Smuxi Issues [FROZEN ARCHIVE] - Bug # 934: Deadlock in Engine-XMPP?

Status:	Closed	**Priority:**	Normal
Author:	Mirco Bauer	**Category:**	Engine XMPP (Jabber)
Created:	01/05/2014	**Assigned to:**	Mirco Bauer
Updated:	02/14/2015	**Due date:**	
Complexity:	High		
Found in Version:			
Subject:	Deadlock in Engine-XMPP?		

Description:

<pre>
2014-01-05 17:43:44,132 [-1249481872] INFO Smuxi.Server.Server - Caught signal SIGTERM, shutting down
2014-01-05 17:43:44,134 [-1249481872] DEBUG TRACE - [smuxi-engine.dll] Session.CommandShutdown(cmd = (null))
2014-01-05 17:43:44,134 [-1249481872] INFO Smuxi.Engine.Session - Shutting down...
Full thread dump:

"<threadpool thread>" tid=0x0xb05a6b70 this=0x0xaf441320 thread handle 0x3683 state : waiting on 0x423 : Sem owns ()

"<threadpool thread>" tid=0x0xb55e4b70 this=0x0x3e190 thread handle 0x424 state : not waiting owns ()

"<unnamed thread>" tid=0x0xb53bab70 this=0x0xaf2c3e10 thread handle 0x364a state : waiting on 0xb9f : Sem owns ()
at (wrapper synchronized) agsXMPP.XmppClientConnection.remove_OnMessage (agsXMPP.protocol.client.MessageHandler) <IL 0x0000a, 0x00029>
at (wrapper synchronized) agsXMPP.XmppClientConnection.remove_OnMessage (agsXMPP.protocol.client.MessageHandler) <IL 0x0000a, 0x00029>
 at Smuxi.Engine.XmppProtocolManager.Dispose () <IL 0x00031, 0x000aa>
 at (wrapper synchronized) Smuxi.Engine.XmppProtocolManager.Dispose () <IL 0x00009, 0x00033>
at Smuxi.Engine.Session.CommandShutdown (Smuxi.Engine.CommandModel) [0x0005d] in /usr/local/src/smuxi/src/Engine/Session.cs:777
at Smuxi.Engine.Session.Command (Smuxi.Engine.CommandModel) [0x0015f] in /usr/local/src/smuxi/src/Engine/Session.cs:440
 at (wrapper runtime-invoke) <Module>.runtime_invoke_bool__this___object (object,intptr,intptr,intptr) <IL 0x0001e, 0x00057>
at (wrapper managed-to-native) System.Runtime.Remoting.RemotingServices.InternalExecute (System.Reflection.MethodBase,object,object[],object[]&) <0x00004>
at (wrapper managed-to-native) System.Runtime.Remoting.RemotingServices.InternalExecute (System.Reflection.MethodBase,object,object[],object[]&) <0x00004>
at System.Runtime.Remoting.RemotingServices.InternalExecuteMessage (System.MarshalByRefObject,System.Runtime.Remoting.Messaging.IMethodCallMessage) [0x000a4] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Runtime.Remoting/RemotingServices.cs:147
at System.Runtime.Remoting.Messaging.StackBuilderSink.SyncProcessMessage (System.Runtime.Remoting.Messaging.IMessage) [0x0001f] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Runtime.Remoting.Messaging/StackBuilderSink.cs:59
at System.Runtime.Remoting.Messaging.ServerObjectTerminatorSink.SyncProcessMessage (System.Runtime.Remoting.Messaging.IMessage) [0x00016] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Runtime.Remoting.Messaging/ServerObjectTerminatorSink.cs:53
at System.Runtime.Remoting.Lifetime.LeaseSink.SyncProcessMessage (System.Runtime.Remoting.Messaging.IMessage) [0x00007] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Runtime.Remoting.Lifetime/LeaseSink.cs:52

at System.Runtime.Remoting.ClientActivatedIdentity.SyncObjectProcessMessage (System.Runtime.Remoting.Messaging.IMessage) [0x00041] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Runtime.Remoting/ServerIdentity.cs:191
at System.Runtime.Remoting.Messaging.ServerContextTerminatorSink.SyncProcessMessage (System.Runtime.Remoting.Messaging.IMessage) [0x00023] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Runtime.Remoting.Messaging/ServerContextTerminatorSink.cs:50
at System.Runtime.Remoting.Contexts.CrossContextChannel.SyncProcessMessage (System.Runtime.Remoting.Messaging.IMessage) [0x00041] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Runtime.Remoting.Contexts/CrossContextChannel.cs:57
at System.Runtime.Remoting.Channels.ChannelServices.SyncDispatchMessage (System.Runtime.Remoting.Messaging.IMessage) [0x00015] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Runtime.Remoting.Channels/ChannelServices.cs:403
at System.Runtime.Remoting.Channels.ChannelServices.DispatchMessage (System.Runtime.Remoting.Channels.IServerChannelSinkStack,System.Runtime.Remoting.Messaging.IMessage,System.Runtime.Remoting.Messaging.IMessage&) [0x00011] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Runtime.Remoting.Channels/ChannelServices.cs:192
at System.Runtime.Remoting.Channels.ServerDispatchSink.ProcessMessage (System.Runtime.Remoting.Channels.IServerChannelSinkStack,System.Runtime.Remoting.Messaging.IMessage,System.Runtime.Remoting.Channels.ITransportHeaders,System.IO.Stream,System.Runtime.Remoting.Messaging.IMessage&,System.Runtime.Remoting.Channels.ITransportHeaders&,System.IO.Stream&) [0x00008] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Runtime.Remoting.Channels/ServerDispatchSink.cs:80
at System.Runtime.Remoting.Channels.BinaryServerFormatterSink.ProcessMessage (System.Runtime.Remoting.Channels.IServerChannelSinkStack,System.Runtime.Remoting.Messaging.IMessage,System.Runtime.Remoting.Channels.ITransportHeaders,System.IO.Stream,System.Runtime.Remoting.Messaging.IMessage&,System.Runtime.Remoting.Channels.ITransportHeaders&,System.IO.Stream&) [0x000ca] in /tmp/buildd/mono-2.6.7/mcs/class/System.Runtime.Remoting/System.Runtime.Remoting.Channels/BinaryServerFormatterSink.cs:164
at System.Runtime.Remoting.Channels.Tcp.TcpServerTransportSink.InternalProcessMessage (System.Runtime.Remoting.Channels.Tcp.ClientConnection,System.IO.Stream) [0x00070] in /tmp/buildd/mono-2.6.7/mcs/class/System.Runtime.Remoting/System.Runtime.Remoting.Channels.Tcp/TcpServerTransportSink.cs:121
at System.Runtime.Remoting.Channels.Tcp.ClientConnection.ProcessMessages () [0x00057] in /tmp/buildd/mono-2.6.7/mcs/class/System.Runtime.Remoting/System.Runtime.Remoting.Channels.Tcp/TcpServerChannel.cs:323
at System.Runtime.Remoting.Channels.RemotingThreadPool.PoolThread () [0x000d8] in /tmp/buildd/mono-2.6.7/mcs/class/System.Runtime.Remoting/System.Runtime.Remoting.Channels/RemotingThreadPool.cs:170
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"Timer-Scheduler" tid=0x0xb5d9fb70 this=0x0x3e640 thread handle 0x410 state : waiting on 0x4ee : Event 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, 0x00051>

