

Smuxi Issues [FROZEN ARCHIVE] - Bug # 963: mdbundle compressed smuxi binary crashes

Status:	Closed	Priority:	Normal
Author:	ronny pfannschmidt	Category:	Engine
Created:	04/29/2014	Assigned to:	Mirco Bauer
Updated:	04/29/2014	Due date:	
Complexity:	Low		
Found in Version:			
Subject:	mdbundle compressed smuxi binary crashes		
Description:	<pre><pre>private@heisenbug ~/s/b/debug> mkbundle smuxi-server.exe -o server --deps smuxi-common.dll smuxi-engine.dll Db4objects.Db4o.dll ServiceStack.Text.dll OS is: Linux Sources: 5 Auto-dependencies: True embedding: /home/private/smuxi/bin/debug/smuxi-server.exe config from: /home/private/smuxi/bin/debug/smuxi-server.exe.config embedding: /usr/lib/mono/4.0/mscorlib.dll embedding: /usr/lib/mono/gac/log4net/1.2.10.0__046ed8ba4eae38ad/log4net.dll embedding: /usr/lib/mono/gac/System.Data/4.0.0.0__b77a5c561934e089/System.Data.dll embedding: /usr/lib/mono/gac/System/4.0.0.0__b77a5c561934e089/System.dll embedding: /usr/lib/mono/gac/Mono.Security/4.0.0.0__0738eb9f132ed756/Mono.Security.dll embedding: /usr/lib/mono/gac/System.Configuration/4.0.0.0__b03f5f7f11d50a3a/System.Configuration.dll embedding: /usr/lib/mono/gac/System.Xml/4.0.0.0__b77a5c561934e089/System.Xml.dll embedding: /usr/lib/mono/gac/System.Security/4.0.0.0__b03f5f7f11d50a3a/System.Security.dll embedding: /usr/lib/mono/gac/Mono.Data.Tds/4.0.0.0__0738eb9f132ed756/Mono.Data.Tds.dll embedding: /usr/lib/mono/gac/System.Transactions/4.0.0.0__b77a5c561934e089/System.Transactions.dll embedding: /usr/lib/mono/gac/System.EnterpriseServices/4.0.0.0__b03f5f7f11d50a3a/System.EnterpriseServices.dll embedding: /usr/lib/mono/gac/System.Web/4.0.0.0__b03f5f7f11d50a3a/System.Web.dll embedding: /usr/lib/mono/gac/System.Drawing/4.0.0.0__b03f5f7f11d50a3a/System.Drawing.dll embedding: /usr/lib/mono/gac/System.Core/4.0.0.0__b77a5c561934e089/System.Core.dll embedding: /usr/lib/mono/gac/Mono.Posix/4.0.0.0__0738eb9f132ed756/Mono.Posix.dll embedding: /usr/lib/mono/gac/System.Web.ApplicationServices/4.0.0.0__31bf3856ad364e35/System.Web.ApplicationSer vices.dll embedding: /usr/lib/mono/gac/System.Web.Services/4.0.0.0__b03f5f7f11d50a3a/System.Web.Services.dll embedding: /usr/lib/mono/gac/Mono.Web/4.0.0.0__0738eb9f132ed756/Mono.Web.dll embedding: /usr/lib/mono/gac/Mono.Data.Sqlite/4.0.0.0__0738eb9f132ed756/Mono.Data.Sqlite.dll embedding: /home/private/smuxi/bin/debug/smuxi-common.dll embedding: /home/private/smuxi/bin/debug/smuxi-engine.dll embedding: /home/private/smuxi/bin/debug/Db4objects.Db4o.dll embedding: /home/private/smuxi/bin/debug/ServiceStack.Text.dll embedding: /usr/lib/mono/gac/System.Data.Linq/4.0.0.0__b77a5c561934e089/System.Data.Linq.dll embedding: /usr/lib/mono/gac/System.Runtime.Serialization/4.0.0.0__b77a5c561934e089/System.Runtime.Serialization.d ll embedding: /usr/lib/mono/gac/nini/1.1.0.0__046ed8ba4eae38ad/nini.dll embedding: /usr/lib/mono/gac/System.Runtime.Remoting/4.0.0.0__b77a5c561934e089/System.Runtime.Remoting.dll embedding: /usr/lib/mono/gac/System.Runtime.Serialization.Formatters.Soap/4.0.0.0__b03f5f7f11d50a3a/System.Runtim e.Serialization.Formatters.Soap.dll Compiling: as -o temp.o temp.s</pre>		

