Smuxi Issues [FROZEN ARCHIVE] - Bug # 1056: error on jabber engine

Status:	New	**Priority:**	Normal
Author:	Victor Seva	**Category:**	Engine XMPP (Jabber)
Created:	05/21/2015	**Assigned to:**	Oliver Schneider
Updated:	05/21/2015	**Due date:**	

Complexity:	
Found in Version:	2:1.0~rc3+dev.bzr504~ubuntu12.04.1
Subject:	error on jabber engine
Description:	<pre>

2015-05-21 00:21:43,632 [FrontendManager] ERROR Smuxi.Engine.FrontendManager - RemotingException in TaskQueue:
System.Runtime.Remoting.RemotingException: Tcp transport error.

Server stack trace:
   at System.Runtime.Remoting.Channels.Tcp.TcpMessageIO.ReceiveMessageStatus (System.IO.Stream networkStream, System.Byte[] buffer) [0x00000] in <filename unknown>:0
   at System.Runtime.Remoting.Channels.Tcp.TcpClientTransportSink.ProcessMessage (IMessage msg, ITransportHeaders requestHeaders, System.IO.Stream requestStream, ITransportHeaders& responseHeaders, System.IO.Stream& responseStream) [0x00000] in <filename unknown>:0
   at System.Runtime.Remoting.Channels.BinaryClientFormatterSink.SyncProcessMessage (IMessage msg) [0x00000] in <filename unknown>:0

Exception rethrown at [0]:
 ---> System.Runtime.Remoting.RemotingException: Connection closed
      at System.Runtime.Remoting.Channels.Tcp.TcpMessageIO.StreamRead (System.IO.Stream networkStream, System.Byte[] buffer, Int32 count) [0x00000] in <filename unknown>:0
   at System.Runtime.Remoting.Channels.Tcp.TcpMessageIO.ReceiveMessageStatus (System.IO.Stream networkStream, System.Byte[] buffer) [0x00000] in <filename unknown>:0
 --- End of inner exception stack trace ---
   at System.Runtime.Remoting.Channels.Tcp.TcpMessageIO.ReceiveMessageStatus (System.IO.Stream networkStream, System.Byte[] buffer) [0x00000] in <filename unknown>:0
   at System.Runtime.Remoting.Channels.Tcp.TcpClientTransportSink.ProcessMessage (IMessage msg, ITransportHeaders requestHeaders, System.IO.Stream requestStream, ITransportHeaders& responseHeaders, System.IO.Stream& responseStream) [0x00000] in <filename unknown>:0
   at System.Runtime.Remoting.Channels.BinaryClientFormatterSink.SyncProcessMessage (IMessage msg) [0x00000] in <filename unknown>:0
2015-05-21 00:21:43,634 [FrontendManager] ERROR Smuxi.Engine.FrontendManager - Inner-Exception:
System.Runtime.Remoting.RemotingException: Connection closed
      at System.Runtime.Remoting.Channels.Tcp.TcpMessageIO.StreamRead (System.IO.Stream networkStream, System.Byte[] buffer, Int32 count) [0x00000] in <filename unknown>:0
   at System.Runtime.Remoting.Channels.Tcp.TcpMessageIO.ReceiveMessageStatus (System.IO.Stream networkStream, System.Byte[] buffer) [0x00000] in <filename unknown>:0
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History

05/21/2015 05:40 PM - Mirco Bauer

That exception is unrelated to XMPP. It just means your frontend was going without cleanly disconnecting it, the network/protocol error gotted logged. And it is harmless, maybe that message should be downgraded to WARN instead of ERROR.

05/21/2015 09:18 PM - Victor Seva

Maybe is this the one

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2015-04-19 18:45:32,261 [Threadpool worker] ERROR Smuxi.Engine.Session - AddMessageToChat(<XMPP/sip.sipwise.com/XMPP sip.sipwise.com>, -!- Disconnected from sip.sipwise.com, False): chat.MessageBuffer.Add() threw exception:

2015-04-19 18:45:32,264 [Threadpool worker] ERROR Smuxi.Engine.Session - AddMessageToChat():

System.NullReferenceException: Object reference not set to an instance of an object

at Smuxi.Engine.SqliteMessageBuffer.Add (Smuxi.Engine.MessageModel msg) [0x0004a] in /build/buildd/smuxi-0.12+dev.bzr488~ubuntu12.04.1/src/Engine/MessageBuffers/SqliteMessageBuffer.cs:110

at Smuxi.Engine.Session.AddMessageToChat (Smuxi.Engine.ChatModel chat, Smuxi.Engine.MessageModel msg, Boolean ignoreFilters) [0x0005b] in /build/buildd/smuxi-0.12+dev.bzr488~ubuntu12.04.1/src/Engine/Session.cs:1292

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