

## Smuxi - Bug # 1061: smuxi-server no longer accepted connections

<b>Status:</b>	New	<b>Priority:</b>	Normal
<b>Author:</b>	Felipe Sateler	<b>Category:</b>	
<b>Created:</b>	05/23/2015	<b>Assigned to:</b>	
<b>Updated:</b>	06/03/2015	<b>Due date:</b>	
<b>Complexity:</b>			
<b>Found in Version:</b>			
<b>Subject:</b>	smuxi-server no longer accepted connections		
<b>Description:</b>	<p>Yesterday I suspended my laptop, a few minutes later the smuxi server semi-crashed (see logs at the end of the report).</p> <p>Interestingly, chats continued to get new messages, but the frontend could no longer connect. After a restart of the server things worked as normal.</p> <p>&lt;pre&gt;</p> <pre>May 22 18:26:22 felipe smuxi-server[32358]: 2015-05-22 18:26:22,027 [FrontendManager] ERROR Smuxi.Engine.FrontendManager - RemotingException in TaskQueue: May 22 18:26:22 felipe smuxi-server[32358]: System.Runtime.Remoting.RemotingException: Tcp transport error. May 22 18:26:22 felipe smuxi-server[32358]: Server stack trace: May 22 18:26:22 felipe smuxi-server[32358]: at System.Runtime.Remoting.Channels.Tcp.TcpMessageIO.ReceiveMessageStatus (System.IO.Stream networkStream, System.Byte[] buffer) [0x0000f] in /tmp/build/mono-3.2.8+dfsg/mcs/class/System.Runtime.Remoting/System.Runtime.Remoting.Channels.Tcp/TcpMessageIO.cs:56 May 22 18:26:22 felipe smuxi-server[32358]: at System.Runtime.Remoting.Channels.Tcp.TcpClientTransportSink.ProcessMessage (IMessage msg, ITransportHeaders requestHeaders, System.IO.Stream requestStream, ITransportHeaders&amp; responseHeaders, System.IO.Stream&amp; responseStream) [0x00055] in /tmp/build/mono-3.2.8+dfsg/mcs/class/System.Runtime.Remoting/System.Runtime.Remoting.Channels.Tcp/TcpClientTransportSink.cs:188 May 22 18:26:22 felipe smuxi-server[32358]: at System.Runtime.Remoting.Channels.BinaryClientFormatterSink.SyncProcessMessage (IMessage msg) [0x0006c] in /tmp/build/mono-3.2.8+dfsg/mcs/class/System.Runtime.Remoting/System.Runtime.Remoting.Channels/BinaryClientFormatterSink.cs:157 May 22 18:26:22 felipe smuxi-server[32358]: Exception rethrown at [0]: May 22 18:26:22 felipe smuxi-server[32358]: ---&gt; System.IO.IOException: Read failure ---&gt; System.Net.Sockets.SocketException: Connection reset by peer May 22 18:26:22 felipe smuxi-server[32358]: at System.Net.Sockets.Socket.Receive (System.Byte[] buffer, Int32 offset, Int32 size, SocketFlags flags) [0x0007e] in /tmp/build/mono-3.2.8+dfsg/mcs/class/System/System.Net.Sockets/Socket.cs:1565 May 22 18:26:22 felipe smuxi-server[32358]: at System.Net.Sockets.NetworkStream.Read (System.Byte[] buffer, Int32 offset, Int32 size) [0x00067] in /tmp/build/mono-3.2.8+dfsg/mcs/class/System/System.Net.Sockets/NetworkStream.cs:378 May 22 18:26:22 felipe smuxi-server[32358]: --- End of inner exception stack trace --- May 22 18:26:22 felipe smuxi-server[32358]: at System.Net.Sockets.NetworkStream.Read (System.Byte[] buffer, Int32 offset, Int32 size) [0x00078] in /tmp/build/mono-3.2.8+dfsg/mcs/class/System/System.Net.Sockets/NetworkStream.cs:380 May 22 18:26:22 felipe smuxi-server[32358]: at System.IO.BufferedStream.Read (System.Byte[] array, Int32 offset, Int32 count) [0x00149] in /tmp/build/mono-3.2.8+dfsg/mcs/class/corlib/System.IO/BufferedStream.cs:266</pre> <p>&gt;</p>		

