Smuxi - Bug # 935: XmppProtocolManager.Dispose() blocks Session.get_FirstProtocolManager() blocks Sm

Status:	Closed	**Priority:**	Urgent
Author:	Mirco Bauer	**Category:**	Engine XMPP (Jabber)
Created:	01/07/2014	**Assigned to:**	Oliver Schneider
Updated:	01/31/2015	**Due date:**	
Complexity:	High		
Found in Version:			
Subject:	XmppProtocolManager.Dispose() blocks Session.get_FirstProtocolManager() blocks Smuxi.Engine.FrontendManage		

Description: Here another dump of a deadlock in XmppProtocolManager

<pre>
Full thread dump:

"<threadpool thread>" tid=0x0xa36acb70 this=0x0xaba3e708 thread handle 0x85a state : interrupted state owns ()

"WriteThread (irc.oftc.net:6668)" tid=0x0xb0739b70 this=0x0xafd19af0 thread handle 0x47a state : interrupted state owns ()
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at System.Threading.WaitHandle.WaitOne () [0x00015] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/WaitHandle.cs:332
at Meebey.SmartIrc4net.IrcConnection/WriteThread._Worker () [0x00014] in /usr/local/src/smuxi/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:1241
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=0x0xb277eb70 this=0x0x65f7d0 thread handle 0x4a9 state : interrupted state owns ()
at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
at System.Threading.Thread.Sleep (int) [0x00017] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/Thread.cs:311
at Smuxi.Engine.IrcProtocolManager._LagWatcher () <IL 0x00005, 0x00054>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"JoinChannelQueue" tid=0x0xb4c3eb70 this=0x0x1b03e8 thread handle 0x440 state : interrupted state owns ()
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at System.Threading.WaitHandle.WaitOne () [0x00015] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/WaitHandle.cs:332
at Smuxi.Common.TaskQueue.Loop () <IL 0x00054, 0x0008e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"IrcProtocolManager (irc.gimp.org:6667) lag watcher" tid=0x0xb3cecb70 this=0x0x65f0c8 thread handle

0x4b5 state : interrupted state owns ()
at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
at System.Threading.Thread.Sleep (int) [0x00017] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/Thread.cs:311
at Smuxi.Engine.IrcProtocolManager._LagWatcher () <IL 0x00005, 0x00054>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"IrcProtocolManager (irc.oftc.net:6668) lag watcher" tid=0x0xb3fffb70 this=0x0x65f320 thread handle 0x4af state : interrupted state owns ()
at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
at System.Threading.Thread.Sleep (int) [0x00017] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/Thread.cs:311
at Smuxi.Engine.IrcProtocolManager._LagWatcher () <IL 0x00005, 0x00054>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"<unnamed thread>" tid=0x0xb54feb70 this=0x0x3e258 thread handle 0x420 state : interrupted state 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__A () <IL 0x00006, 0x00025>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"IrcProtocolManager (irc.man-da.de:6667) listener" tid=0x0xb2bfcb70 this=0x0x65f578 thread handle 0x49f state : interrupted state owns ()
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at System.Threading.WaitHandle.WaitOne () [0x00015] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/WaitHandle.cs:332
at Meebey.SmartIrc4net.IrcConnection.ReadLine (bool) [0x00011] in /usr/local/src/smuxi/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:887
at Meebey.SmartIrc4net.IrcConnection.Listen (bool) [0x0000b] in /usr/local/src/smuxi/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:840
at Meebey.SmartIrc4net.IrcConnection.Listen () [0x00000] in /usr/local/src/smuxi/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:854
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>

"Timer-Scheduler" tid=0x0xb5c96b70 this=0x0x3e640 thread handle 0x410 state : interrupted state owns ()

at (wrapper managed-to-native) System.Threading.Monitor.Monitor_wait (object,int) <0x00004>
at (wrapper managed-to-native) System.Threading.Monitor.Monitor_wait (object,int) <0x00004>
at System.Threading.Monitor.Wait (object,int) [0x0003e] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/Monitor.cs:160
at System.Threading.Timer/Scheduler.SchedulerThread () [0x00211] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/Timer.cs:336
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"ReadThread (irc.oftc.net:6668)" tid=0x0xb16f6b70 this=0x0xafd19bb8 thread handle 0x476 state : interrupted state owns ()
at (wrapper managed-to-native) System.Net.Sockets.Socket.Receive_internal (intptr,byte[],int,int,System.Net.Sockets.SocketFlags,int&) <0x00004>
at (wrapper managed-to-native) System.Net.Sockets.Socket.Receive_internal (intptr,byte[],int,int,System.Net.Sockets.SocketFlags,int&) <0x00004>
at System.Net.Sockets.Socket.Receive_nochecks (byte[],int,int,System.Net.Sockets.SocketFlags,System.Net.Sockets.SocketError&) [0x00000] in /tmp/buildd/mono-2.6.7/mcs/class/System/System.Net.Sockets/Socket_2_1.cs:615
at System.Net.Sockets.Socket.Receive (byte[],int,int,System.Net.Sockets.SocketFlags) [0x00070] in /tmp/buildd/mono-2.6.7/mcs/class/System/System.Net.Sockets/Socket.cs:2398
at System.Net.Sockets.NetworkStream.Read (byte[],int,int) [0x0004f] in /tmp/buildd/mono-2.6.7/mcs/class/System/System.Net.Sockets/NetworkStream.cs:363
at System.IO.StreamReader.ReadBuffer () [0x00012] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.IO/StreamReader.cs:338
at System.IO.StreamReader.ReadLine () [0x0001b] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.IO/StreamReader.cs:464
at Meebey.SmartIrc4net.IrcConnection/ReadThread._Worker () [0x0004c] in /usr/local/src/smuxi/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:1135
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>
2014-01-07 17:33:48,080 [ReadThread (irc.oftc.net:6668)] WARN SOCKET - IOException: Read failure
2014-01-07 17:33:48,080 [ReadThread (irc.oftc.net:6668)] WARN SOCKET - connection lost

"db4o WeakReference collector" tid=0x0xb4614b70 this=0x0x239258 thread handle 0x4fe state : interrupted state owns ()
at (wrapper managed-to-native) System.Threading.Monitor.Monitor_wait (object,int) <0x00004>
at (wrapper managed-to-native) System.Threading.Monitor.Monitor_wait (object,int) <0x00004>
at System.Threading.Monitor.Wait (object,int) [0x0003e] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/Monitor.cs:160
at Db4objects.Db4o.Foundation.Lock4.Snooze (long) [0x00000] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/native/net/Lock4.cs:26
at Db4objects.Db4o.Foundation.SimpleTimer/_IClosure4_37.Run () [0x00000] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/Db4objects.Db4o/Foundation/SimpleTimer.cs:69
at Db4objects.Db4o.Foundation.Lock4.Run (Db4objects.Db4o.Foundation.IClosure4) [0x00008] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/native/net/Lock4.cs:20
at Db4objects.Db4o.Foundation.SimpleTimer.Run () [0x00005] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/Db4objects.Db4o/Foundation/SimpleTimer.cs:52
at Db4objects.Db4o.Internal.Threading.ThreadPool4Impl/_IRunnable_41.Run () [0x00000] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/Db4objects.Db4o/Internal/Threading/ThreadPool4Impl.cs:56
at Sharpen.Lang.Thread.EntryPoint () [0x00000] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/native/Sharpen/Lang/Thread.cs:130
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c,

