object[],System.Globalization.CultureInfo)
[0x00064] in /tmp/builddd/mono-3.0.6+dfsg2/mcs/class/corlib/System.Reflection/MonoMethod.cs:231
          at System.Reflection.MethodBase.Invoke (object,object[]) [0x00000] in
/tmp/builddd/mono-3.0.6+dfsg2/mcs/class/corlib/System.Reflection/MethodBase.cs:101
          at System.Delegate.DynamicInvokeImpl (object[]) [0x000e2] in
/tmp/builddd/mono-3.0.6+dfsg2/mcs/class/corlib/System/Delegate.cs:424
          at System.MulticastDelegate.DynamicInvokeImpl (object[]) [0x00018] in
/tmp/builddd/mono-3.0.6+dfsg2/mcs/class/corlib/System/MulticastDelegate.cs:72
          at System.Delegate.DynamicInvoke (object[]) [0x00000] in
/tmp/builddd/mono-3.0.6+dfsg2/mcs/class/corlib/System/Delegate.cs:398
        at GLib.Signal.ClosureInvokedCB (object,GLib.ClosureInvokedArgs) <IL 0x00068, 0x0028b>
        at GLib.SignalClosure.Invoke (GLib.ClosureInvokedArgs) <IL 0x00014, 0x00072>
        at GLib.SignalClosure.MarshalCallback (intptr,intptr,uint,intptr,intptr,intptr) <IL 0x00086, 0x00447>
        at (wrapper native-to-managed) GLib.SignalClosure.MarshalCallback (intptr,intptr,uint,intptr,intptr,intptr) <IL
0x00028, 0xffffffff>
        at <unknown> <0xffffffff>
        at (wrapper managed-to-native) Gtk.Application.gtk_main () <IL 0x0000e, 0xffffffff>

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at Gtk.Application.Run () <IL 0x00000, 0x0002f>
    at Smuxi.Frontend.Gnome.Frontend.Init (string[]) [0x0022e] in
/home/meebey/Projects/smuxi/src/Frontend-GNOME/Frontend.cs:280
    at Smuxi.Frontend.Gnome.MainClass.Main (string[]) [0x000ac] in
/home/meebey/Projects/smuxi/src/Frontend-GNOME/Main.cs:75
    at (wrapper runtime-invoke) <Module>.runtime_invoke_void_object (object,intptr,intptr,intptr) <IL 0x00050,
0xffffffff>