"FrontendManager" tid=0x0xaad89b70 this=0x0xbedc80 thread handle 0x332c state : waiting on 0x332a : Event 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, 0x0008e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"<unnamed thread>" tid=0x0xb597bb70 this=0x0x3e708 thread handle 0x41a state : not waiting 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 () [0x0003b] in /tmp/buildd/mono-2.6.7/mcs/class/System/System.Net.Sockets/Socket.cs:1110
at System.Net.Sockets.TcpListener.AcceptSocket () [0x00016] in /tmp/buildd/mono-2.6.7/mcs/class/System/System.Net.Sockets/TcpListener.cs:193
at System.Runtime.Remoting.Channels.Tcp.TcpServerChannel.WaitForConnections () [0x00000] in /tmp/buildd/mono-2.6.7/mcs/class/System.Runtime.Remoting/System.Runtime.Remoting.Channels.Tcp/TcpServerChannel.cs:216
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"Main" tid=0x0xb76079c0 this=0x0x3eed8 thread handle 0x404 state : waiting on 0x404 : Thread owns ()
at (wrapper managed-to-native) System.Threading.Thread.Join_internal (int,intptr) <0x00004>
at (wrapper managed-to-native) System.Threading.Thread.Join_internal (int,intptr) <0x00004>
at System.Threading.Thread.Join () [0x00000] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/Thread.cs:705
at Smuxi.Server.Server.Init (string[]) <IL 0x002c4, 0x00899>
at Smuxi.Server.MainClass.Main (string[]) <IL 0x002cb, 0x005b0>
at (wrapper runtime-invoke) <Module>.runtime_invoke_void_object (object,intptr,intptr,intptr) <IL 0x0001d, 0x00054>

"<unnamed thread>" tid=0x0xb46f6b70 this=0x0x23ce10 thread handle 0x450 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 System.Runtime.Remoting.Channels.Tcp.TcpConnectionPool.ConnectionCollector () [0x00000] in /tmp/buildd/mono-2.6.7/mcs/class/System.Runtime.Remoting/System.Runtime.Remoting.Channels.Tcp/TcpConnectionPool.cs:112
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"<unnamed thread>" tid=0x0xb5866b70 this=0x0x3e320 thread handle 0x41e state : waiting on 0x455 : Sem owns ()
at Smuxi.Engine.Session.CommandShutdown (Smuxi.Engine.CommandModel) [0x000dd] in /usr/local/src/smuxi/src/Engine/Session.cs:800
at Smuxi.Engine.Session.CommandShutdown (Smuxi.Engine.CommandModel) [0x0003e] in /usr/local/src/smuxi/src/Engine/Session.cs:774

at (wrapper remoting-invoke-with-check) Smuxi.Engine.Session.CommandShutdown (Smuxi.Engine.CommandModel) <IL 0x00033, 0x00068>
at Smuxi.Engine.SessionManager.Shutdown () [0x0002f] in /usr/local/src/smuxi/src/Engine/SessionManager.cs:121
at (wrapper remoting-invoke-with-check) Smuxi.Engine.SessionManager.Shutdown () <IL 0x00032, 0x00064>
at Smuxi.Engine.Engine.Shutdown () [0x00000] in /usr/local/src/smuxi/src/Engine/Engine.cs:123
at Smuxi.Server.Server/<Init>c__AnonStorey1.<>m__A () <IL 0x00037, 0x000ad>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"<threadpool thread>" tid=0x0xb1cfdb70 this=0x0xa818b4b0 thread handle 0x4be state : waiting on 0xa3c : Sem owns ()
at (wrapper synchronized) Smuxi.Engine.XmppProtocolManager.OnClose (object) <IL 0x0000a, 0x00029>
at (wrapper synchronized) Smuxi.Engine.XmppProtocolManager.OnClose (object) <IL 0x0000a, 0x00029>
at agsXMPP.XmppClientConnection.CleanupSession () [0x00086] in /usr/local/src/smuxi/lib/agsxmpp/agsxmpp/XmppClientConnection.cs:1642
at agsXMPP.XmppClientConnection.SocketOnDisconnect (object) [0x00012] in /usr/local/src/smuxi/lib/agsxmpp/agsxmpp/XmppClientConnection.cs:725
at agsXMPP.Net.BaseSocket.FireOnDisconnect () [0x0000b] in /usr/local/src/smuxi/lib/agsxmpp/agsxmpp/Net/BaseSocket.cs:109
at agsXMPP.Net.ClientSocket.Disconnect () [0x0004e] in /usr/local/src/smuxi/lib/agsxmpp/agsxmpp/Net/ClientSocket.cs:419
at agsXMPP.Net.ClientSocket.EndSend (System.IAsyncResult) [0x00066] in /usr/local/src/smuxi/lib/agsxmpp/agsxmpp/Net/ClientSocket.cs:552
at (wrapper runtime-invoke) object.runtime_invoke_void__this___object (object,intptr,intptr,intptr) <IL 0x0001e, 0x00057>