0x00051>

"db4o WeakReference collector" tid=0x0xaa25db70 this=0x0xaba3eaf0 thread handle 0x665 state : interrupted state owns ()
at (wrapper managed-to-native) System.Threading.Monitor.Monitor_wait (object,int) <0x00004>
at (wrapper managed-to-native) System.Threading.Monitor.Monitor_wait (object,int) <0x00004>
at System.Threading.Monitor.Wait (object,int) [0x0003e] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/Monitor.cs:160
at Db4objects.Db4o.Foundation.Lock4.Snooze (long) [0x00000] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/native/net/Lock4.cs:26
at Db4objects.Db4o.Foundation.SimpleTimer/_IClosure4_37.Run () [0x00000] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/Db4objects.Db4o/Foundation/SimpleTimer.cs:69
at Db4objects.Db4o.Foundation.Lock4.Run (Db4objects.Db4o.Foundation.IClosure4) [0x00008] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/native/net/Lock4.cs:20
at Db4objects.Db4o.Foundation.SimpleTimer.Run () [0x00005] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/Db4objects.Db4o/Foundation/SimpleTimer.cs:52
at Db4objects.Db4o.Internal.Threading.ThreadPool4Impl/_IRunnable_41.Run () [0x00000] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/Db4objects.Db4o/Internal/Threading/ThreadPool4Impl.cs:56
at Sharpen.Lang.Thread.EntryPoint () [0x00000] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/native/Sharpen/Lang/Thread.cs:130
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"TwitterProtocolManager replies listener" tid=0x0xb22ffb70 this=0x0xaf651e10 thread handle 0x71a state : interrupted state owns ()
at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
at System.Threading.Thread.Sleep (int) [0x00017] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/Thread.cs:311
at Smuxi.Engine.TwitterProtocolManager.UpdateRepliesThread () <IL 0x000f5, 0x00314>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>
2014-01-07 17:33:48,130 [TwitterProtocolManager replies listener] DEBUG TRACE - [smuxi-engine-twitter.dll] TwitterProtocolManager.UpdateReplies()
2014-01-07 17:33:48,130 [TwitterProtocolManager replies listener] DEBUG Smuxi.Engine.TwitterProtocolManager - UpdateReplies(): getting replies from twitter...

"ReadThread (irc.man-da.de:6667)" tid=0x0xb42fab70 this=0x0xab984898 thread handle 0x583 state : interrupted state owns ()
at (wrapper managed-to-native) System.Net.Sockets.Socket.Receive_internal (intptr,byte[],int,int,System.Net.Sockets.SocketFlags,int&) <0x00004>
at (wrapper managed-to-native) System.Net.Sockets.Socket.Receive_internal (intptr,byte[],int,int,System.Net.Sockets.SocketFlags,int&) <0x00004>
at System.Net.Sockets.Socket.Receive_nochecks (byte[],int,int,System.Net.Sockets.SocketFlags,System.Net.Sockets.SocketError&) [0x00000] in /tmp/buildd/mono-2.6.7/mcs/class/System/System.Net.Sockets/Socket_2_1.cs:615
at System.Net.Sockets.Socket.Receive (byte[],int,int,System.Net.Sockets.SocketFlags) [0x00070] in /tmp/buildd/mono-2.6.7/mcs/class/System/System.Net.Sockets/Socket.cs:2398
at System.Net.Sockets.NetworkStream.Read (byte[],int,int) [0x0004f] in /tmp/buildd/mono-2.6.7/mcs/class/System/System.Net.Sockets/NetworkStream.cs:363
at System.IO.StreamReader.ReadBuffer () [0x00012] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.IO/StreamReader.cs:338

at System.IO.StreamReader.ReadLine () [0x0001b] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.IO/StreamReader.cs:464
at Meebey.SmartIrc4net.IrcConnection/ReadThread._Worker () [0x0004c] in /usr/local/src/smuxi/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:1135
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>
2014-01-07 17:33:48,132 [ReadThread (irc.man-da.de:6667)] WARN SOCKET - IOException: Read failure
2014-01-07 17:33:48,132 [ReadThread (irc.man-da.de:6667)] WARN SOCKET - connection lost

"JoinChannelQueue" tid=0x0xb493bb70 this=0x0x239ed8 thread handle 0x447 state : interrupted state owns ()
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at System.Threading.WaitHandle.WaitOne () [0x00015] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/WaitHandle.cs:332
at Smuxi.Common.TaskQueue.Loop () <IL 0x00054, 0x0008e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"db4o WeakReference collector" tid=0x0xb4d47b70 this=0x0xa437d0 thread handle 0x54c state : interrupted state owns ()
at (wrapper managed-to-native) System.Threading.Monitor.Monitor_wait (object,int) <0x00004>
at (wrapper managed-to-native) System.Threading.Monitor.Monitor_wait (object,int) <0x00004>
at System.Threading.Monitor.Wait (object,int) [0x0003e] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/Monitor.cs:160
at Db4objects.Db4o.Foundation.Lock4.Snooze (long) [0x00000] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/native/net/Lock4.cs:26
at Db4objects.Db4o.Foundation.SimpleTimer/_IClosure4_37.Run () [0x00000] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/Db4objects.Db4o/Foundation/SimpleTimer.cs:69
at Db4objects.Db4o.Foundation.Lock4.Run (Db4objects.Db4o.Foundation.IClosure4) [0x00008] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/native/net/Lock4.cs:20
at Db4objects.Db4o.Foundation.SimpleTimer.Run () [0x00005] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/Db4objects.Db4o/Foundation/SimpleTimer.cs:52
at Db4objects.Db4o.Internal.Threading.ThreadPool4Impl/_IRunnable_41.Run () [0x00000] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/Db4objects.Db4o/Internal/Threading/ThreadPool4Impl.cs:56
at Sharpen.Lang.Thread.EntryPoint () [0x00000] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/native/Sharpen/Lang/Thread.cs:130
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"<unnamed thread>" tid=0x0xb5872b70 this=0x0x3e708 thread handle 0x419 state : interrupted state 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/TcpS