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May      22      18:26:22      felipe      smuxi-server[32358]:      at
System.Runtime.Remoting.Channels.Tcp.TcpMessageIO.StreamRead (System.IO.Stream networkStream,
System.Byte[]      buffer,      Int32      count)      [0x00002]      in
/tmp/build/mono-3.2.8+dfsg/mcs/class/System.Runtime.Remoting/System.Runtime.Remoting.Channels.Tcp/
TcpMessageIO.cs:90
May      22      18:26:22      felipe      smuxi-server[32358]:      at
System.Runtime.Remoting.Channels.Tcp.TcpMessageIO.ReceiveMessageStatus (System.IO.Stream
networkStream,
System.Byte[]      buffer)      [0x00000]      in
/tmp/build/mono-3.2.8+dfsg/mcs/class/System.Runtime.Remoting/System.Runtime.Remoting.Channels.Tcp/
TcpMessageIO.cs:54
May 22 18:26:22 felipe smuxi-server[32358]: --- End of inner exception stack trace ---
May      22      18:26:22      felipe      smuxi-server[32358]:      at
System.Runtime.Remoting.Channels.Tcp.TcpMessageIO.ReceiveMessageStatus (System.IO.Stream
networkStream,
System.Byte[]      buffer)      [0x0000f]      in
/tmp/build/mono-3.2.8+dfsg/mcs/class/System.Runtime.Remoting/System.Runtime.Remoting.Channels.Tcp/
TcpMessageIO.cs:56
May      22      18:26:22      felipe      smuxi-server[32358]:      at
System.Runtime.Remoting.Channels.Tcp.TcpClientTransportSink.ProcessMessage (IMessage msg,
ITransportHeaders requestHeaders, System.IO.Stream requestStream, ITransportHeaders&
responseHeaders, System.IO.Stream& responseStream) [0x00055] in
/tmp/build/mono-3.2.8+dfsg/mcs/class/System.Runtime.Remoting/System.Runtime.Remoting.Channels.Tcp/
TcpClientTransportSink.cs:188
May      22      18:26:22      felipe      smuxi-server[32358]:      at
System.Runtime.Remoting.Channels.BinaryClientFormatterSink.SyncProcessMessage (IMessage msg)
[0x0006c] in
/tmp/build/mono-3.2.8+dfsg/mcs/class/System.Runtime.Remoting/System.Runtime.Remoting.Channels/Bina
ryClientFormatterSink.cs:157
May 22 18:26:22 felipe smuxi-server[32358]: 2015-05-22 18:26:22,079 [FrontendManager] ERROR
Smuxi.Engine.FrontendManager - Inner-Exception:
May 22 18:26:22 felipe smuxi-server[32358]: System.IO.IOException: Read failure --->
System.Net.Sockets.SocketException: Connection reset by peer
May 22 18:26:22 felipe smuxi-server[32358]: at System.Net.Sockets.Socket.Receive (System.Byte[] buffer,
Int32      offset,      Int32      size,      SocketFlags      flags)      [0x0007e]      in
/tmp/build/mono-3.2.8+dfsg/mcs/class/System/System.Net.Sockets/Socket.cs:1565
May 22 18:26:22 felipe smuxi-server[32358]: at System.Net.Sockets.NetworkStream.Read (System.Byte[]
buffer,      Int32      offset,      Int32      size)      [0x00067]      in
/tmp/build/mono-3.2.8+dfsg/mcs/class/System/System.Net.Sockets/NetworkStream.cs:378
May 22 18:26:22 felipe smuxi-server[32358]: --- End of inner exception stack trace ---
May 22 18:26:22 felipe smuxi-server[32358]: at System.Net.Sockets.NetworkStream.Read (System.Byte[]
buffer,      Int32      offset,      Int32      size)      [0x00078]      in
/tmp/build/mono-3.2.8+dfsg/mcs/class/System/System.Net.Sockets/NetworkStream.cs:380
May 22 18:26:22 felipe smuxi-server[32358]: at System.IO.BufferedStream.Read (System.Byte[] array, Int32
offset,      Int32      count)      [0x00149]      in
/tmp/build/mono-3.2.8+dfsg/mcs/class/corlib/System.IO/BufferedStream.cs:266
May      22      18:26:22      felipe      smuxi-server[32358]:      at
System.Runtime.Remoting.Channels.Tcp.TcpMessageIO.StreamRead (System.IO.Stream networkStream,
System.Byte[]      buffer,      Int32      count)      [0x00002]      in
/tmp/build/mono-3.2.8+dfsg/mcs/class/System.Runtime.Remoting/System.Runtime.Remoting.Channels.Tcp/
TcpMessageIO.cs:90
May      22      18:26:22      felipe      smuxi-server[32358]:      at
System.Runtime.Remoting.Channels.Tcp.TcpMessageIO.ReceiveMessageStatus (System.IO.Stream
networkStream,
System.Byte[]      buffer)      [0x00000]      in
/tmp/build/mono-3.2.8+dfsg/mcs/class/System.Runtime.Remoting/System.Runtime.Remoting.Channels.Tcp/

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TcpMessageIO.cs:54

May 23 12:03:20 felipe smuxi-server[32358]: Stacktrace:

May 23 12:03:20 felipe smuxi-server[32358]: at <unknown> <0xffffffff>

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## History

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### 05/24/2015 11:54 AM - Mirco Bauer

- Subject changed from [FrontendManager] ERROR Smuxi.Engine.FrontendManager - RemotingException in TaskQueue to smuxi-server no longer accepted c

### 05/24/2015 11:55 AM - Mirco Bauer

Those exception as harmless and not part of described smuxi-server issue.

### 05/24/2015 11:55 AM - Mirco Bauer

- Target version set to 1.0

### 06/03/2015 10:34 PM - Mirco Bauer

- Target version deleted (1.0)