"<threadpool thread>" tid=0x0xad994b70 this=0x0x6c4d960 thread handle 0x314f state : waiting on 0xa3c : Sem owns ()
at (wrapper synchronized) Smuxi.Engine.XmppProtocolManager.OnPresence (object,agsXMPP.protocol.client.Presence) <IL 0x0000b, 0x00029>
at (wrapper synchronized) Smuxi.Engine.XmppProtocolManager.OnPresence (object,agsXMPP.protocol.client.Presence) <IL 0x0000b, 0x00029>
at (wrapper delegate-invoke) agsXMPP.protocol.client.PresenceHandler.invoke_void__this___object_Presence (object,agsXMPP.protocol.client.Presence) <IL 0x00044, 0x00057>
at agsXMPP.XmppClientConnection.StreamParserOnStreamElement (object,agsXMPP.Xml.ElementEventArgs) [0x000c6] in /usr/local/src/smuxi/lib/agsxmpp/agsxmpp/XmppClientConnection.cs:1469
at (wrapper delegate-invoke) System.EventHandler`1<agsXMPP.Xml.ElementEventArgs>.invoke_void__this___object_ElementEventArgs (object,agsXMPP.Xml.ElementEventArgs) <IL 0x00059, 0x00099>
at agsXMPP.Xml.StreamParser.DoRaiseOnStreamElement (agsXMPP.Xml.Dom.Element) [0x00012] in /usr/local/src/smuxi/lib/agsxmpp/agsxmpp/Xml/StreamParser.cs:364
at agsXMPP.Xml.StreamParser.EndTag (byte[],int,agsXMPP.Xml.Xpnet.ContentToken,agsXMPP.Xml.Xpnet.TOK) [0x000ce] in /usr/local/src/smuxi/lib/agsxmpp/agsxmpp/Xml/StreamParser.cs:344
at agsXMPP.Xml.StreamParser.Push (byte[],int,int) [0x000d0] in /usr/local/src/smuxi/lib/agsxmpp/agsxmpp/Xml/StreamParser.cs:144
at agsXMPP.XmppConnection.SocketOnReceive (object,byte[],int) [0x00021] in /usr/local/src/smuxi/lib/agsxmpp/agsxmpp/XmppConnection.cs:265
at agsXMPP.Net.BaseSocket.FireOnReceive (byte[],int) [0x0000b] in

/usr/local/src/smuxi/lib/agsxmpp/agsxmpp/Net/BaseSocket.cs:115
at agsXMPP.Net.ClientSocket.EndReceive (System.IAsyncResult) [0x0003c] in /usr/local/src/smuxi/lib/agsxmpp/agsxmpp/Net/ClientSocket.cs:510
at (wrapper runtime-invoke) object.runtime_invoke_void__this___object (object,intptr,intptr,intptr) <IL 0x0001e, 0x00057>

</pre>

Associated revisions

01/31/2015 12:27 AM - Mirco Bauer

Engine-XMPP: fixed deadlock in Dispose() (closes: #934)

History

01/05/2014 05:53 PM - Mirco Bauer

<pre>
[MethodImpl(MethodImplOptions.Synchronized)]
public override void Dispose()
</pre>

This doesn't look like a good idea, because other things inside the class already lock on "this".

01/31/2015 12:26 AM - Mirco Bauer

- Assigned to changed from Oliver Schneider to Mirco Bauer

- Target version set to 0.11.1

01/31/2015 12:58 AM - Mirco Bauer

- Status changed from New to Closed

- % Done changed from 0 to 100

Applied in changeset commit:"465b68f957a8ad0cca87d468c3d43cb8b20fd2b7".

02/14/2015 08:43 PM - Mirco Bauer

<pre>
Full thread dump:

"<threadpool thread>" tid=0x0xb51fcb70 this=0x0x3e0c8 thread handle 0x424 state : not waiting owns ()

"<threadpool thread>" tid=0x0xab7f0b70 this=0x0x5c66190 thread handle 0x1de8 state : waiting on 0x423 : Sem owns ()

"IrcProtocolManager (irc.man-da.de:6667) lag watcher" tid=0x0xb4bfeb70 this=0x0x60f640 thread handle 0x49a 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 Smuxi.Engine.IrcProtocolManager._LagWatcher () <IL 0x00005, 0x00054>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"JoinChannelQueue" tid=0x0xb46f9b70 this=0x0x5cb1d48 thread handle 0x197e state : waiting on 0x446 : Event 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, 0x0008e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"<unnamed thread>" tid=0x0xb59cdb70 this=0x0x3e640 thread handle 0x418 state : not waiting 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 () [0x0003b] in /tmp/buildd/mono-2.6.7/mcs/class/System/System.Net.Sockets/Socket.cs:1110
at System.Net.Sockets.TcpListener.AcceptSocket () [0x00016] in /tmp/buildd/mono-2.6.7/mcs/class/System/System.Net.Sockets/TcpListener.cs:193
at System.Runtime.Remoting.Channels.Tcp.TcpServerChannel.WaitForConnections () [0x00000] in /tmp/buildd/mono-2.6.7/mcs/class/System.Runtime.Remoting/System.Runtime.Remoting.Channels.Tcp/TcpServerChannel.cs:216
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"<unnamed thread>" tid=0x0xb35ffb70 this=0x0x582ae10 thread handle 0x15ea state : not waiting 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.BufferedStream.Read (byte[],int,int) [0x00149] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.IO/BufferedStream.cs:241
at System.Runtime.Remoting.Channels.Tcp.TcpMessageIO.StreamRead (System.IO.Stream,byte[],int) [0x00002] in /tmp/buildd/mono-2.6.7/mcs/class/System.Runtime.Remoting/System.Runtime.Remoting.Channels.Tcp/TcpMessageIO.cs:90
at System.Runtime.Remoting.Channels.Tcp.TcpMessageIO.ReceiveMessageStatus (System.IO.Stream,byte[]) [0x00000] in /tmp/buildd/mono-2.6.7/mcs/class/System.Runtime.Remoting/System.Runtime.Remoting.Channels.Tcp/TcpMessageIO.cs:54
at System.Runtime.Remoting.Channels.Tcp.ClientConnection.ProcessMessages () [0x0002a] in /tmp/buildd/mono-2.6.7/mcs/class/System.Runtime.Remoting/System.Runtime.Remoting.Channels.Tcp/TcpServerChannel.cs:318
at System.Runtime.Remoting.Channels.RemotingThreadPool.PoolThread () [0x000d8] in /tmp/buildd/mono-2.6.7/mcs/class/System.Runtime.Remoting/System.Runtime.Remoting.Channels/RemotingThreadPool.cs:170
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"JoinChannelQueue" tid=0x0xaeffab70 this=0x0x55d6640 thread handle 0xa75 state : waiting on 0x44c : Event 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, 0x0008e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"IrcProtocolManager (irc.hackint.eu:6697) lag watcher" tid=0x0xb0fdab70 this=0x0xad48f578 thread handle 0xbd8 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 Smuxi.Engine.IrcProtocolManager._LagWatcher () <IL 0x00005, 0x00054>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"<unnamed thread>" tid=0x0xab2ebb70 this=0x0xad418258 thread handle 0x1ffd state : not waiting 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.BufferedStream.Read (byte[],int,int) [0x00149] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.IO/BufferedStream.cs:241
at System.Runtime.Remoting.Channels.Tcp.TcpMessageIO.StreamRead (System.IO.Stream,byte[],int) [0x00002] in