erverChannel.cs:216
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"FrontendManager" tid=0x0xb2dfeb70 this=0x0xa6695ed8 thread handle 0x48a state : interrupted state owns ()
    at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
    at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
    at System.Threading.WaitHandle.WaitOne () [0x00015] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/WaitHandle.cs:332
  at Smuxi.Common.TaskQueue.Loop () <IL 0x00054, 0x0008e>
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"<unnamed thread>" tid=0x0xb51d6b70 this=0x0xa82feaf0 thread handle 0x83a state : interrupted state owns ()
    at (wrapper managed-to-native) System.Net.Sockets.Socket.Receive_internal (intptr,byte[],int,int,System.Net.Sockets.SocketFlags,int&) <0x00004>
    at (wrapper managed-to-native) System.Net.Sockets.Socket.Receive_internal (intptr,byte[],int,int,System.Net.Sockets.SocketFlags,int&) <0x00004>
    at System.Net.Sockets.Socket.Receive_nochecks (byte[],int,int,System.Net.Sockets.SocketFlags,System.Net.Sockets.SocketError&) [0x00000] in /tmp/buildd/mono-2.6.7/mcs/class/System/System.Net.Sockets/Socket_2_1.cs:615
  at System.Net.Sockets.Socket.Receive (byte[],int,int,System.Net.Sockets.SocketFlags) [0x00070] in /tmp/buildd/mono-2.6.7/mcs/class/System/System.Net.Sockets/Socket.cs:2398
    at System.Net.Sockets.NetworkStream.Read (byte[],int,int) [0x0004f] in /tmp/buildd/mono-2.6.7/mcs/class/System/System.Net.Sockets/NetworkStream.cs:363
    at System.IO.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) listener" tid=0x0xb28f9b70 this=0x0x65fa28 thread handle 0x4a7 state : interrupted state owns ()
    at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
    at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool)

<0x00004>
at System.Threading.WaitHandle.WaitOne () [0x00015] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/WaitHandle.cs:332
at Meebey.SmartIrc4net.IrcConnection.ReadLine (bool) [0x00011] in /usr/local/src/smuxi/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:887
at Meebey.SmartIrc4net.IrcConnection.Listen (bool) [0x0000b] in /usr/local/src/smuxi/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:840
at Meebey.SmartIrc4net.IrcConnection.Listen () [0x00000] in /usr/local/src/smuxi/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:854
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.gsd-software.net:6667)" tid=0x0xb440ab70 this=0x0x1637258 thread handle 0x55b state : interrupted state owns ()
at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
at System.Threading.Thread.Sleep (int) [0x00017] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/Thread.cs:311
at Meebey.SmartIrc4net.IrcConnection/IdleWorkerThread._Worker () [0x00014] in /usr/local/src/smuxi/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:1479
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>
2014-01-07 17:33:48,135 [IdleWorkerThread (irc.gsd-software.net:6667)] DEBUG SOCKET - sent: "PING irc.gsd-software.net"

"WriteThread (irc.freenode.net:6666)" tid=0x0xb18f8b70 this=0x0xa433e8 thread handle 0x574 state : interrupted state owns ()
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at System.Threading.WaitHandle.WaitOne () [0x00015] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/WaitHandle.cs:332
at Meebey.SmartIrc4net.IrcConnection/WriteThread._Worker () [0x00014] in /usr/local/src/smuxi/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:1241
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"<unnamed thread>" tid=0x0xa3bb1b70 this=0x0xa82febb8 thread handle 0x836 state : interrupted state owns ()
at (wrapper managed-to-native) System.Net.Sockets.Socket.Receive_internal (intptr,byte[],int,int,System.Net.Sockets.SocketFlags,int&) <0x00004>
at (wrapper managed-to-native) System.Net.Sockets.Socket.Receive_internal (intptr,byte[],int,int,System.Net.Sockets.SocketFlags,int&) <0x00004>
at System.Net.Sockets.Socket.Receive_nochecks (byte[],int,int,System.Net.Sockets.SocketFlags,System.Net.Sockets.SocketError&) [0x00000] in /tmp/buildd/mono-2.6.7/mcs/class/System/System.Net.Sockets/Socket_2_1.cs:615
at System.Net.Sockets.Socket.Receive (byte[],int,int,System.Net.Sockets.SocketFlags) [0x00070] in /tmp/buildd/mono-2.6.7/mcs/class/System/System.Net.Sockets/Socket.cs:2398
at System.Net.Sockets.NetworkStream.Read (byte[],int,int) [0x0004f] in /tmp/buildd/mono-2.6.7/mcs/class/System/System.Net.Sockets/NetworkStream.cs:363

at System.IO.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>

"db4o WeakReference collector" tid=0x0xb3bd7b70 this=0x0x239000 thread handle 0x477 state : interrupted state owns ()
at (wrapper managed-to-native) System.Threading.Monitor.Monitor_wait (object,int) <0x00004>
at (wrapper managed-to-native) System.Threading.Monitor.Monitor_wait (object,int) <0x00004>
at System.Threading.Monitor.Wait (object,int) [0x0003e] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/Monitor.cs:160
at Db4objects.Db4o.Foundation.Lock4.Snooze (long) [0x00000] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/native/net/Lock4.cs:26
at Db4objects.Db4o.Foundation.SimpleTimer/_IClosure4_37.Run () [0x00000] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/Db4objects.Db4o/Foundation/SimpleTimer.cs:69
at Db4objects.Db4o.Foundation.Lock4.Run (Db4objects.Db4o.Foundation.IClosure4) [0x00008] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/native/net/Lock4.cs:20
at Db4objects.Db4o.Foundation.SimpleTimer.Run () [0x00005] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/Db4objects.Db4o/Foundation/SimpleTimer.cs:52
at Db4objects.Db4o.Internal.Threading.ThreadPool4Impl/_IRunnable_41.Run () [0x00000] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/Db4objects.Db4o/Internal/Threading/ThreadPool4Impl.cs:56
at Sharpen.Lang.Thread.EntryPoint () [0x00000] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/native/Sharpen/Lang/Thread.cs:130
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"db4o WeakReference collector" tid=0x0xad9b4b70 this=0x0xaba3eed8 thread handle 0x632 state : interrupted state owns ()
at (wrapper managed-to-native) System.Threading.Monitor.Monitor_wait (object,int) <0x00004>
at (wrapper managed-to-native) System.Threading.Monitor.Monitor_wait (object,int) <0x00004>
at System.Threading.Monitor.Wait (object,int) [0x0003e] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/Monitor.cs:160
at Db4objects.Db4o.Foundation.Lock4.Snooze (long) [0x00000] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/native/net/Lock4.cs:26
at Db4objects.Db4o.Foundation.SimpleTimer/_IClosure4_37.Run () [0x00000] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/Db4objects.Db4o/Foundation/SimpleTimer.cs:69
at Db4objects.Db4o.Foundation.Lock4.Run (Db4objects.Db4o.Foundation.IClosure4) [0x00008] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/native/net/Lock4.cs:20

