

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

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.FrontendManager

Description: Here another dump of a deadlock in XmppProtocolManager

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<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/build/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/build/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/build/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
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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/builddd/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/builddd/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/builddd/mono-2.6.7/mcs/class/Mono.Posix/Mono.Unix/UnixSignal.cs:207
    at Mono.Unix.UnixSignal.WaitAny (Mono.Unix.UnixSignal[]) [0x00000] in
/tmp/builddd/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=0x0xb2bfc70 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/builddd/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 ()

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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/builddd/mono-2.6.7/mcs/class/corlib/System.Threading/Monitor.cs:160
    at System.Threading.Timer/Scheduler.SchedulerThread () [0x00211] in
/tmp/builddd/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/builddd/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/builddd/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/builddd/mono-2.6.7/mcs/class/System/System.Net.Sockets/NetworkStream.cs:363
    at System.IO.StreamReader.ReadBuffer () [0x00012] in
/tmp/builddd/mono-2.6.7/mcs/class/corlib/System.IO/StreamReader.cs:338
    at System.IO.StreamReader.ReadLine () [0x0001b] in
/tmp/builddd/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/builddd/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=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/build/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>
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"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/build/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/build/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/build/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/build/mono-2.6.7/mcs/class/System/System.Net.Sockets/NetworkStream.cs:363
          at System.IO.StreamReader.ReadBuffer () [0x00012] in
/tmp/build/mono-2.6.7/mcs/class/corlib/System.IO/StreamReader.cs:338
```

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        at      System.IO.StreamReader.ReadLine      ()      [0x0001b]      in
/tmp/builddd/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/builddd/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/builddd/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>

"<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/builddd/mono-2.6.7/mcs/class/System/System.Net.Sockets/Socket.cs:1110
        at      System.Net.Sockets.TcpListener.AcceptSocket      ()      [0x00016]      in
/tmp/builddd/mono-2.6.7/mcs/class/System/System.Net.Sockets/TcpListener.cs:193
        at      System.Runtime.Remoting.Channels.Tcp.TcpServerChannel.WaitForConnections      () [0x00000] in
/tmp/builddd/mono-2.6.7/mcs/class/System.Runtime.Remoting/System.Runtime.Remoting.Channels.Tcp/TcpS

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erverChannel.cs:216

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

"FrontendManager" tid=0x0xb2dfb70 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/build/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/build/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/build/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/build/mono-2.6.7/mcs/class/System/System.Net.Sockets/NetworkStream.cs:363

at System.IO.BufferedStream.Read (byte[],int,int) [0x00149] in /tmp/build/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/build/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/build/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/build/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/build/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/build/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/build/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/build/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/build/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/build/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/build/mono-2.6.7/mcs/class/System/System.Net.Sockets/NetworkStream.cs:363