/tmp/buildd/mono-2.6.7/mcs/class/System.Runtime.Remoting/System.Runtime.Remoting.Channels.Tcp/TcpMessageIO.cs:90
at System.Runtime.Remoting.Channels.Tcp.TcpMessageIO.ReceiveMessageStatus (System.IO.Stream,byte[]) [0x00000] in /tmp/buildd/mono-2.6.7/mcs/class/System.Runtime.Remoting/System.Runtime.Remoting.Channels.Tcp/TcpMessageIO.cs:54
at System.Runtime.Remoting.Channels.Tcp.ClientConnection.ProcessMessages () [0x0002a] in /tmp/buildd/mono-2.6.7/mcs/class/System.Runtime.Remoting/System.Runtime.Remoting.Channels.Tcp/TcpServerChannel.cs:318
at System.Runtime.Remoting.Channels.RemotingThreadPool.PoolThread () [0x000d8] in /tmp/buildd/mono-2.6.7/mcs/class/System.Runtime.Remoting/System.Runtime.Remoting.Channels/RemotingThreadPool.cs:170
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"<unnamed thread>" tid=0x0xb3ef1b70 this=0x0x1fc708 thread handle 0x468 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 System.Runtime.Remoting.Channels.Tcp.TcpConnectionPool.ConnectionCollector () [0x00000] in /tmp/buildd/mono-2.6.7/mcs/class/System.Runtime.Remoting/System.Runtime.Remoting.Channels.Tcp/TcpConnectionPool.cs:112
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"ReadThread (irc.hackint.eu:6697)" tid=0x0xb32fcb70 this=0x0x687cbb8 thread handle 0xc64 state : waiting on 0x1ee2 : Event 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 Mono.Security.Protocol.Tls.SslStreamBase.EndRead (System.IAsyncResult) [0x00029] in /tmp/buildd/mono-2.6.7/mcs/class/Mono.Security/Mono.Security.Protocol.Tls/SslStreamBase.cs:882
at System.Net.Security.SslStream.EndRead (System.IAsyncResult) [0x00006] in /tmp/buildd/mono-2.6.7/mcs/class/System/System.Net.Security/SslStream.cs:521
at System.Net.Security.SslStream.Read (byte[],int,int) [0x00000] in /tmp/buildd/mono-2.6.7/mcs/class/System/System.Net.Security/SslStream.cs:540
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 () [0x0004c] in /usr/local/src/smuxi-cloud/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:1136
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"TwitterProtocolManager direct messages listener" tid=0x0xb50fbb70 this=0x0x60f258 thread handle 0x4b8 state : waiting on 0x441 : Event 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, 0x00320>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>
2015-02-14 20:37:06,747 [TwitterProtocolManager direct messages listener] DEBUG TRACE - [smuxi-engine-twitter.dll] TwitterProtocolManager.UpdateDirectMessages()
2015-02-14 20:37:06,747 [TwitterProtocolManager direct messages listener] DEBUG Smuxi.Engine.TwitterProtocolManager - UpdateDirectMessages(): getting received direct messages from twitter...

"IdleWorkerThread (irc.gimp.org:6667)" tid=0x0xb11dcb70 this=0x0x5cb1898 thread handle 0x1986 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/IdleWorkerThread._Worker () [0x00014] in /usr/local/src/smuxi-cloud/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:1481
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"IrcProtocolManager (irc.gsd-software.net:6667) listener" tid=0x0xb00fdb70 this=0x0x2ef0c8 thread handle 0x476 state : waiting on 0x45b : Event 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 /usr/local/src/smuxi-cloud/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:888
at Meebey.SmartIrc4net.IrcConnection.Listen (bool) [0x0000b] in /usr/local/src/smuxi-cloud/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:841
at Meebey.SmartIrc4net.IrcConnection.Listen () [0x00000] in /usr/local/src/smuxi-cloud/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:855
at Smuxi.Engine.IrcProtocolManager._Listen () <IL 0x00001, 0x00035>
at Smuxi.Engine.IrcProtocolManager._Run () <IL 0x0001d, 0x0006b>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"FrontendManager" tid=0x0xb21fbb70 this=0x0x5f80578 thread handle 0xa67 state : waiting on 0x1fff : Event 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, 0x0008e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"IrcProtocolManager (irc.freenode.net:6666) listener" tid=0x0xb40f3b70 this=0x0x60f3e8 thread handle 0x41c state : waiting on 0x45d : Event 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 /usr/local/src/smuxi-cloud/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:888
at Meebey.SmartIrc4net.IrcConnection.Listen (bool) [0x0000b] in /usr/local/src/smuxi-cloud/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:841
at Meebey.SmartIrc4net.IrcConnection.Listen () [0x00000] in /usr/local/src/smuxi-cloud/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:855
at Smuxi.Engine.IrcProtocolManager._Listen () <IL 0x00001, 0x00035>
at Smuxi.Engine.IrcProtocolManager._Run () <IL 0x0001d, 0x0006b>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"IrcProtocolManager (irc.oftc.net:6668) lag watcher" tid=0x0xb58ccb70 this=0x0x8ad190 thread handle 0x4df 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 Smuxi.Engine.IrcProtocolManager._LagWatcher () <IL 0x00005, 0x00054>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"IrcProtocolManager (irc.atheme.org:6667) listener" tid=0x0xb2ff9b70 this=0x0x60f7d0 thread handle 0x42e state : waiting on 0x46e : Event 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 /usr/local/src/smuxi-cloud/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:888
at Meebey.SmartIrc4net.IrcConnection.Listen (bool) [0x0000b] in /usr/local/src/smuxi-cloud/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:841
at Meebey.SmartIrc4net.IrcConnection.Listen () [0x00000] in /usr/local/src/smuxi-cloud/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:855
at Smuxi.Engine.IrcProtocolManager._Listen () <IL 0x00001, 0x00035>
at Smuxi.Engine.IrcProtocolManager._Run () <IL 0x0001d, 0x0006b>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"IrcProtocolManager (irc.hackint.eu:6697) listener" tid=0x0xac0f9b70 this=0x0xad48f708 thread handle 0xbad state : waiting on 0xb87 : Event 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 /usr/local/src/smuxi-cloud/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:888
at Meebey.SmartIrc4net.IrcConnection.Listen (bool) [0x0000b] in /usr/local/src/smuxi-cloud/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:841
at Meebey.SmartIrc4net.IrcConnection.Listen () [0x00000] in /usr/local/src/smuxi-cloud/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:855
at Smuxi.Engine.IrcProtocolManager._Listen () <IL 0x00001, 0x00035>
at Smuxi.Engine.IrcProtocolManager._Run () <IL 0x0001d, 0x0006b>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"IdleWorkerThread (irc.freenode.net:6666)" tid=0x0xb52fdb70 this=0x0x687c640 thread handle 0xceb 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/IdleWorkerThread._Worker () [0x00014] in /usr/local/src/smuxi-cloud/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:1481
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>
2015-02-14 20:37:06,784 [IdleWorkerThread (irc.freenode.net:6666)] DEBUG SOCKET - sent: "PING irc.freenode.net"