at Db4objects.Db4o.Foundation.SimpleTimer.Run () [0x00005] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/Db4objects.Db4o/Foundation/SimpleTimer.cs:52
at Db4objects.Db4o.Internal.Threading.ThreadPool4Impl/_IRunnable_41.Run () [0x00000] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/Db4objects.Db4o/Internal/Threading/ThreadPool4Impl.cs:56
at Sharpen.Lang.Thread.EntryPoint () [0x00000] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/native/Sharpen/Lang/Thread.cs:130
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"db4o WeakReference collector" tid=0x0xb36d2b70 this=0x0x65f898 thread handle 0x481 state : interrupted state owns ()
at (wrapper managed-to-native) System.Threading.Monitor.Monitor_wait (object,int) <0x00004>
at (wrapper managed-to-native) System.Threading.Monitor.Monitor_wait (object,int) <0x00004>
at System.Threading.Monitor.Wait (object,int) [0x0003e] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/Monitor.cs:160
at Db4objects.Db4o.Foundation.Lock4.Snooze (long) [0x00000] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/native/net/Lock4.cs:26
at Db4objects.Db4o.Foundation.SimpleTimer/_IClosure4_37.Run () [0x00000] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/Db4objects.Db4o/Foundation/SimpleTimer.cs:69
at Db4objects.Db4o.Foundation.Lock4.Run (Db4objects.Db4o.Foundation.IClosure4) [0x00008] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/native/net/Lock4.cs:20
at Db4objects.Db4o.Foundation.SimpleTimer.Run () [0x00005] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/Db4objects.Db4o/Foundation/SimpleTimer.cs:52
at Db4objects.Db4o.Internal.Threading.ThreadPool4Impl/_IRunnable_41.Run () [0x00000] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/Db4objects.Db4o/Internal/Threading/ThreadPool4Impl.cs:56
at Sharpen.Lang.Thread.EntryPoint () [0x00000] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/native/Sharpen/Lang/Thread.cs:130
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"JoinChannelQueue" tid=0x0xb4b3db70 this=0x0x1b0258 thread handle 0x443 state : interrupted state owns ()
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at System.Threading.WaitHandle.WaitOne () [0x00015] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/WaitHandle.cs:332
at Smuxi.Common.TaskQueue.Loop () <IL 0x00054, 0x0008e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"IrcProtocolManager (irc.gimp.org:6667) listener" tid=0x0xb3efeb70 this=0x0x65f190 thread handle 0x4b3 state : interrupted state owns ()
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at System.Threading.WaitHandle.WaitOne () [0x00015] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/WaitHandle.cs:332
at Meebey.SmartIrc4net.IrcConnection.ReadLine (bool) [0x00011] in

/usr/local/src/smuxi/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:887
at Meebey.SmartIrc4net.IrcConnection.Listen (bool) [0x0000b] in /usr/local/src/smuxi/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:840
at Meebey.SmartIrc4net.IrcConnection.Listen () [0x00000] in /usr/local/src/smuxi/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:854
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>

"db4o WeakReference collector" tid=0x0xb53fdb70 this=0x0xaac9c3e8 thread handle 0x8f4 state : interrupted state owns ()
at (wrapper managed-to-native) System.Threading.Monitor.Monitor_wait (object,int) <0x00004>
at (wrapper managed-to-native) System.Threading.Monitor.Monitor_wait (object,int) <0x00004>
at System.Threading.Monitor.Wait (object,int) [0x0003e] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/Monitor.cs:160
at Db4objects.Db4o.Foundation.Lock4.Snooze (long) [0x00000] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/native/net/Lock4.cs:26
at Db4objects.Db4o.Foundation.SimpleTimer/_IClosure4_37.Run () [0x00000] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/Db4objects.Db4o/Foundation/SimpleTimer.cs:69
at Db4objects.Db4o.Foundation.Lock4.Run (Db4objects.Db4o.Foundation.IClosure4) [0x00008] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/native/net/Lock4.cs:20
at Db4objects.Db4o.Foundation.SimpleTimer.Run () [0x00005] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/Db4objects.Db4o/Foundation/SimpleTimer.cs:52
at Db4objects.Db4o.Internal.Threading.ThreadPool4Impl/_IRunnable_41.Run () [0x00000] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/Db4objects.Db4o/Internal/Threading/ThreadPool4Impl.cs:56
at Sharpen.Lang.Thread.EntryPoint () [0x00000] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/native/Sharpen/Lang/Thread.cs:130
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"IrcProtocolManager (irc.freenode.net:6666) lag watcher" tid=0x0xb2afbb70 this=0x0x65f4b0 thread handle 0x4a1 state : interrupted state owns ()
at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
at System.Threading.Thread.Sleep (int) [0x00017] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/Thread.cs:311
at Smuxi.Engine.IrcProtocolManager._LagWatcher () <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=0x0xb3416b70 this=0x0x1637af0 thread handle 0x490 state : interrupted state owns ()
at (wrapper managed-to-native) System.Net.Sockets.Socket.Receive_internal (intptr,byte[],int,int,System.Net.Sockets.SocketFlags,int&) <0x00004>
at (wrapper managed-to-native) System.Net.Sockets.Socket.Receive_internal (intptr,byte[],int,int,System.Net.Sockets.SocketFlags,int&) <0x00004>
at System.Net.Sockets.Socket.Receive_nochecks (byte[],int,int,System.Net.Sockets.SocketFlags,System.Net.Sockets.SocketError&) [0x00000] in /tmp/buildd/mono-2.6.7/mcs/class/System/System.Net.Sockets/Socket_2_1.cs:615
at System.Net.Sockets.Socket.Receive (byte[],int,int,System.Net.Sockets.SocketFlags) [0x00070] in /tmp/buildd/mono-2.6.7/mcs/class/System/System.Net.Sockets/Socket.cs:2398

at System.Net.Sockets.NetworkStream.Read (byte[],int,int) [0x0004f] in /tmp/buildd/mono-2.6.7/mcs/class/System/System.Net.Sockets/NetworkStream.cs:363
at System.IO.StreamReader.ReadBuffer () [0x00012] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.IO/StreamReader.cs:338
at System.IO.StreamReader.ReadLine () [0x0001b] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.IO/StreamReader.cs:464
at Meebey.SmartIrc4net.IrcConnection/ReadThread._Worker () [0x0004c] in /usr/local/src/smuxi/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:1135
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>
2014-01-07 17:33:48,140 [ReadThread (irc.gimp.org:6667)] WARN SOCKET - IOException: Read failure
2014-01-07 17:33:48,140 [ReadThread (irc.gimp.org:6667)] WARN SOCKET - connection lost

