

## Smuxi - Bug # 898: Exception: Ein Objekt muss IConvertible implementieren.

<b>Status:</b>	Closed	<b>Priority:</b>	Normal
<b>Author:</b>	Mikail Altunbas	<b>Category:</b>	
<b>Created:</b>	10/28/2013	<b>Assigned to:</b>	
<b>Updated:</b>	11/19/2016	<b>Due date:</b>	
<b>Complexity:</b>			
<b>Found in Version:</b>			
<b>Subject:</b>	Exception: Ein Objekt muss IConvertible implementieren.		
<b>Description:</b>	<pre>&lt;pre&gt;Exception Type:System.InvalidCastExceptionException Message:Ein Objekt muss IConvertible implementieren.Exception StackTrace:Server stack trace: bei System.Convert.ChangeType(Object value, Type conversionType, IFormatProvider provider) bei System.Runtime.Serialization.FormatterConverter.Convert(Object value, Type type) bei System.Runtime.Serialization.SerializationInfo.GetValue(String name, Type type) bei System.Collections.Generic.Dictionary`2.OnDeserialization(Object sender) bei System.Runtime.Serialization.ObjectManager.RaiseDeserializationEvent() bei System.Runtime.Serialization.Formatters.Binary.ObjectReader.Deserialize(HeaderHandler handler, __BinaryParser serParser, Boolean fCheck, Boolean isCrossAppDomain, IMethodCallMessage methodCallMessage) bei System.Runtime.Serialization.Formatters.Binary.BinaryFormatter.Deserialize(Stream serializationStream, HeaderHandler handler, Boolean fCheck, Boolean isCrossAppDomain, IMethodCallMessage methodCallMessage) bei System.Runtime.Remoting.Channels.CoreChannel.DeserializeBinaryResponseMessage(Stream inputStream, IMethodCallMessage reqMsg, Boolean bStrictBinding) bei System.Runtime.Remoting.Channels.BinaryClientFormatterSink.SyncProcessMessage(IMessage msg)Exception rethrown at [0]: bei System.Runtime.Remoting.Proxies.RealProxy.HandleReturnMessage(IMessage reqMsg, IMessage retMsg) bei System.Runtime.Remoting.Proxies.RealProxy.PrivateInvoke(MessageData</pre>		

### History

10/28/2013 09:53 PM - Mikail Altunbas

<pre>

Exception Type:

System.InvalidCastException

Exception Message:

Ein Objekt muss IConvertible implementieren.

Exception StackTrace:

Server stack trace:

bei System.Convert.ChangeType(Object value, Type conversionType, IFormatProvider provider)

bei System.Runtime.Serialization.FormatterConverter.Convert(Object value, Type type)

bei System.Runtime.Serialization.SerializationInfo.GetValue(String name, Type type)

bei System.Collections.Generic.Dictionary`2.OnDeserialization(Object sender)

bei System.Runtime.Serialization.ObjectManager.RaiseDeserializationEvent()

bei System.Runtime.Serialization.Formatters.Binary.ObjectReader.Deserialize(HeaderHandler handler, \_\_BinaryParser serParser, Boolean fCheck, Boolean isCrossAppDomain, IMethodCallMessage methodCallMessage)

bei System.Runtime.Serialization.Formatters.Binary.BinaryFormatter.Deserialize(Stream serializationStream, HeaderHandler handler, Boolean fCheck, Boolean isCrossAppDomain, IMethodCallMessage methodCallMessage)

bei System.Runtime.Remoting.Channels.CoreChannel.DeserializeBinaryResponseMessage(Stream inputStream, IMethodCallMessage reqMsg, Boolean bStrictBinding)

bei System.Runtime.Remoting.Channels.BinaryClientFormatterSink.SyncProcessMessage(IMessage msg)

Exception rethrown at [0]:

bei System.Runtime.Remoting.Proxies.RealProxy.HandleReturnMessage(IMessage reqMsg, IMessage retMsg)

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

bei Smuxi.Engine.GroupChatModel.get\_Persons()

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

bei Smuxi.Frontend.ChatViewSyncManager.Sync(IChatView chatView)

bei Smuxi.Frontend.ChatViewSyncManager.SyncWorker(ChatModel chatModel)

Exception.ToString():

System.InvalidCastException: Ein Objekt muss IConvertible implementieren.

Server stack trace:

bei System.Convert.ChangeType(Object value, Type conversionType, IFormatProvider provider)

bei System.Runtime.Serialization.FormatterConverter.Convert(Object value, Type type)

bei System.Runtime.Serialization.SerializationInfo.GetValue(String name, Type type)

bei System.Collections.Generic.Dictionary`2.OnDeserialization(Object sender)

bei System.Runtime.Serialization.ObjectManager.RaiseDeserializationEvent()

bei System.Runtime.Serialization.Formatters.Binary.ObjectReader.Deserialize(HeaderHandler handler, \_\_BinaryParser serParser, Boolean fCheck, Boolean isCrossAppDomain, IMethodCallMessage methodCallMessage)

bei System.Runtime.Serialization.Formatters.Binary.BinaryFormatter.Deserialize(Stream serializationStream, HeaderHandler handler, Boolean fCheck, Boolean isCrossAppDomain, IMethodCallMessage methodCallMessage)

bei System.Runtime.Remoting.Channels.CoreChannel.DeserializeBinaryResponseMessage(Stream inputStream, IMethodCallMessage reqMsg, Boolean bStrictBinding)

```
bei System.Runtime.Remoting.Channels.BinaryClientFormatterSink.SyncProcessMessage(IMessage msg)
```

Exception rethrown at [0]:

```
bei System.Runtime.Remoting.Proxies.RealProxy.HandleReturnMessage(IMessage reqMsg, IMessage retMsg)
```

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

```
bei Smuxi.Engine.GroupChatModel.get_Persons()
```

```
bei Smuxi.Frontend.Gnome.GroupChatView.Sync()
```

```
bei Smuxi.Frontend.ChatViewSyncManager.Sync(IChatView chatView)
```

```
bei Smuxi.Frontend.ChatViewSyncManager.SyncWorker(ChatModel chatModel)
```

</pre>

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

- *Status changed from New to Closed*

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