"IdleWorkerThread (irc.hackint.eu:6697)" tid=0x0xaf0ffb70 this=0x0x687c578 thread handle 0xc7d 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/IdleWorkerThread._Worker () [0x00014] in /usr/local/src/smuxi-cloud/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:1481
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"TwitterProtocolManager direct messages listener" tid=0x0xb23fdb70 this=0x0x8b7258 thread handle 0x4cd state : waiting on 0x4b2 : Event 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, 0x00320>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>
2015-02-14 20:37:06,832 [TwitterProtocolManager direct messages listener] DEBUG TRACE - [smuxi-engine-twitter.dll] TwitterProtocolManager.UpdateDirectMessages()
2015-02-14 20:37:06,832 [TwitterProtocolManager direct messages listener] DEBUG Smuxi.Engine.TwitterProtocolManager - UpdateDirectMessages(): getting received direct messages from twitter...

"WriteThread (irc.freenode.net:6666)" tid=0x0xafdfab70 this=0x0x687c708 thread handle 0xce7 state : waiting on 0x45e : Event 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 () [0x00014] in /usr/local/src/smuxi-cloud/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:1242
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"TwitterProtocolManager replies listener" tid=0x0xb42f5b70 this=0x0x8b7320 thread handle 0x4cb 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 Smuxi.Engine.TwitterProtocolManager.UpdateRepliesThread () <IL 0x000f5, 0x00314>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>
2015-02-14 20:37:06,835 [TwitterProtocolManager replies listener] DEBUG TRACE - [smuxi-engine-twitter.dll] TwitterProtocolManager.UpdateReplies()
2015-02-14 20:37:06,835 [TwitterProtocolManager replies listener] DEBUG Smuxi.Engine.TwitterProtocolManager - UpdateReplies(): getting replies

from twitter...

"WriteThread (irc.gimp.org:6667)" tid=0x0xb39ffb70 this=0x0x5cb1a28 thread handle 0x1982 state : waiting on 0x45a : Event 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 () [0x00014] in /usr/local/src/smuxi-cloud/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:1242
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"ReadThread (irc.oftc.net:6668)" tid=0x0xb3df0b70 this=0x0x57c1640 thread handle 0x1954 state : not waiting 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 () [0x0004c] in /usr/local/src/smuxi-cloud/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:1136
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>
2015-02-14 20:37:06,837 [ReadThread (irc.oftc.net:6668)] WARN SOCKET - IOException: Read failure
2015-02-14 20:37:06,837 [ReadThread (irc.oftc.net:6668)] WARN SOCKET - connection lost

"Timer-Scheduler" tid=0x0xb5ae2b70 this=0x0x3e578 thread handle 0x410 state : waiting on 0x19da : Event 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, 0x00051>

"TwitterProtocolManager friends timeline listener" tid=0x0xb31fbb70 this=0x0x60f578 thread handle 0x4b3 state : waiting on 0x440 : Event 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, 0x00320>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>
2015-02-14 20:37:06,838 [TwitterProtocolManager friends timeline listener] DEBUG TRACE - [smuxi-engine-twitter.dll] TwitterProtocolManager.UpdateFriendsTimeline()
2015-02-14 20:37:06,838 [TwitterProtocolManager friends timeline listener] DEBUG Smuxi.Engine.TwitterProtocolManager - UpdateFriendsTimeline(): getting friend timeline from twitter...