"db4o WeakReference collector" tid=0x0xacf34b70 this=0x0xae785bb8 thread handle 0x532 state : interrupted state owns ()
at (wrapper managed-to-native) System.Threading.Monitor.Monitor_wait (object,int) <0x00004>
at (wrapper managed-to-native) System.Threading.Monitor.Monitor_wait (object,int) <0x00004>
at System.Threading.Monitor.Wait (object,int) [0x0003e] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/Monitor.cs:160
at Db4objects.Db4o.Foundation.Lock4.Snooze (long) [0x00000] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/native/net/Lock4.cs:26
at Db4objects.Db4o.Foundation.SimpleTimer/_IClosure4_37.Run () [0x00000] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/Db4objects.Db4o/Foundation/SimpleTimer.cs:69
at Db4objects.Db4o.Foundation.Lock4.Run (Db4objects.Db4o.Foundation.IClosure4) [0x00008] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/native/net/Lock4.cs:20
at Db4objects.Db4o.Foundation.SimpleTimer.Run () [0x00005] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/Db4objects.Db4o/Foundation/SimpleTimer.cs:52
at Db4objects.Db4o.Internal.Threading.ThreadPool4Impl/_IRunnable_41.Run () [0x00000] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/Db4objects.Db4o/Internal/Threading/ThreadPool4Impl.cs:56
at Sharpen.Lang.Thread.EntryPoint () [0x00000] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/native/Sharpen/Lang/Thread.cs:130
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"ReadThread (irc.gsd-software.net:6667)" tid=0x0xb4fa0b70 this=0x0x1637960 thread handle 0x557 state : interrupted state owns ()
at (wrapper managed-to-native) System.Net.Sockets.Socket.Receive_internal (intptr,byte[],int,int,System.Net.Sockets.SocketFlags,int&) <0x00004>
at (wrapper managed-to-native) System.Net.Sockets.Socket.Receive_internal (intptr,byte[],int,int,System.Net.Sockets.SocketFlags,int&) <0x00004>
at System.Net.Sockets.Socket.Receive_nochecks (byte[],int,int,System.Net.Sockets.SocketFlags,System.Net.Sockets.SocketError&) [0x00000] in /tmp/buildd/mono-2.6.7/mcs/class/System/System.Net.Sockets/Socket_2_1.cs:615
at System.Net.Sockets.Socket.Receive (byte[],int,int,System.Net.Sockets.SocketFlags) [0x00070] in /tmp/buildd/mono-2.6.7/mcs/class/System/System.Net.Sockets/Socket.cs:2398
at System.Net.Sockets.NetworkStream.Read (byte[],int,int) [0x0004f] in /tmp/buildd/mono-2.6.7/mcs/class/System/System.Net.Sockets/NetworkStream.cs:363
at System.IO.StreamReader.ReadBuffer () [0x00012] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.IO/StreamReader.cs:338
at System.IO.StreamReader.ReadLine () [0x0001b] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.IO/StreamReader.cs:464
at Meebey.SmartIrc4net.IrcConnection/ReadThread._Worker () [0x0004c] in

/usr/local/src/smuxi/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:1135
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>
2014-01-07 17:33:48,141 [ReadThread (irc.gsd-software.net:6667)] WARN SOCKET - IOException: Read failure
2014-01-07 17:33:48,141 [ReadThread (irc.gsd-software.net:6667)] WARN SOCKET - connection lost

"IdleWorkerThread (irc.gimp.org:6667)" tid=0x0xb0cffb70 this=0x0xa43898 thread handle 0x498 state : interrupted state owns ()
 at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
 at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
 at System.Threading.Thread.Sleep (int) [0x00017] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/Thread.cs:311
 at Meebey.SmartIrc4net.IrcConnection/IdleWorkerThread._Worker () [0x00014] in /usr/local/src/smuxi/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:1479
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"db4o WeakReference collector" tid=0x0xb083ab70 this=0x0x2390c8 thread handle 0x4ab state : interrupted state owns ()
 at (wrapper managed-to-native) System.Threading.Monitor.Monitor_wait (object,int) <0x00004>
 at (wrapper managed-to-native) System.Threading.Monitor.Monitor_wait (object,int) <0x00004>
 at System.Threading.Monitor.Wait (object,int) [0x0003e] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/Monitor.cs:160
 at Db4objects.Db4o.Foundation.Lock4.Snooze (long) [0x00000] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/native/net/Lock4.cs:26
 at Db4objects.Db4o.Foundation.SimpleTimer/_IClosure4_37.Run () [0x00000] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/Db4objects.Db4o/Foundation/SimpleTimer.cs:69
 at Db4objects.Db4o.Foundation.Lock4.Run (Db4objects.Db4o.Foundation.IClosure4) [0x00008] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/native/net/Lock4.cs:20
 at Db4objects.Db4o.Foundation.SimpleTimer.Run () [0x00005] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/Db4objects.Db4o/Foundation/SimpleTimer.cs:52
 at Db4objects.Db4o.Internal.Threading.ThreadPool4Impl/_IRunnable_41.Run () [0x00000] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/Db4objects.Db4o/Internal/Threading/ThreadPool4Impl.cs:56
 at Sharpen.Lang.Thread.EntryPoint () [0x00000] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/native/Sharpen/Lang/Thread.cs:130
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"IdleWorkerThread (irc.oftc.net:6668)" tid=0x0xb15f5b70 this=0x0xafd19a28 thread handle 0x47e state : interrupted state owns ()
 at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
 at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
 at System.Threading.Thread.Sleep (int) [0x00017] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/Thread.cs:311
 at Meebey.SmartIrc4net.IrcConnection/IdleWorkerThread._Worker () [0x00014] in /usr/local/src/smuxi/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:1479
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"db4o WeakReference collector" tid=0x0xadbb6b70 this=0x0xae7853e8 thread handle 0x5e6 state : interrupted state owns ()