"CommandManager" tid=0x0x7f3e0a553700 this=0x0x7f3e2fc603f0 thread handle 0x41f state : interrupted
state owns ()
    at <unknown> <0xffffffff>
    at (wrapper managed-to-native) object.__icall_wrapper_mono_object_new_specific (intptr) <IL 0x0000d,
0xffffffff>
    at System.Globalization.CultureInfo.get_NumberFormat () [0x0003d] in
/tmp/builddd/mono-3.0.6+dfsg2/mcs/class/corlib/System.Globalization/CultureInfo.cs:464
    at System.NumberFormatter.set_CurrentCulture (System.Globalization.CultureInfo) [0x00011] in
/tmp/builddd/mono-3.0.6+dfsg2/mcs/class/corlib/System.NumberFormatter.cs:603
    at System.NumberFormatter..ctor (System.Threading.Thread) [0x00018] in
/tmp/builddd/mono-3.0.6+dfsg2/mcs/class/corlib/System.NumberFormatter.cs:327
    at System.NumberFormatter.GetInstance () [0x00012] in
/tmp/builddd/mono-3.0.6+dfsg2/mcs/class/corlib/System.NumberFormatter.cs:785
    at System.NumberFormatter.NumberToString (int,System.IFormatProvider) [0x0001f] in
/tmp/builddd/mono-3.0.6+dfsg2/mcs/class/corlib/System.NumberFormatter.cs:939
    at int.ToString (System.IFormatProvider) [0x00000] in
/tmp/builddd/mono-3.0.6+dfsg2/mcs/class/corlib/System.Int32.cs:668
    at System.IO.TextWriter.Write (int) [0x00000] in
/tmp/builddd/mono-3.0.6+dfsg2/mcs/class/corlib/System.IO/TextWriter.cs:183
    at log4net.DateFormatter.AbsoluteTimeDateFormatter.FormatDate
(System.DateTime,System.IO.TextWriter) <IL 0x000b0, 0x00359>
    at log4net.Layout.Pattern.DatePatternConverter.Convert
(System.IO.TextWriter,log4net.Core.LoggingEvent) <IL 0x0000d, 0x00094>
    at log4net.Layout.Pattern.PatternLayoutConverter.Convert (System.IO.TextWriter,object) <IL 0x00010,
0x000a8>
    at log4net.Util.PatternConverter.Format (System.IO.TextWriter,object) <IL 0x0001f, 0x00098>
    at log4net.Layout.PatternLayout.Format (System.IO.TextWriter,log4net.Core.LoggingEvent) <IL 0x00031,
0x0010a>
    at log4net.Appender.AppenderSkeleton.RenderLoggingEvent
(System.IO.TextWriter,log4net.Core.LoggingEvent) <IL 0x00060, 0x00193>
    at log4net.Appender.AppenderSkeleton.RenderLoggingEvent (log4net.Core.LoggingEvent) <IL 0x00038,
0x000e7>
    at log4net.Appender.ConsoleAppender.Append (log4net.Core.LoggingEvent) <IL 0x00023, 0x000b3>
    at log4net.Appender.AppenderSkeleton.DoAppend (log4net.Core.LoggingEvent) <IL 0x00068, 0x001f5>
    at log4net.Util.AppenderAttachedImpl.AppendLoopOnAppenders (log4net.Core.LoggingEvent) <IL
0x00052, 0x001f3>
    at log4net.Repository.Hierarchy.Logger.CallAppenders (log4net.Core.LoggingEvent) <IL 0x00043,
0x00163>
    at log4net.Repository.Hierarchy.Logger.ForcedLog
(System.Type,log4net.Core.Level,object,System.Exception) <IL 0x00017, 0x000e7>
    at log4net.Repository.Hierarchy.Logger.Log (System.Type,log4net.Core.Level,object,System.Exception)
<IL 0x00022, 0x000dd>
    at log4net.Core.LogImpl.Debug (object) <IL 0x00013, 0x0007c>
    at Smuxi.Common.Trace.Call (System.Reflection.MethodBase,object[]) [0x000a4] in

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/home/meebey/Projects/smuxi/src/Common/Trace.cs:111
      at      Smuxi.Common.Trace.Call      (object[])      [0x00018]      in
/home/meebey/Projects/smuxi/src/Common/Trace.cs:89
      at      Smuxi.Frontend.CommandManager.OnTaskQueueAbortedEvent (object,System.EventArgs) [0x00001]
in /home/meebey/Projects/smuxi/src/Frontend/CommandManager.cs:345
      at      Smuxi.Common.TaskQueue.Loop      ()      [0x000bc]      in
/home/meebey/Projects/smuxi/src/Common/TaskQueue.cs:200
      at      System.Threading.Thread.StartInternal      ()      [0x00016]      in
/tmp/build/mono-3.0.6+dfsg2/mcs/class/corlib/System.Threading/Thread.cs:731
      at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0004e,
0xffffffff>

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Associated revisions

08/25/2013 04:41 PM - Mirco Bauer

[Frontend-GNOME] Workaround log4net deadlock on process exit (closes: #876)

History

08/25/2013 02:42 PM - Mirco Bauer

This seems to be a bug in the log4net library that Smuxi uses, reported to upstream here:

<https://issues.apache.org/jira/browse/LOG4NET-389>

08/25/2013 04:44 PM - Mirco Bauer

- Status changed from New to Closed

- % Done changed from 0 to 100

Applied in changeset commit:"970aa4f289674651fbdca76e0e5be7a6e8d8a3c1".