"WriteThread (irc.hackint.eu:6697)" tid=0x0xac2fbb70 this=0x0x687caf0 thread handle 0xc73 state : waiting on 0xb9e : Event 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 () [0x00014] in /usr/local/src/smuxi-cloud/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:1242
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"WriteThread (irc.gsd-software.net:6667)" tid=0x0xae5ffb70 this=0x0x55d63e8 thread handle 0xa7f state : waiting on 0x45c : Event 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 () [0x00014] in /usr/local/src/smuxi-cloud/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:1242
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"JoinChannelQueue" tid=0x0xaeef5b70 this=0x0x57c17d0 thread handle 0x194c state : waiting on 0x442 : Event 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, 0x0008e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"IrcProtocolManager (irc.atheme.org:6667) lag watcher" tid=0x0xb13ffb70 this=0x0x60f708 thread handle 0x430 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 Smuxi.Engine.IrcProtocolManager._LagWatcher () <IL 0x00005, 0x00054>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"FrontendManager" tid=0x0xaf7ffb70 this=0x0xad48faf0 thread handle 0x839 state : waiting on 0x82f : Event 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, 0x0008e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"<unnamed thread>" tid=0x0xb10dbb70 this=0x0xad4184b0 thread handle 0x1fca state : not waiting 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.BufferedStream.Read (byte[],int,int) [0x00149] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.IO/BufferedStream.cs:241
at System.Runtime.Remoting.Channels.Tcp.TcpMessageIO.StreamRead (System.IO.Stream,byte[],int) [0x00002] in /tmp/buildd/mono-2.6.7/mcs/class/System.Runtime.Remoting/System.Runtime.Remoting.Channels.Tcp/TcpMessageIO.cs:90
at System.Runtime.Remoting.Channels.Tcp.TcpMessageIO.ReceiveMessageStatus (System.IO.Stream,byte[]) [0x00000] in /tmp/buildd/mono-2.6.7/mcs/class/System.Runtime.Remoting/System.Runtime.Remoting.Channels.Tcp/TcpMessageIO.cs:54
at System.Runtime.Remoting.Channels.Tcp.ClientConnection.ProcessMessages () [0x0002a] in /tmp/buildd/mono-2.6.7/mcs/class/System.Runtime.Remoting/System.Runtime.Remoting.Channels.Tcp/TcpServerChannel.cs:318
at System.Runtime.Remoting.Channels.RemotingThreadPool.PoolThread () [0x000d8] in /tmp/buildd/mono-2.6.7/mcs/class/System.Runtime.Remoting/System.Runtime.Remoting.Channels/RemotingThreadPool.cs:170
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"<unnamed thread>" tid=0x0xab3ecb70 this=0x0xad418190 thread handle 0x132a state : not waiting 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.BufferedStream.Read (byte[],int,int) [0x00149] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.IO/BufferedStream.cs:241
at System.Runtime.Remoting.Channels.Tcp.TcpMessageIO.StreamRead (System.IO.Stream,byte[],int) [0x00002] in /tmp/buildd/mono-2.6.7/mcs/class/System.Runtime.Remoting/System.Runtime.Remoting.Channels.Tcp/TcpMessageIO.cs:90
at System.Runtime.Remoting.Channels.Tcp.TcpMessageIO.ReceiveMessageStatus (System.IO.Stream,byte[]) [0x00000] in /tmp/buildd/mono-2.6.7/mcs/class/System.Runtime.Remoting/System.Runtime.Remoting.Channels.Tcp/TcpMessageIO.cs:54
at System.Runtime.Remoting.Channels.Tcp.ClientConnection.ProcessMessages () [0x0002a] in /tmp/buildd/mono-2.6.7/mcs/class/System.Runtime.Remoting/System.Runtime.Remoting.Channels.Tcp/TcpServerChannel.cs:318
at System.Runtime.Remoting.Channels.RemotingThreadPool.PoolThread () [0x000d8] in /tmp/buildd/mono-2.6.7/mcs/class/System.Runtime.Remoting/System.Runtime.Remoting.Channels/RemotingThreadPool.cs:170
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"IrcProtocolManager (irc.gsd-software.net:6667) lag watcher" tid=0x0xafffcb70 this=0x0x2ef000 thread handle 0x47e 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 Smuxi.Engine.IrcProtocolManager._LagWatcher () <IL 0x00005, 0x00054>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"IrcProtocolManager (irc.man-da.de:6667) listener" tid=0x0xb49fcb70 this=0x0x60f898 thread handle 0x495 state : waiting on 0x465 : Event 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 /usr/local/src/smuxi-cloud/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:888
at Meebey.SmartIrc4net.IrcConnection.Listen (bool) [0x0000b] in /usr/local/src/smuxi-cloud/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:841
at Meebey.SmartIrc4net.IrcConnection.Listen () [0x00000] in /usr/local/src/smuxi-cloud/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:855
at Smuxi.Engine.IrcProtocolManager._Listen () <IL 0x00001, 0x00035>
at Smuxi.Engine.IrcProtocolManager._Run () <IL 0x0001d, 0x0006b>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"JoinChannelQueue" tid=0x0xb44f7b70 this=0x0xad48fbb8 thread handle 0xb44 state : waiting on 0xb29 : Event 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, 0x0008e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"<unnamed thread>" tid=0x0xaa9e2b70 this=0x0xad4180c8 thread handle 0x143d state : not waiting 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.BufferedStream.Read (byte[],int,int) [0x00149] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.IO/BufferedStream.cs:241
at System.Runtime.Remoting.Channels.Tcp.TcpMessageIO.StreamRead (System.IO.Stream,byte[],int) [0x00002] in

/tmp/buildd/mono-2.6.7/mcs/class/System.Runtime.Remoting/System.Runtime.Remoting.Channels.Tcp/TcpMessageIO.cs:90
at System.Runtime.Remoting.Channels.Tcp.TcpMessageIO.ReceiveMessageStatus (System.IO.Stream,byte[]) [0x00000] in /tmp/buildd/mono-2.6.7/mcs/class/System.Runtime.Remoting/System.Runtime.Remoting.Channels.Tcp/TcpMessageIO.cs:54
at System.Runtime.Remoting.Channels.Tcp.ClientConnection.ProcessMessages () [0x0002a] in /tmp/buildd/mono-2.6.7/mcs/class/System.Runtime.Remoting/System.Runtime.Remoting.Channels.Tcp/TcpServerChannel.cs:318
at System.Runtime.Remoting.Channels.RemotingThreadPool.PoolThread () [0x000d8] in /tmp/buildd/mono-2.6.7/mcs/class/System.Runtime.Remoting/System.Runtime.Remoting.Channels/RemotingThreadPool.cs:170
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"<threadpool thread>" tid=0x0xab5eeb70 this=0x0x4cff258 thread handle 0x1efb state : not waiting 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 Mono.Security.Protocol.Tls.SslStreamBase.Read (byte[],int,int) [0x0014e] in /tmp/buildd/mono-2.6.7/mcs/class/Mono.Security/Mono.Security.Protocol.Tls/SslStreamBase.cs:1000
at System.Net.WebConnection.EnsureRead (byte[],int,int) [0x0004e] in /tmp/buildd/mono-2.6.7/mcs/class/System/System.Net/WebConnection.cs:870
at System.Net.WebConnection.EndRead (System.Net.HttpWebRequest,System.IAsyncResult) [0x00121] in /tmp/buildd/mono-2.6.7/mcs/class/System/System.Net/WebConnection.cs:837
at System.Net.WebConnectionStream.EndRead (System.IAsyncResult) [0x0003c] in /tmp/buildd/mono-2.6.7/mcs/class/System/System.Net/WebConnectionStream.cs:392
at System.Net.WebConnectionStream.ReadCallbackWrapper (System.IAsyncResult) [0x00029] in /tmp/buildd/mono-2.6.7/mcs/class/System/System.Net/WebConnectionStream.cs:304
at System.Net.WebAsyncResult.DoCallback () [0x0001d] in /tmp/buildd/mono-2.6.7/mcs/class/System/System.Net/WebAsyncResult.cs:142
at System.Net.WebConnectionStream.ReadCallbackWrapper (System.IAsyncResult) [0x0001e] in /tmp/buildd/mono-2.6.7/mcs/class/System/System.Net/WebConnectionStream.cs:302
at (wrapper runtime-invoke) object.runtime_invoke_void__this___object (object,intptr,intptr,intptr) <IL 0x0001e, 0x00057>