```

```

        at System.IO.BufferedStream.Read (byte[],int,int) [0x00149] in
/tmp/build/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/build/mono-2.6.7/mcs/class/System.Runtime.Remoting/System.Runtime.Remoting.Channels.Tcp/TcpM
essageIO.cs:90
        at System.Runtime.Remoting.Channels.Tcp.TcpMessageIO.ReceiveMessageStatus
(System.IO.Stream,byte[]) [0x00000] in
/tmp/build/mono-2.6.7/mcs/class/System.Runtime.Remoting/System.Runtime.Remoting.Channels.Tcp/TcpM
essageIO.cs:54
    at System.Runtime.Remoting.Channels.Tcp.ClientConnection.ProcessMessages () [0x0002a] in
/tmp/build/mono-2.6.7/mcs/class/System.Runtime.Remoting/System.Runtime.Remoting.Channels.Tcp/TcpS
erverChannel.cs:318
        at System.Runtime.Remoting.Channels.RemotingThreadPool.PoolThread () [0x000d8] in
/tmp/build/mono-2.6.7/mcs/class/System.Runtime.Remoting/System.Runtime.Remoting.Channels/Remoting
ThreadPool.cs:170
    at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c,
0x00051>

"db4o WeakReference collector" tid=0x0b3bd7b70 this=0x0239000 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/build/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=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/build/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=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/builddd/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>

"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/builddd/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/builddd/mono-2.6.7/mcs/class/corlib/System.Threading/WaitHandle.cs:332
        at Meebey.SmartIrc4net.IrcConnection.ReadLine (bool) [0x00011] in

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/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/build/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>

"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/build/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/build/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/build/mono-2.6.7/mcs/class/System/System.Net.Sockets/Socket.cs:2398

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        at      System.Net.Sockets.NetworkStream.Read      (byte[],int,int)      [0x0004f]      in
/tmp/builddd/mono-2.6.7/mcs/class/System/System.Net.Sockets/NetworkStream.cs:363
        at      System.IO.StreamReader.ReadBuffer          ()              [0x00012]      in
/tmp/builddd/mono-2.6.7/mcs/class/corlib/System.IO/StreamReader.cs:338
        at      System.IO.StreamReader.ReadLine            ()              [0x0001b]      in
/tmp/builddd/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/builddd/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>

"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/builddd/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/builddd/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/builddd/mono-2.6.7/mcs/class/System/System.Net.Sockets/NetworkStream.cs:363
        at      System.IO.StreamReader.ReadBuffer          ()              [0x00012]      in
/tmp/builddd/mono-2.6.7/mcs/class/corlib/System.IO/StreamReader.cs:338
        at      System.IO.StreamReader.ReadLine            ()              [0x0001b]      in
/tmp/builddd/mono-2.6.7/mcs/class/corlib/System.IO/StreamReader.cs:464
        at      Meebey.SmartIrc4net.IrcConnection/ReadThread._Worker      ()              [0x0004c]      in

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/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/builddd/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/builddd/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>

"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/builddd/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 ()

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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/builddd/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=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/builddd/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=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/builddd/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

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/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>

"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/builddd/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/builddd/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/builddd/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

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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/builddd/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/builddd/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/builddd/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

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(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)

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[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=0x0b1fffb70 this=0x0a82feed8 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/builddd/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/builddd/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/builddd/mono-2.6.7/mcs/class/corlib/System.Runtime.Remoting.Messaging/ServerObjectTerminatorSink.c
s:53
                                at System.Runtime.Remoting.Lifetime.LeaseSink.SyncProcessMessage
(System.Runtime.Remoting.Messaging.IMessage) [0x00007] in
/tmp/builddd/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/builddd/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/builddd/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

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/tmp/build/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/build/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.IMess
age,System.Runtime.Remoting.Messaging.IMessage&) [0x00011] in
/tmp/build/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.IMess
age,System.Runtime.Remoting.Channels.ITransportHeaders,System.IO.Stream,System.Runtime.Remoting.M
essaging.IMessage&,System.Runtime.Remoting.Channels.ITransportHeaders&,System.IO.Stream&)
[0x00008] in
/tmp/build/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.IMess
age,System.Runtime.Remoting.Channels.ITransportHeaders,System.IO.Stream,System.Runtime.Remoting.M
essaging.IMessage&,System.Runtime.Remoting.Channels.ITransportHeaders&,System.IO.Stream&)
[0x000ca] in
/tmp/build/mono-2.6.7/mcs/class/System.Runtime.Remoting/System.Runtime.Remoting.Channels/BinarySer
verFormatterSink.cs:164
    at System.Runtime.Remoting.Channels.Tcp.TcpServerTransportSink.InternalProcessMessage
(System.Runtime.Remoting.Channels.Tcp.ClientConnection,System.IO.Stream) [0x00070] in
/tmp/build/mono-2.6.7/mcs/class/System.Runtime.Remoting/System.Runtime.Remoting.Channels.Tcp/TcpS
erverTransportSink.cs:121
    at System.Runtime.Remoting.Channels.Tcp.ClientConnection.ProcessMessages () [0x00057] in
/tmp/build/mono-2.6.7/mcs/class/System.Runtime.Remoting/System.Runtime.Remoting.Channels.Tcp/TcpS
erverChannel.cs:323
    at System.Runtime.Remoting.Channels.RemotingThreadPool.PoolThread () [0x000d8] in
/tmp/build/mono-2.6.7/mcs/class/System.Runtime.Remoting/System.Runtime.Remoting.Channels/Remoting
ThreadPool.cs:170
    at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0001c,
0x00051>

"FrontendManager" tid=0x0acd32b70 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 ()

```

```

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/builddd/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/builddd/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/builddd/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".