

## Smuxi - Bug # 198: Missing dictionary on Windows

<b>Status:</b>	Closed	<b>Priority:</b>	Urgent
<b>Author:</b>	Christian Herrmann	<b>Category:</b>	Engine
<b>Created:</b>	09/27/2009	<b>Assigned to:</b>	Mirco Bauer
<b>Updated:</b>	12/29/2009	<b>Due date:</b>	
<b>Subject:</b>	Missing dictionary on WIndows		
<b>Description:</b>	<p>Sometimes on windows I get the following error. After connecting with the client running on linux it's fixed again.</p> <pre>&lt;pre&gt; Exception Type: System.Runtime.Serialization.SerializationException  Exception Message: Die Schlüssel für dieses Wörterbuch sind nicht vorhanden.  Exception StackTrace:  Server stack trace:   bei System.ThrowHelper.ThrowSerializationException(ExceptionResource resource)   bei System.Collections.Generic.Dictionary`2.OnDeserialization(Object sender)   bei System.Runtime.Serialization.ObjectManager.RaiseDeserializationEvent()     bei System.Runtime.Serialization.Formatters.Binary.ObjectReader.Deserialize(HeaderHandler handler, __BinaryParser serParser, Boolean fCheck, Boolean isCrossAppDomain, IMethodCallMessage methodCallMessage)       bei System.Runtime.Serialization.Formatters.Binary.BinaryFormatter.Deserialize(Stream serializationStream, HeaderHandler handler, Boolean fCheck, Boolean isCrossAppDomain, IMethodCallMessage methodCallMessage)         bei System.Runtime.Remoting.Channels.CoreChannel.DeserializeBinaryResponseMessage(Stream inputStream, IMethodCallMessage reqMsg, Boolean bStrictBinding)           bei System.Runtime.Remoting.Channels.BinaryClientFormatterSink.DeserializeMessage(IMethodCallMessage mcm, ITransportHeaders headers, Stream stream)             bei System.Runtime.Remoting.Channels.BinaryClientFormatterSink.SyncProcessMessage(IMessage msg)  Exception rethrown at [0]:   bei System.Runtime.Remoting.Proxies.RealProxy.HandleReturnMessage(IMessage reqMsg, IMessage retMsg)   bei System.Runtime.Remoting.Proxies.RealProxy.PrivateInvoke(MessageData&amp; msgData, Int32 type)   bei Smuxi.Engine.GroupChatModel.get_Persons()   bei Smuxi.Frontend.Gnome.GroupChatView.Sync()   bei Smuxi.Frontend.Gnome.GnomeUI.&lt;SyncChat&gt;c__AnonStorey9.&lt;&gt;m__F(Object , EventArgs )   bei Gtk.Application.InvokeCB.Invoke()   bei GLib.Timeout.TimeoutProxy.Handler() &lt;/pre&gt;</pre>		

### Associated revisions

12/29/2009 05:42 PM - Mirco Bauer

Added a workaround for empty generic dictionaries, as MS .NET will fail to deserialize those from Mono. (closes: #198)

### History

10/05/2009 10:34 PM - Mirco Bauer

Hm, that kinda sounds like a serialization issue between Mono and MS .NET... never seen such on Linux (with Mono)

**12/21/2009 01:55 PM - Mirco Bauer**

- File *ngrep.log* added

Here some details that might help to identify the issue:

<pre>

```
ps auxf | grep mono
```

```
cobrian 31847 0.0 8.0 162348 42424 pts/2 Sl+ Dec03 0:30 \_ mono /usr/lib/smuxi/smuxi-server.exe
```

</pre>

The last output:

<pre>

```
2009-12-21 15:20:50,400 [IrcProtocolManager (irc.saunalahti.fi:6667) listener] WARN Smuxi.Engine.IrcProtocolManager - _Run(): _Listen() returned.
```

```
2009-12-21 15:20:53,069 [IrcProtocolManager (irc.oftc.net:6667) listener] WARN Smuxi.Engine.IrcProtocolManager - _Run(): _Listen() returned.
```

```
2009-12-21 15:21:00,401 [IrcProtocolManager (irc.saunalahti.fi:6667) listener] WARN Smuxi.Engine.IrcProtocolManager - _Run(): _Listen() returned.
```

```
2009-12-21 15:21:03,069 [IrcProtocolManager (irc.oftc.net:6667) listener] WARN Smuxi.Engine.IrcProtocolManager - _Run(): _Listen() returned.
```

```
2009-12-21 15:21:10,402 [IrcProtocolManager (irc.saunalahti.fi:6667) listener] WARN Smuxi.Engine.IrcProtocolManager - _Run(): _Listen() returned.
```

```
2009-12-21 15:21:13,070 [IrcProtocolManager (irc.oftc.net:6667) listener] WARN Smuxi.Engine.IrcProtocolManager - _Run(): _Listen() returned.
```

```
2009-12-21 15:21:20,402 [IrcProtocolManager (irc.saunalahti.fi:6667) listener] WARN Smuxi.Engine.IrcProtocolManager - _Run(): _Listen() returned.
```

```
2009-12-21 15:21:23,070 [IrcProtocolManager (irc.oftc.net:6667) listener] WARN Smuxi.Engine.IrcProtocolManager - _Run(): _Listen() returned.
```

```
2009-12-21 15:21:30,403 [IrcProtocolManager (irc.saunalahti.fi:6667) listener] WARN Smuxi.Engine.IrcProtocolManager - _Run(): _Listen() returned.
```

```
2009-12-21 15:21:33,071 [IrcProtocolManager (irc.oftc.net:6667) listener] WARN Smuxi.Engine.IrcProtocolManager - _Run(): _Listen() returned.
```

```
2009-12-21 15:21:40,404 [IrcProtocolManager (irc.saunalahti.fi:6667) listener] WARN Smuxi.Engine.IrcProtocolManager - _Run(): _Listen() returned.
```

</pre>

Exception you get with the frontend when you connect to that server:

<pre>

Exception Type:

```
System.Runtime.Serialization.SerializationException
```

Exception Message:

```
Tämän sanaston avaimet puuttuvat.
```

Exception StackTrace:

Server stack trace:

```
kohteessa System.ThrowHelper.ThrowSerializationException(ExceptionResource resource)
```

```
kohteessa System.Collections.Generic.Dictionary`2.OnDeserialization(Object sender)
```

```
kohteessa System.Runtime.Serialization.ObjectManager.RaiseDeserializationEvent()
```

```
kohteessa System.Runtime.Serialization.Formatters.Binary.ObjectReader.Deserialize(HeaderHandler handler, __BinaryParser serParser, Boolean fCheck, Boolean isCrossAppDomain, IMethodCallMessage methodCallMessage)
```

```
kohteessa System.Runtime.Serialization.Formatters.Binary.BinaryFormatter.Deserialize(Stream serializationStream, HeaderHandler handler, Boolean fCheck, Boolean isCrossAppDomain, IMethodCallMessage methodCallMessage)
```

```
kohteessa System.Runtime.Remoting.Channels.CoreChannel.DeserializeBinaryResponseMessage(Stream inputStream, IMethodCallMessage reqMsg, Boolean bStrictBinding)
```

```
kohteessa System.Runtime.Remoting.Channels.BinaryClientFormatterSink.SyncProcessMessage(IMessage msg)
```

Exception rethrown at [0]:

```
kohteessa System.Runtime.Remoting.Proxies.RealProxy.HandleReturnMessage(IMessage reqMsg, IMessage retMsg)
```

```
kohteessa System.Runtime.Remoting.Proxies.RealProxy.PrivateInvoke(MessageData& msgData, Int32 type)
```

```
kohteessa Smuxi.Engine.GroupChatModel.get_Persons()
```

```
kohteessa Smuxi.Frontend.Gnome.GroupChatView.Sync()
```

```
kohteessa Smuxi.Frontend.Gnome.GnomeUI.<SyncChat>c__AnonStorey9.<>m__F(Object , EventArgs )
```

```
kohteessa Gtk.Application.InvokeCB.Invoke()
```

```
kohteessa GLib.Timeout.TimeoutProxy.Handler()
```

</pre>

#### 12/21/2009 02:05 PM - Mirco Bauer

Mono version of smuxi-server:

<pre>

```
mono -V
```

```
Mono JIT compiler version 2.0.1 (tarball)
```

```
Copyright (C) 2002-2008 Novell, Inc and Contributors. www.mono-project.com
```

```
TLS:      __thread
```

```
GC:      Included Boehm (with typed GC)
```

```
SIGSEGV: altstack
```

```
Notifications: epoll
```

```
Architecture: amd64
```

```
Disabled: none
```