"IrcProtocolManager (irc.oftc.net:6668) listener" tid=0x0xb41f4b70 this=0x0x8ad3e8 thread handle 0x4dd state : waiting on 0x45f : Event 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 /usr/local/src/smuxi-cloud/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:888
at Meebey.SmartIrc4net.IrcConnection.Listen (bool) [0x0000b] in /usr/local/src/smuxi-cloud/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:841
at Meebey.SmartIrc4net.IrcConnection.Listen () [0x00000] in /usr/local/src/smuxi-cloud/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:855
at Smuxi.Engine.IrcProtocolManager._Listen () <IL 0x00001, 0x00035>
at Smuxi.Engine.IrcProtocolManager._Run () <IL 0x0001d, 0x0006b>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"WriteThread (irc.atheme.org:6667)" tid=0x0xb38feb70 this=0x0x4d01c80 thread handle 0x1998 state : waiting on 0x46f : Event 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 () [0x00014] in /usr/local/src/smuxi-cloud/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:1242
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"IrcProtocolManager (irc.gimp.org:6667) listener" tid=0x0xb30fab70 this=0x0x2efed8 thread handle 0x425 state : waiting on 0x459 : Event 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 /usr/local/src/smuxi-cloud/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:888
at Meebey.SmartIrc4net.IrcConnection.Listen (bool) [0x0000b] in /usr/local/src/smuxi-cloud/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:841
at Meebey.SmartIrc4net.IrcConnection.Listen () [0x00000] in /usr/local/src/smuxi-cloud/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:855
at Smuxi.Engine.IrcProtocolManager._Listen () <IL 0x00001, 0x00035>
at Smuxi.Engine.IrcProtocolManager._Run () <IL 0x0001d, 0x0006b>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"JoinChannelQueue" tid=0x0xac1fab70 this=0x0x5c66af0 thread handle 0x99e state : waiting on 0x461 : Event 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, 0x0008e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"ReadThread (irc.freenode.net:6666)" tid=0x0xae4feb70 this=0x0x687c7d0 thread handle 0xce4 state : not waiting 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 () [0x0004c] in /usr/local/src/smuxi-cloud/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:1136
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>
2015-02-14 20:37:06,874 [ReadThread (irc.freenode.net:6666)] WARN SOCKET - IOException: Read failure
2015-02-14 20:37:06,874 [ReadThread (irc.freenode.net:6666)] WARN SOCKET - connection lost

"IrcProtocolManager (irc.gimp.org:6667) lag watcher" tid=0x0xb05ffb70 this=0x0x2ef578 thread handle 0x427 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 Smuxi.Engine.IrcProtocolManager._LagWatcher () <IL 0x00005, 0x00054>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"ReadThread (irc.gimp.org:6667)" tid=0x0xac3fcb70 this=0x0x5cb1c80 thread handle 0x1980 state : not waiting 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 () [0x0004c] in /usr/local/src/smuxi-cloud/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:1136
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>
2015-02-14 20:37:06,875 [ReadThread (irc.gimp.org:6667)] WARN SOCKET - IOException: Read failure
2015-02-14 20:37:06,875 [ReadThread (irc.gimp.org:6667)] WARN SOCKET - connection lost

"ReadThread (irc.man-da.de:6667)" tid=0x0xb53feb70 this=0x0x5c66960 thread handle 0x9a0 state : not waiting 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 () [0x0004c] in /usr/local/src/smuxi-cloud/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:1136
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>
2015-02-14 20:37:06,875 [ReadThread (irc.man-da.de:6667)] WARN SOCKET - IOException: Read failure
2015-02-14 20:37:06,875 [ReadThread (irc.man-da.de:6667)] WARN SOCKET - connection lost

"ReadThread (irc.atheme.org:6667)" tid=0x0xb48fbb70 this=0x0x4d01d48 thread handle 0x1993 state : not waiting 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 () [0x0004c] in /usr/local/src/smuxi-cloud/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:1136
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>
2015-02-14 20:37:06,876 [ReadThread (irc.atheme.org:6667)] WARN SOCKET - IOException: Read failure
2015-02-14 20:37:06,876 [ReadThread (irc.atheme.org:6667)] WARN SOCKET - connection lost

"WriteThread (irc.oftc.net:6668)" tid=0x0xb43f6b70 this=0x0x57c1578 thread handle 0x1959 state : waiting on 0x460 : Event 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 () [0x00014] in /usr/local/src/smuxi-cloud/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:1242
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"IdleWorkerThread (irc.man-da.de:6667)" tid=0x0xb2affb70 this=0x0x5c66640 thread handle 0x9a5 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/IdleWorkerThread._Worker () [0x00014] in /usr/local/src/smuxi-cloud/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:1481
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>
2015-02-14 20:37:06,876 [IdleWorkerThread (irc.man-da.de:6667)] DEBUG SOCKET - sent: "PING irc.man-da.de"

"TwitterProtocolManager friends timeline listener" tid=0x0xaedf0b70 this=0x0x8b73e8 thread handle 0x4c8 state : waiting on 0x4b1 : Event 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, 0x00320>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>
2015-02-14 20:37:06,877 [TwitterProtocolManager friends timeline listener] DEBUG TRACE - [smuxi-engine-twitter.dll] TwitterProtocolManager.UpdateFriendsTimeline()
2015-02-14 20:37:06,877 [TwitterProtocolManager friends timeline listener] DEBUG Smuxi.Engine.TwitterProtocolManager - UpdateFriendsTimeline(): getting friend timeline from twitter...

"<unnamed thread>" tid=0x0xab9f2b70 this=0x0x582aa28 thread handle 0x1ef8 state : not waiting 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.BufferedStream.Read (byte[],int,int) [0x00149] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.IO/BufferedStream.cs:241
at System.Runtime.Remoting.Channels.Tcp.TcpMessageIO.StreamRead (System.IO.Stream,byte[],int) [0x00002] in /tmp/buildd/mono-2.6.7/mcs/class/System.Runtime.Remoting/System.Runtime.Remoting.Channels.Tcp/TcpMessageIO.cs:90
at System.Runtime.Remoting.Channels.Tcp.TcpMessageIO.ReceiveMessageStatus (System.IO.Stream,byte[]) [0x00000] in /tmp/buildd/mono-2.6.7/mcs/class/System.Runtime.Remoting/System.Runtime.Remoting.Channels.Tcp/TcpMessageIO.cs:54
at System.Runtime.Remoting.Channels.Tcp.ClientConnection.ProcessMessages () [0x0002a] in /tmp/buildd/mono-2.6.7/mcs/class/System.Runtime.Remoting/System.Runtime.Remoting.Channels.Tcp/TcpServerChannel.cs:318
at System.Runtime.Remoting.Channels.RemotingThreadPool.PoolThread () [0x000d8] in /tmp/buildd/mono-2.6.7/mcs/class/System.Runtime.Remoting/System.Runtime.Remoting.Channels/RemotingThreadPool.cs:170
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"IdleWorkerThread (irc.oftc.net:6668)" tid=0x0xb4afdb70 this=0x0x687c898 thread handle 0x195c 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/IdleWorkerThread._Worker () [0x00014] in /usr/local/src/smuxi-cloud/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:1481
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>
2015-02-14 20:37:06,879 [IdleWorkerThread (irc.oftc.net:6668)] DEBUG SOCKET - sent: "PING irc.oftc.net"