at (wrapper managed-to-native) System.Threading.Monitor.Monitor_wait (object,int) <0x00004>
at (wrapper managed-to-native) System.Threading.Monitor.Monitor_wait (object,int) <0x00004>
at System.Threading.Monitor.Wait (object,int) [0x0003e] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/Monitor.cs:160
at Db4objects.Db4o.Foundation.Lock4.Snooze (long) [0x00000] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/native/net/Lock4.cs:26
at Db4objects.Db4o.Foundation.SimpleTimer/_IClosure4_37.Run () [0x00000] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/Db4objects.Db4o/Foundation/SimpleTimer.cs:69
at Db4objects.Db4o.Foundation.Lock4.Run (Db4objects.Db4o.Foundation.IClosure4) [0x00008] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/native/net/Lock4.cs:20
at Db4objects.Db4o.Foundation.SimpleTimer.Run () [0x00005] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/Db4objects.Db4o/Foundation/SimpleTimer.cs:52
at Db4objects.Db4o.Internal.Threading.ThreadPool4Impl/_IRunnable_41.Run () [0x00000] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/Db4objects.Db4o/Internal/Threading/ThreadPool4Impl.cs:56
at Sharpen.Lang.Thread.EntryPoint () [0x00000] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/native/Sharpen/Lang/Thread.cs:130
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"db4o WeakReference collector" tid=0x0xb38d4b70 this=0x0x65faf0 thread handle 0x47d state : interrupted state owns ()
at (wrapper managed-to-native) System.Threading.Monitor.Monitor_wait (object,int) <0x00004>
at (wrapper managed-to-native) System.Threading.Monitor.Monitor_wait (object,int) <0x00004>
at System.Threading.Monitor.Wait (object,int) [0x0003e] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/Monitor.cs:160
at Db4objects.Db4o.Foundation.Lock4.Snooze (long) [0x00000] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/native/net/Lock4.cs:26
at Db4objects.Db4o.Foundation.SimpleTimer/_IClosure4_37.Run () [0x00000] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/Db4objects.Db4o/Foundation/SimpleTimer.cs:69
at Db4objects.Db4o.Foundation.Lock4.Run (Db4objects.Db4o.Foundation.IClosure4) [0x00008] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/native/net/Lock4.cs:20
at Db4objects.Db4o.Foundation.SimpleTimer.Run () [0x00005] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/Db4objects.Db4o/Foundation/SimpleTimer.cs:52
at Db4objects.Db4o.Internal.Threading.ThreadPool4Impl/_IRunnable_41.Run () [0x00000] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/Db4objects.Db4o/Internal/Threading/ThreadPool4Impl.cs:56
at Sharpen.Lang.Thread.EntryPoint () [0x00000] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/native/Sharpen/Lang/Thread.cs:130
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"db4o WeakReference collector" tid=0x0xaa15cb70 this=0x0xab3b8c80 thread handle 0x56a state : interrupted state owns ()
at (wrapper managed-to-native) System.Threading.Monitor.Monitor_wait (object,int) <0x00004>
at (wrapper managed-to-native) System.Threading.Monitor.Monitor_wait (object,int) <0x00004>
at System.Threading.Monitor.Wait (object,int) [0x0003e] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/Monitor.cs:160
at Db4objects.Db4o.Foundation.Lock4.Snooze (long) [0x00000] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/native/net/Lock4.cs:26
at Db4objects.Db4o.Foundation.SimpleTimer/_IClosure4_37.Run () [0x00000] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/Db4objects.Db4o/Foundation/SimpleTimer.cs:69
at Db4objects.Db4o.Foundation.Lock4.Run (Db4objects.Db4o.Foundation.IClosure4) [0x00008] in

/usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/native/net/Lock4.cs:20
at Db4objects.Db4o.Foundation.SimpleTimer.Run () [0x00005] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/Db4objects.Db4o/Foundation/SimpleTimer.cs:52
at Db4objects.Db4o.Internal.Threading.ThreadPool4Impl/_IRunnable_41.Run () [0x00000] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/Db4objects.Db4o/Internal/Threading/ThreadPool4Impl.cs:56
at Sharpen.Lang.Thread.EntryPoint () [0x00000] in /usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/native/Sharpen/Lang/Thread.cs:130
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"IrcProtocolManager (irc.oftc.net:6668) listener" tid=0x0xb3dedb70 this=0x0x65fbb8 thread handle 0x4ad state : interrupted state owns ()
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at System.Threading.WaitHandle.WaitOne () [0x00015] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/WaitHandle.cs:332
at Meebey.SmartIrc4net.IrcConnection.ReadLine (bool) [0x00011] in /usr/local/src/smuxi/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:887
at Meebey.SmartIrc4net.IrcConnection.Listen (bool) [0x0000b] in /usr/local/src/smuxi/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:840
at Meebey.SmartIrc4net.IrcConnection.Listen () [0x00000] in /usr/local/src/smuxi/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:854
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=0x0xb483ab70 this=0x0x239e10 thread handle 0x44a state : interrupted state owns ()
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00004>
at System.Threading.WaitHandle.WaitOne () [0x00015] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/WaitHandle.cs:332
at Smuxi.Common.TaskQueue.Loop () <IL 0x00054, 0x0008e>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"TwitterProtocolManager replies listener" tid=0x0xb1dfdb70 this=0x0xae785ed8 thread handle 0x7ec state : interrupted state owns ()
at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
at System.Threading.Thread.Sleep (int) [0x00017] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/Thread.cs:311
at Smuxi.Engine.TwitterProtocolManager.UpdateRepliesThread () <IL 0x00015, 0x000ac>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"TwitterProtocolManager friends timeline listener" tid=0x0xb4e4cb70 this=0x0xb0549190 thread handle

0x7ea state : interrupted state owns ()
at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
at System.Threading.Thread.Sleep (int) [0x00017] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/Thread.cs:311
at Smuxi.Engine.TwitterProtocolManager.UpdateFriendsTimelineThread () <IL 0x00015, 0x000ac>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"TwitterProtocolManager direct messages listener" tid=0x0xac22fb70 this=0x0xae7854b0 thread handle 0x7ef state : interrupted state owns ()
at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
at System.Threading.Thread.Sleep (int) [0x00017] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/Thread.cs:311
at Smuxi.Engine.TwitterProtocolManager.UpdateDirectMessagesThread () <IL 0x00015, 0x000ac>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"<threadpool thread>" tid=0x0xadab5b70 this=0x0xb05497d0 thread handle 0x7d0 state : interrupted state owns ()
at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x00004>
at System.Threading.Thread.Sleep (int) [0x00017] in /tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/Thread.cs:311
at Smuxi.Engine.TwitterProtocolManager/<Connect>c__AnonStorey0.<>m__1 (object) <IL 0x0000a, 0x0003c>
at (wrapper runtime-invoke) object.runtime_invoke_void__this___object (object,intptr,intptr,intptr) <IL 0x0001e, 0x00057>

"FrontendManager" tid=0x0xb37d3b70 this=0x0xa91f5578 thread handle 0x599 state : interrupted state owns ()
at Smuxi.Engine.Session.UpdatePresenceStatus (Smuxi.Engine.PresenceStatus,string) [0x00054] in /usr/local/src/smuxi/src/Engine/Session.cs:1677
at Smuxi.Engine.Session.UpdatePresenceStatus (Smuxi.Engine.PresenceStatus,string) [0x0000d] in /usr/local/src/smuxi/src/Engine/Session.cs:1673
at Smuxi.Engine.Session.CheckPresenceStatus () [0x00052] in /usr/local/src/smuxi/src/Engine/Session.cs:1667
at Smuxi.Engine.Session.DeregisterFrontendManager (Smuxi.Engine.FrontendManager) [0x000de] in /usr/local/src/smuxi/src/Engine/Session.cs:317
at (wrapper remoting-invoke-with-check) Smuxi.Engine.Session.DeregisterFrontendManager (Smuxi.Engine.FrontendManager) <IL 0x00033, 0x00068>
at Smuxi.Engine.FrontendManager.OnTaskQueueAbortedEvent (object,System.EventArgs) [0x00013] in /usr/local/src/smuxi/src/Engine/FrontendManager.cs:474
at Smuxi.Common.TaskQueue.Loop () <IL 0x000b3, 0x00107>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"FrontendManager" tid=0x0xb4721b70 this=0x0xac84c000 thread handle 0x7ba state : interrupted state owns ()
at (wrapper synchronized) Smuxi.Engine.XmppProtocolManager.SetPresenceStatus (Smuxi.Engine.PresenceStatus,string) <IL 0x0000b, 0x00029>
at (wrapper synchronized) Smuxi.Engine.XmppProtocolManager.SetPresenceStatus