</pre>

#### 12/21/2009 02:13 PM - Mirco Bauer

.NET Version used for the frontend: 3.0

#### 12/21/2009 06:23 PM - Mirco Bauer

- File *smuxi.tcpdump* added

Here a tcpdump capture session of the .NET remoting packets:

```
tcpdump -w smuxi.tcpdump -i lo -s 0 -n port 7689
```

#### 12/21/2009 06:32 PM - Mirco Bauer

Thread dump of smuxi-server, which shows clearly some leaked frontend manager threads:

<pre>

Full thread dump:

```
"Main" tid=0x0x2b2e6b25bbe0 this=0x0x2aaaaaad0c00:
```

```
at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <0x000050>
```

at (wrapper managed-to-native) System.Threading.Thread.Sleep\_internal (int) <0xffffffff>  
at System.Threading.Thread.Sleep (int) <0x0001f>  
at Smuxi.Server.Server.Init (string[]) <0x0006b7>  
at Smuxi.Server.MainClass.Main (string[]) <0x00024b>  
at (wrapper runtime-invoke) Smuxi.Server.MainClass.runtime\_invoke\_void\_string[] (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0x2aaaaec0e950 this=0x0x2aaaae7bf700:

at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne\_internal (intptr,int,bool) <0x000060>  
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne\_internal (intptr,int,bool) <0xffffffff>  
at System.Threading.WaitHandle.WaitOne () <0x000073>  
at Smuxi.Common.TaskQueue.Loop () <0x00009a>  
at (wrapper runtime-invoke) System.Object.runtime\_invoke\_void\_\_this\_\_ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0x2aaab2a12950 this=0x0x2aaaafdec1c0:

at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne\_internal (intptr,int,bool) <0x000060>  
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne\_internal (intptr,int,bool) <0xffffffff>  
at System.Threading.WaitHandle.WaitOne () <0x000073>  
at Smuxi.Common.TaskQueue.Loop () <0x00009a>  
at (wrapper runtime-invoke) System.Object.runtime\_invoke\_void\_\_this\_\_ (object,intptr,intptr,intptr) <0xffffffff>

"IrcProtocolManager (irc.oftc.net:6667) lag watcher" tid=0x0x2aaaad183950 this=0x0x2aaaac4d4400:

at (wrapper managed-to-native) System.Threading.Thread.Sleep\_internal (int) <0x000050>  
at (wrapper managed-to-native) System.Threading.Thread.Sleep\_internal (int) <0xffffffff>  
at System.Threading.Thread.Sleep (int) <0x00001f>  
at Smuxi.Engine.IrcProtocolManager.\_LagWatcher () <0x00003b>  
at (wrapper runtime-invoke) System.Object.runtime\_invoke\_void\_\_this\_\_ (object,intptr,intptr,intptr) <0xffffffff>

"" tid=0x0x2aaaacb16950 this=0x0x2aaaac4d4e00:

at (wrapper managed-to-native) System.Threading.Thread.Sleep\_internal (int) <0x000050>  
at (wrapper managed-to-native) System.Threading.Thread.Sleep\_internal (int) <0xffffffff>  
at System.Threading.Thread.Sleep (int) <0x00001f>  
at System.Runtime.Remoting.Channels.Tcp.TcpConnectionPool.ConnectionCollector () <0x00002b>  
at (wrapper runtime-invoke) System.Object.runtime\_invoke\_void\_\_this\_\_ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0x2aaab2403950 this=0x0x2aaaafdece00:

at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne\_internal (intptr,int,bool) <0x000060>  
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne\_internal (intptr,int,bool) <0xffffffff>  
at System.Threading.WaitHandle.WaitOne () <0x000073>  
at Smuxi.Common.TaskQueue.Loop () <0x00009a>  
at (wrapper runtime-invoke) System.Object.runtime\_invoke\_void\_\_this\_\_ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0x2aaaae24a950 this=0x0x2aaab00151c0:

at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne\_internal (intptr,int,bool) <0x000060>  
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne\_internal (intptr,int,bool) <0xffffffff>  
at System.Threading.WaitHandle.WaitOne () <0x000073>  
at Smuxi.Common.TaskQueue.Loop () <0x00009a>  
at (wrapper runtime-invoke) System.Object.runtime\_invoke\_void\_\_this\_\_ (object,intptr,intptr,intptr) <0xffffffff>

