

## Smuxi - Bug # 1006: OverflowException in agsXMPP.Xml.Xpnet.Encoding.setCharType()

<b>Status:</b>	New	<b>Priority:</b>	Normal
<b>Author:</b>	Mirco Bauer	<b>Category:</b>	Engine XMPP (Jabber)
<b>Created:</b>	12/23/2014	<b>Assigned to:</b>	Mirco Bauer
<b>Updated:</b>	12/23/2014	<b>Due date:</b>	
<b>Complexity:</b>	Medium		
<b>Found in Version:</b>			
<b>Subject:</b>	OverflowException in agsXMPP.Xml.Xpnet.Encoding.setCharType()		
<b>Description:</b>	<pre> 2014-12-23 17:35:49,957 [Main] ERROR Smuxi.Frontend.Gnome.Frontend - ShowException(): Exception: System.Reflection.TargetInvocationException: Exception has been thrown by the target of an invocation. ---&gt; System.TypeInitializationException: An exception was thrown by the type initializer for agsXMPP.Xml.Xpnet.UTF8Encoding ---&gt; System.TypeInitializationException: An exception was thrown by the type initializer for agsXMPP.Xml.Xpnet.Encoding ---&gt; System.OverflowException: Number overflow.     at agsXMPP.Xml.Xpnet.Encoding.setCharType (Char min, Char max, Int32 type) [0x00081] in /home/meebey/Projects/smuxi-stable/lib/agsxmpp/agsxmpp/Xml/Xpnet/Encoding.cs:3084         at agsXMPP.Xml.Xpnet.Encoding..cctor () [0x00132] in /home/meebey/Projects/smuxi-stable/lib/agsxmpp/agsxmpp/Xml/Xpnet/Encoding.cs:3101     --- End of inner exception stack trace ---         at agsXMPP.Xml.Xpnet.UTF8Encoding..cctor () [0x0002a] in /home/meebey/Projects/smuxi-stable/lib/agsxmpp/agsxmpp/Xml/Xpnet/UTF8Encoding.cs:71     --- End of inner exception stack trace ---         at agsXMPP.Xml.StreamParser..ctor () [0x00001] in /home/meebey/Projects/smuxi-stable/lib/agsxmpp/agsxmpp/Xml/StreamParser.cs:67         at agsXMPP.XmppConnection..ctor () [0x00076] in /home/meebey/Projects/smuxi-stable/lib/agsxmpp/agsxmpp/XmppConnection.cs:82         at agsXMPP.XmppClientConnection..ctor () [0x000dd] in /home/meebey/Projects/smuxi-stable/lib/agsxmpp/agsxmpp/XmppClientConnection.cs:594         at Smuxi.Engine.XmppProtocolManager..ctor (Smuxi.Engine.Session session) [0x0003c] in /home/meebey/Projects/smuxi-stable/src/Engine-XMPP/Protocols/Xmpp/XmppProtocolManager.cs:115         at (wrapper managed-to-native) System.Reflection.MonoCMethod:InternalInvoke (System.Reflection.MonoCMethod,object,object[],System.Exception&amp;)         at System.Reflection.MonoCMethod.InternalInvoke (System.Object obj, System.Object[] parameters) [0x00002] in /tmp/buildd/mono-3.2.8+dfsg/mcs/class/core/System.Reflection/MonoMethod.cs:537     --- End of inner exception stack trace ---         at System.Reflection.MonoCMethod.InternalInvoke (System.Object obj, System.Object[] parameters) [0x00013] in /tmp/buildd/mono-3.2.8+dfsg/mcs/class/core/System.Reflection/MonoMethod.cs:543         at System.Reflection.MonoCMethod.DoInvoke (System.Object obj, BindingFlags invokeAttr, System.Reflection.Binder binder, System.Object[] parameters, System.Globalization.CultureInfo culture) [0x000a5] in /tmp/buildd/mono-3.2.8+dfsg/mcs/class/core/System.Reflection/MonoMethod.cs:528         at System.Reflection.MonoCMethod.Invoke (BindingFlags invokeAttr, System.Reflection.Binder binder, System.Object[] parameters, System.Globalization.CultureInfo culture) [0x00000] in /tmp/buildd/mono-3.2.8+dfsg/mcs/class/core/System.Reflection/MonoMethod.cs:556         at System.Activator.CreateInstance (System.Type type, BindingFlags bindingAttr, System.Reflection.Binder binder, System.Object[] args, System.Globalization.CultureInfo culture, System.Object[] activationAttributes) [0x00180] in /tmp/buildd/mono-3.2.8+dfsg/mcs/class/core/System/Activator.cs:301         at System.Activator.CreateInstance (System.Type type, System.Object[] args, System.Object[] activationAttributes) [0x00000] in /tmp/buildd/mono-3.2.8+dfsg/mcs/class/core/System/Activator.cs:232         at System.Activator.CreateInstance (System.Type type, System.Object[] args) [0x00000] in /tmp/buildd/mono-3.2.8+dfsg/mcs/class/core/System/Activator.cs:227         at Smuxi.Engine.ProtocolManagerFactory.CreateProtocolManager (Smuxi.Engine.ProtocolManagerInfoModel info, Smuxi.Engine.Session session) [0x0003d] in </pre>		

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/home/meebey/Projects/smuxi-stable/src/Engine/Protocols/ProtocolManagerFactory.cs:160
    at Smuxi.Engine.Session.CreateProtocolManager (System.String protocol) [0x00062] in
/home/meebey/Projects/smuxi-stable/src/Engine/Session.cs:1528
    at Smuxi.Engine.Session.Connect (Smuxi.Engine.ServerModel server, Smuxi.Engine.FrontendManager
frontendManager) [0x00095] in /home/meebey/Projects/smuxi-stable/src/Engine/Session.cs:1460
    at (wrapper remoting-invoke-with-check) Smuxi.Engine.Session:Connect
(Smuxi.Engine.ServerModel,Smuxi.Engine.FrontendManager)
    at Smuxi.Frontend.Gnome.MenuWidget+<OnConnectActionActivated>c__AnonStorey0.<>m__0
(System.Object ) [0x00050] in
/home/meebey/Projects/smuxi-stable/src/Frontend-GNOME/Views/MenuWidget.cs:231

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## History

12/23/2014 05:40 PM - Mirco Bauer

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<pre>
private static void setCharType(char min, char max, int type)
{
    int[] shared = null;
    do
    {
        if ((min & 0xFF) == 0)
        {
            for (; min + (char)0xFF <= max; min += (char)0x100)
            {
                if (shared == null)
                {
                    shared = new int[256];
                    for (int i = 0; i < 256; i++)
                        shared[i] = type;
                }
                charTypeTable[min >> 8] = shared;
                if (min + 0xFF == max)
                    return;
            }
        }
        setCharType(min, type);
    } while (min++ != max);
}
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