(Smuxi.Engine.PresenceStatus,string) <IL 0x0000b, 0x00029>
at Smuxi.Engine.Session.UpdatePresenceStatus (Smuxi.Engine.PresenceStatus,string) [0x00025] in /usr/local/src/smuxi/src/Engine/Session.cs:1674
at Smuxi.Engine.Session.CheckPresenceStatus () [0x00052] in /usr/local/src/smuxi/src/Engine/Session.cs:1667
at Smuxi.Engine.Session.DeregisterFrontendManager (Smuxi.Engine.FrontendManager) [0x000de] in /usr/local/src/smuxi/src/Engine/Session.cs:317
at (wrapper remoting-invoke-with-check) Smuxi.Engine.Session.DeregisterFrontendManager (Smuxi.Engine.FrontendManager) <IL 0x00033, 0x00068>
at Smuxi.Engine.FrontendManager.OnTaskQueueAbortedEvent (object,System.EventArgs) [0x00013] in /usr/local/src/smuxi/src/Engine/FrontendManager.cs:474
at Smuxi.Common.TaskQueue.Loop () <IL 0x000b3, 0x00107>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"<threadpool thread>" tid=0x0xacb30b70 this=0x0xaea4b258 thread handle 0x8b0 state : interrupted state 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/<_CommandNetworkClose>c__AnonStorey12.<>m__12 (object) [0x00016] in /usr/local/src/smuxi/src/Engine/Session.cs:951
at (wrapper runtime-invoke) object.runtime_invoke_void__this___object (object,intptr,intptr,intptr) <IL 0x0001e, 0x00057>

"FrontendManager" tid=0x0xa44b2b70 this=0x0xaac9c190 thread handle 0x845 state : interrupted state owns ()
at Smuxi.Engine.Session.UpdatePresenceStatus (Smuxi.Engine.PresenceStatus,string) [0x00054] in /usr/local/src/smuxi/src/Engine/Session.cs:1677
at Smuxi.Engine.Session.UpdatePresenceStatus (Smuxi.Engine.PresenceStatus,string) [0x0000d] in /usr/local/src/smuxi/src/Engine/Session.cs:1673
at Smuxi.Engine.Session.CheckPresenceStatus () [0x00052] in /usr/local/src/smuxi/src/Engine/Session.cs:1667
at Smuxi.Engine.Session.DeregisterFrontendManager (Smuxi.Engine.FrontendManager) [0x000de] in /usr/local/src/smuxi/src/Engine/Session.cs:317
at (wrapper remoting-invoke-with-check) Smuxi.Engine.Session.DeregisterFrontendManager (Smuxi.Engine.FrontendManager) <IL 0x00033, 0x00068>
at Smuxi.Engine.FrontendManager.OnTaskQueueAbortedEvent (object,System.EventArgs) [0x00013] in /usr/local/src/smuxi/src/Engine/FrontendManager.cs:474
at Smuxi.Common.TaskQueue.Loop () <IL 0x000b3, 0x00107>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"<threadpool thread>" tid=0x0xb1afab70 this=0x0xaea4b0c8 thread handle 0x8c0 state : interrupted state 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.StreamParserOnStreamEnd (object,agsXMPP.Xml.Dom.Node)

[0x00013] in /usr/local/src/smuxi/lib/agsxmpp/agsxmpp/XmppClientConnection.cs:1431
at agsXMPP.Xml.StreamParser.EndTag (byte[],int,agsXMPP.Xml.Xpnet.ContentToken,agsXMPP.Xml.Xpnet.TOK) [0x0002f] in /usr/local/src/smuxi/lib/agsxmpp/agsxmpp/Xml/StreamParser.cs:317
at agsXMPP.Xml.StreamParser.Push (byte[],int,int) [0x000f0] in /usr/local/src/smuxi/lib/agsxmpp/agsxmpp/Xml/StreamParser.cs:151
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>

"<unnamed thread>" tid=0x0xb1fffb70 this=0x0xa82feed8 thread handle 0x415 state : interrupted state owns ()
at Smuxi.Engine.Session.get_FirstProtocolManager () [0x00042] in /usr/local/src/smuxi/src/Engine/Session.cs:81
at Smuxi.Engine.Session.get_FirstProtocolManager () [0x0000d] in /usr/local/src/smuxi/src/Engine/Session.cs:75
at (wrapper remoting-invoke-with-check) Smuxi.Engine.Session.get_FirstProtocolManager () <IL 0x00032, 0x00064>
at Smuxi.Engine.FrontendManager.Sync () [0x000bd] in /usr/local/src/smuxi/src/Engine/FrontendManager.cs:167
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>
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>

"FrontendManager" tid=0x0xacd32b70 this=0x0xa82fe190 thread handle 0x414 state : interrupted state owns ()
at Smuxi.Engine.Session.UpdatePresenceStatus (Smuxi.Engine.PresenceStatus,string) [0x00054] in /usr/local/src/smuxi/src/Engine/Session.cs:1677
at Smuxi.Engine.Session.UpdatePresenceStatus (Smuxi.Engine.PresenceStatus,string) [0x0000d] in /usr/local/src/smuxi/src/Engine/Session.cs:1673
at Smuxi.Engine.Session.CheckPresenceStatus () [0x00052] in /usr/local/src/smuxi/src/Engine/Session.cs:1667
at Smuxi.Engine.Session.DeregisterFrontendManager (Smuxi.Engine.FrontendManager) [0x000de] in /usr/local/src/smuxi/src/Engine/Session.cs:317
at (wrapper remoting-invoke-with-check) Smuxi.Engine.Session.DeregisterFrontendManager (Smuxi.Engine.FrontendManager) <IL 0x00033, 0x00068>
at Smuxi.Engine.FrontendManager.OnTaskQueueAbortedEvent (object,System.EventArgs) [0x00013] in /usr/local/src/smuxi/src/Engine/FrontendManager.cs:474
at Smuxi.Common.TaskQueue.Loop () <IL 0x000b3, 0x00107>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>

"Main" tid=0x0xb75019c0 this=0x0x3eed8 thread handle 0x404 state : waiting on 0x404 : Thread owns ()

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  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>