"IdleWorkerThread (irc.atheme.org:6667)" tid=0x0xaaae3b70 this=0x0x4d01bb8 thread handle 0x199a 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/IdleWorkerThread._Worker () [0x00014] in /usr/local/src/smuxi-cloud/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:1481
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>
2015-02-14 20:37:06,880 [IdleWorkerThread (irc.atheme.org:6667)] DEBUG SOCKET - sent: "PING irc.atheme.org"

"WriteThread (irc.man-da.de:6667)" tid=0x0xaf5fdb70 this=0x0x5c667d0 thread handle 0x9a2 state : waiting on 0x466 : Event 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 () [0x00014] in /usr/local/src/smuxi-cloud/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:1242
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>
2015-02-14 20:37:06,889 [ReadThread (irc.hackint.eu:6697)] WARN SOCKET - connection lost
2015-02-14 20:37:06,889 [ReadThread (irc.hackint.eu:6697)] ERROR SOCKET - Mono.Security.Protocol.Tls.TlsException: Couldn't complete EndRead
at Mono.Security.Protocol.Tls.SslStreamBase.EndRead (IAsyncResult asyncResult) [0x00065] in /tmp/buildd/mono-2.6.7/mcs/class/Mono.Security/Mono.Security.Protocol.Tls/SslStreamBase.cs:892
at System.Net.Security.SslStream.EndRead (IAsyncResult asyncResult) [0x00006] in /tmp/buildd/mono-2.6.7/mcs/class/System/System.Net.Security/SslStream.cs:521
at System.Net.Security.SslStream.Read (System.Byte[] buffer, Int32 offset, Int32 count) [0x00000] in /tmp/buildd/mono-2.6.7/mcs/class/System/System.Net.Security/SslStream.cs:540
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 () [0x0004c] in /usr/local/src/smuxi-cloud/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:1136

"JoinChannelQueue" tid=0x0xb02ffb70 this=0x0x687c960 thread handle 0xce2 state : waiting on 0x449 : Event 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, 0x0008e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"JoinChannelQueue" tid=0x0xb4cffb70 this=0x0x4d01e10 thread handle 0x198f state : waiting on 0x469 : Event 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, 0x0008e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"<threadpool thread>" tid=0x0xab6efb70 this=0x0x56c8898 thread handle 0x1d22 state : waiting on 0x1ef9 : Event 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 System.Net.WebAsyncResult.WaitUntilComplete (int,bool) [0x0000d] in /tmp/buildd/mono-2.6.7/mcs/class/System/System.Net/WebAsyncResult.cs:159
at System.Net.WebConnectionStream.Read (byte[],int,int) [0x0001e] in /tmp/buildd/mono-2.6.7/mcs/class/System/System.Net/WebConnectionStream.cs:312
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.Peek () [0x0001b] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.IO/StreamReader.cs:373
at System.IO.StreamReader.get_EndOfStream () [0x00000] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.IO/StreamReader.cs:221
at (wrapper remoting-invoke-with-check) System.IO.StreamReader.get_EndOfStream () <IL 0x00032, 0x00064>
at Twitterizer.Streaming.TwitterStream.StreamCallback (System.IAsyncResult) [0x0013c] in /usr/local/src/smuxi-cloud/lib/Twitterizer/Twitterizer2.Streaming/TwitterStream.cs:376
at System.Net.WebAsyncResult.DoCallback () [0x0001d] in /tmp/buildd/mono-2.6.7/mcs/class/System/System.Net/WebAsyncResult.cs:142
at System.Net.HttpWebRequest.SetResponseData (System.Net.WebConnectionData) [0x001df] in /tmp/buildd/mono-2.6.7/mcs/class/System/System.Net/HttpWebRequest.cs:1304

at (wrapper remoting-invoke-with-check) System.Net.HttpWebRequest.SetResponseData (System.Net.WebConnectionData) <IL 0x00033, 0x00068>
at System.Net.WebConnection.ReadDone (System.IAsyncResult) [0x00271] in /tmp/buildd/mono-2.6.7/mcs/class/System/System.Net/WebConnection.cs:502
at (wrapper runtime-invoke) object.runtime_invoke_void__this___object (object,intptr,intptr,intptr) <IL 0x0001e, 0x00057>

"Main" tid=0x0xb74c79c0 this=0x0x3eed8 thread handle 0x404 state : waiting on 0x404 : Thread owns ()
at (wrapper managed-to-native) System.Threading.Thread.Join_internal (int,intptr) <0x00004>
at (wrapper managed-to-native) System.Threading.Thread.Join_internal (int,intptr) <0x00004>
at System.Threading.Thread.Join () [0x00000] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/Thread.cs:705
at Smuxi.Server.Server.Init (string[],System.Collections.Generic.Dictionary`2<string, string>) <IL 0x002ca, 0x008a7>
at Smuxi.Server.MainClass.Main (string[]) <IL 0x00303, 0x00773>
at (wrapper runtime-invoke) <Module>.runtime_invoke_void_object (object,intptr,intptr,intptr) <IL 0x0001d, 0x00054>

"<unnamed thread>" tid=0x0xb54ffb70 this=0x0x3e258 thread handle 0x41d state : not waiting owns ()
at (wrapper managed-to-native) Mono.Unix.UnixSignal.WaitAny (intptr[],int,int,Mono.Unix.UnixSignal/Mono_Posix_RuntimeIsShuttingDown) <0x00004>
at (wrapper managed-to-native) Mono.Unix.UnixSignal.WaitAny (intptr[],int,int,Mono.Unix.UnixSignal/Mono_Posix_RuntimeIsShuttingDown) <0x00004>
at Mono.Unix.UnixSignal.WaitAny (Mono.Unix.UnixSignal[],int) [0x00071] in /tmp/buildd/mono-2.6.7/mcs/class/Mono.Posix/Mono.Unix/UnixSignal.cs:207
at Mono.Unix.UnixSignal.WaitAny (Mono.Unix.UnixSignal[]) [0x00000] in /tmp/buildd/mono-2.6.7/mcs/class/Mono.Posix/Mono.Unix/UnixSignal.cs:184
at Smuxi.Server.Server/<Init>c__AnonStorey1.<>m__B () <IL 0x00006, 0x00025>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"ReadThread (irc.gsd-software.net:6667)" tid=0x0xb01feb70 this=0x0x55d6578 thread handle 0xa7d state : not waiting 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.