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cc -gdb -o server -Wall temp.c `pkg-config --cflags --libs mono-2` temp.o
temp.c: In function 'install_dll_config_files':
temp.c:102:2: warning: pointer targets in passing argument 2 of 'mono_register_config_for_assembly'
differ in signedness [-Wpointer-sign]
    mono_register_config_for_assembly ("smuxi-server.exe", assembly_config_smuxi_server_exe);
    ^
In file included from temp.c:3:0:
/usr/lib64/pkgconfig/../../include/mono-2.0/mono/metadata/assembly.h:101:15: note: expected 'const char
*' but argument is of type 'const unsigned char *'
void mono_register_config_for_assembly (const char* assembly_name, const char* config_xml);
    ^
Done
private@heisenbug ~/s/b/debug> ./server
2014-04-29 14:50:49,497 [Main] FATAL Smuxi.Server.MainClass - System.ArgumentException: Path is
empty
    at System.IO.Path.Validate (System.String path, System.String parameterName) [0x00000] in <filename
unknown>:0
    at System.IO.Path.Validate (System.String path) [0x00000] in <filename unknown>:0
    at System.IO.Directory.ValidateDirectoryListing (System.String path, System.String searchPattern,
System.Boolean& stop) [0x00000] in <filename unknown>:0
    at System.IO.Directory.GetFileSystemEntries (System.String path, System.String searchPattern,
FileAttributes mask, FileAttributes attrs) [0x00000] in <filename unknown>:0
    at System.IO.Directory.GetFiles (System.String path, System.String searchPattern) [0x00000] in <filename
unknown>:0
    at Smuxi.Engine.ProtocolManagerFactory.LoadAllProtocolManagers (System.String path) [0x00000] in
<filename unknown>:0
    at Smuxi.Engine.Engine.Init () [0x00000] in <filename unknown>:0
    at Smuxi.Server.Server.Init (System.String[] args) [0x00000] in <filename unknown>:0
    at Smuxi.Server.MainClass.Main (System.String[] args) [0x00000] in <filename unknown>:0

Unhandled Exception: System.ArgumentException: Path is empty
    at System.IO.Path.Validate (System.String path, System.String parameterName) [0x00000] in <filename
unknown>:0
    at System.IO.Path.Validate (System.String path) [0x00000] in <filename unknown>:0
    at System.IO.Directory.ValidateDirectoryListing (System.String path, System.String searchPattern,
System.Boolean& stop) [0x00000] in <filename unknown>:0
    at System.IO.Directory.GetFileSystemEntries (System.String path, System.String searchPattern,
FileAttributes mask, FileAttributes attrs) [0x00000] in <filename unknown>:0
    at System.IO.Directory.GetFiles (System.String path, System.String searchPattern) [0x00000] in <filename
unknown>:0
    at Smuxi.Engine.ProtocolManagerFactory.LoadAllProtocolManagers (System.String path) [0x00000] in
<filename unknown>:0
    at Smuxi.Engine.Engine.Init () [0x00000] in <filename unknown>:0
    at Smuxi.Server.Server.Init (System.String[] args) [0x00000] in <filename unknown>:0
    at Smuxi.Server.MainClass.Main (System.String[] args) [0x00000] in <filename unknown>:0
[ERROR] FATAL UNHANDLED EXCEPTION: System.ArgumentException: Path is empty
    at System.IO.Path.Validate (System.String path, System.String parameterName) [0x00000] in <filename
unknown>:0
    at System.IO.Path.Validate (System.String path) [0x00000] in <filename unknown>:0
    at System.IO.Directory.ValidateDirectoryListing (System.String path, System.String searchPattern,
System.Boolean& stop) [0x00000] in <filename unknown>:0
    at System.IO.Directory.GetFileSystemEntries (System.String path, System.String searchPattern,
FileAttributes mask, FileAttributes attrs) [0x00000] in <filename unknown>:0

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at System.IO.Directory.GetFiles (System.String path, System.String searchPattern) [0x00000] in <filename unknown>:0
at Smuxi.Engine.ProtocolManagerFactory.LoadAllProtocolManagers (System.String path) [0x00000] in <filename unknown>:0
at Smuxi.Engine.Engine.Init () [0x00000] in <filename unknown>:0
at Smuxi.Server.Server.Init (System.String[] args) [0x00000] in <filename unknown>:0
at Smuxi.Server.MainClass.Main (System.String[] args) [0x00000] in <filename unknown>:0

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Associated revisions

04/29/2014 09:01 PM - Mirco Bauer

Engine: added mkbundle support (closes: #963)

History

04/29/2014 06:38 PM - Mirco Bauer

Assembly.Location is just the file name without any path when called inside a mkbundled application, see <https://github.com/meebey/smuxi/blob/289bc9671501eaff2dddb7524f19aa7fd3e1cb13/src/Engine/Engine.cs#L114>

04/29/2014 06:38 PM - Mirco Bauer

- Category set to Engine
- Assigned to set to Mirco Bauer
- Complexity set to Low

04/29/2014 09:04 PM - Mirco Bauer

- Status changed from New to Closed
- % Done changed from 0 to 100

Applied in changeset commit:"c4c516e0bfc40ee84f4d01c27242cf356042832d".