"db4o WeakReference collector" tid=0x0xadcb7b70 this=0x0xa43000 thread handle 0x59e state : interrupted
state owns ()
  at (wrapper managed-to-native) System.Threading.Monitor.Monitor_wait (object,int) <0x00004>
  at (wrapper managed-to-native) System.Threading.Monitor.Monitor_wait (object,int) <0x00004>
                  at System.Threading.Monitor.Wait (object,int) [0x0003e] in
/tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/Monitor.cs:160
                at Db4objects.Db4o.Foundation.Lock4.Snooze (long) [0x00000] in
/usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/native/net/Lock4.cs:26
            at Db4objects.Db4o.Foundation.SimpleTimer/_IClosure4_37.Run () [0x00000] in
/usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/Db4objects.Db4o/Foundation/SimpleTimer.cs:69
      at Db4objects.Db4o.Foundation.Lock4.Run (Db4objects.Db4o.Foundation.IClosure4) [0x00008] in
/usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/native/net/Lock4.cs:20
                at Db4objects.Db4o.Foundation.SimpleTimer.Run () [0x00005] in
/usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/Db4objects.Db4o/Foundation/SimpleTimer.cs:52
        at Db4objects.Db4o.Internal.Threading.ThreadPool4Impl/_IRunnable_41.Run () [0x00000] in
/usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/Db4objects.Db4o/Internal/Threading/ThreadPool4Impl.cs:5
6
                  at Sharpen.Lang.Thread.EntryPoint () [0x00000] in
/usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/native/Sharpen/Lang/Thread.cs:130
   at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c,
0x00051>

"db4o WeakReference collector" tid=0x0xb14f4b70 this=0x0x70a320 thread handle 0x57a state : interrupted
state owns ()
  at (wrapper managed-to-native) System.Threading.Monitor.Monitor_wait (object,int) <0x00004>
  at (wrapper managed-to-native) System.Threading.Monitor.Monitor_wait (object,int) <0x00004>
                  at System.Threading.Monitor.Wait (object,int) [0x0003e] in
/tmp/buildd/mono-2.6.7/mcs/class/corlib/System.Threading/Monitor.cs:160
                at Db4objects.Db4o.Foundation.Lock4.Snooze (long) [0x00000] in
/usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/native/net/Lock4.cs:26
            at Db4objects.Db4o.Foundation.SimpleTimer/_IClosure4_37.Run () [0x00000] in
/usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/Db4objects.Db4o/Foundation/SimpleTimer.cs:69
      at Db4objects.Db4o.Foundation.Lock4.Run (Db4objects.Db4o.Foundation.IClosure4) [0x00008] in
/usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/native/net/Lock4.cs:20
                at Db4objects.Db4o.Foundation.SimpleTimer.Run () [0x00005] in
/usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/Db4objects.Db4o/Foundation/SimpleTimer.cs:52
        at Db4objects.Db4o.Internal.Threading.ThreadPool4Impl/_IRunnable_41.Run () [0x00000] in
/usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/Db4objects.Db4o/Internal/Threading/ThreadPool4Impl.cs:5
6
                  at Sharpen.Lang.Thread.EntryPoint () [0x00000] in
/usr/local/src/smuxi/lib/db4o-net/Db4objects.Db4o/native/Sharpen/Lang/Thread.cs:130
   at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c,
0x00051>
```

History

01/07/2014 06:35 PM - Mirco Bauer

<pre>
"<unnamed thread>" tid=0x0xb1fffb70 this=0x0xa82feed8 thread handle 0x415 state : interrupted state owns ()
  at Smuxi.Engine.Session.get_FirstProtocolManager () [0x00042] in /usr/local/src/smuxi/src/Engine/Session.cs:81
  at Smuxi.Engine.Session.get_FirstProtocolManager () [0x0000d] in /usr/local/src/smuxi/src/Engine/Session.cs:75
  at (wrapper remoting-invoke-with-check) Smuxi.Engine.Session.get_FirstProtocolManager () <IL 0x00032, 0x00064>
  at Smuxi.Engine.FrontendManager.Sync () [0x000bd] in /usr/local/src/smuxi/src/Engine/FrontendManager.cs:167
...

"<threadpool thread>" tid=0x0xb1afab70 this=0x0xaea4b0c8 thread handle 0x8c0 state : interrupted state 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.StreamParserOnStreamEnd (object,agsXMPP.Xml.Dom.Node) [0x00013] in /usr/local/src/smuxi/lib/agsxmpp/agsxmpp/XmppClientConnection.cs:1431
    at agsXMPP.Xml.StreamParser.EndTag (byte[],int,agsXMPP.Xml.Xpnet.ContentToken,agsXMPP.Xml.Xpnet.TOK) [0x0002f] in /usr/local/src/smuxi/lib/agsxmpp/agsxmpp/Xml/StreamParser.cs:317
  at agsXMPP.Xml.StreamParser.Push (byte[],int,int) [0x000f0] in /usr/local/src/smuxi/lib/agsxmpp/agsxmpp/Xml/StreamParser.cs:151
  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>

"<threadpool thread>" tid=0x0xacb30b70 this=0x0xaea4b258 thread handle 0x8b0 state : interrupted state 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/<_CommandNetworkClose>c__AnonStorey12.<>m__12 (object) [0x00016] in /usr/local/src/smuxi/src/Engine/Session.cs:951
  at (wrapper runtime-invoke) object.runtime_invoke_void__this___object (object,intptr,intptr,intptr) <IL 0x0001e, 0x00057>

"FrontendManager" tid=0x0xb4721b70 this=0x0xac84c000 thread handle 0x7ba state : interrupted state owns ()
  at (wrapper synchronized) Smuxi.Engine.XmppProtocolManager.SetPresenceStatus (Smuxi.Engine.PresenceStatus,string) <IL 0x0000b, 0x00029>
  at (wrapper synchronized) Smuxi.Engine.XmppProtocolManager.SetPresenceStatus (Smuxi.Engine.PresenceStatus,string) <IL 0x0000b, 0x00029>
  at Smuxi.Engine.Session.UpdatePresenceStatus (Smuxi.Engine.PresenceStatus,string) [0x00025] in /usr/local/src/smuxi/src/Engine/Session.cs:1674
  at Smuxi.Engine.Session.CheckPresenceStatus () [0x00052] in /usr/local/src/smuxi/src/Engine/Session.cs:1667
  at Smuxi.Engine.Session.DeregisterFrontendManager (Smuxi.Engine.FrontendManager) [0x000de] in /usr/local/src/smuxi/src/Engine/Session.cs:317
    at (wrapper remoting-invoke-with-check) Smuxi.Engine.Session.DeregisterFrontendManager (Smuxi.Engine.FrontendManager) <IL 0x00033, 0x00068>
    at Smuxi.Engine.FrontendManager.OnTaskQueueAbortedEvent (object,System.EventArgs) [0x00013] in /usr/local/src/smuxi/src/Engine/FrontendManager.cs:474
  at Smuxi.Common.TaskQueue.Loop () <IL 0x000b3, 0x00107>
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c, 0x00051>
</pre>

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

Looks like the same deadlock as in #934 to me.

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

- Status changed from New to Closed

Applied in changeset commit:"465b68f957a8ad0cca87d468c3d43cb8b20fd2b7".