"IrcProtocolManager (irc.saunalahti.fi:6667) lag watcher" tid=0x0x2aaaad9a8950 this=0x0x2aaaac4b7e00:

at (wrapper managed-to-native) System.Threading.Thread.Sleep\_internal (int) <0x000050>  
at (wrapper managed-to-native) System.Threading.Thread.Sleep\_internal (int) <0xffffffff>  
at System.Threading.Thread.Sleep (int) <0x00001f>  
at Smuxi.Engine.IrcProtocolManager.\_LagWatcher () <0x00003b>

at (wrapper runtime-invoke) System.Object.runtime\_invoke\_void\_\_this\_\_ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0x2aaab13b1950 this=0x0x2aaab00158c0:

at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne\_internal (intptr,int,bool) <0x00060>

at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne\_internal (intptr,int,bool) <0xffffffff>

at System.Threading.WaitHandle.WaitOne () <0x00073>

at Smuxi.Common.TaskQueue.Loop () <0x0009a>

at (wrapper runtime-invoke) System.Object.runtime\_invoke\_void\_\_this\_\_ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0x2aaaafc07950 this=0x0x2aaaafc25a80:

at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne\_internal (intptr,int,bool) <0x00060>

at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne\_internal (intptr,int,bool) <0xffffffff>

at System.Threading.WaitHandle.WaitOne () <0x00073>

at Smuxi.Common.TaskQueue.Loop () <0x0009a>

at (wrapper runtime-invoke) System.Object.runtime\_invoke\_void\_\_this\_\_ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0x2aaab17db950 this=0x0x2aaaafc25540:

at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne\_internal (intptr,int,bool) <0x00060>

at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne\_internal (intptr,int,bool) <0xffffffff>

at System.Threading.WaitHandle.WaitOne () <0x00073>

at Smuxi.Common.TaskQueue.Loop () <0x0009a>

at (wrapper runtime-invoke) System.Object.runtime\_invoke\_void\_\_this\_\_ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0x2aaab2c17950 this=0x0x2aaaafdec700:

at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne\_internal (intptr,int,bool) <0x00060>

at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne\_internal (intptr,int,bool) <0xffffffff>

at System.Threading.WaitHandle.WaitOne () <0x00073>

at Smuxi.Common.TaskQueue.Loop () <0x0009a>

at (wrapper runtime-invoke) System.Object.runtime\_invoke\_void\_\_this\_\_ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0x2aaaacd1b950 this=0x0x2aaaafc258c0:

at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne\_internal (intptr,int,bool) <0x00060>

at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne\_internal (intptr,int,bool) <0xffffffff>

at System.Threading.WaitHandle.WaitOne () <0x00073>

at Smuxi.Common.TaskQueue.Loop () <0x0009a>

at (wrapper runtime-invoke) System.Object.runtime\_invoke\_void\_\_this\_\_ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0x2aaab21f2950 this=0x0x2aaab0015540:

at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne\_internal (intptr,int,bool) <0x00060>

at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne\_internal (intptr,int,bool) <0xffffffff>

at System.Threading.WaitHandle.WaitOne () <0x00073>

at Smuxi.Common.TaskQueue.Loop () <0x0009a>

at (wrapper runtime-invoke) System.Object.runtime\_invoke\_void\_\_this\_\_ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0x2aaaae44f950 this=0x0x2aaab0015000:

at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne\_internal (intptr,int,bool) <0x00060>

at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne\_internal (intptr,int,bool) <0xffffffff>

at System.Threading.WaitHandle.WaitOne () <0x00073>

at Smuxi.Common.TaskQueue.Loop () <0x0009a>

at (wrapper runtime-invoke) System.Object.runtime\_invoke\_void\_\_this\_\_ (object,intptr,intptr,intptr) <0xffffffff>

"FrontendManager" tid=0x0x2aaab118c950 this=0x0x2aaab0015e00:

at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne\_internal (intptr,int,bool) <0x00060>

at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne\_internal (IntPtr,int,bool) <0xffffffff>  
at System.Threading.WaitHandle.WaitOne () <0x00073>  
at Smuxi.Common.TaskQueue.Loop () <0x0009a>  
at (wrapper runtime-invoke) System.Object.runtime\_invoke\_void\_\_this\_\_ (object,IntPtr,IntPtr,IntPtr) <0xffffffff>

"" tid=0x0x2aaaac70c950 this=0x0x2aaaaaad0400:

at (wrapper managed-to-native) System.Net.Sockets.Socket.Accept\_internal (IntPtr,int&) <0x00058>  
at (wrapper managed-to-native) System.Net.Sockets.Socket.Accept\_internal (IntPtr,int&) <0xffffffff>  
at System.Net.Sockets.Socket.Accept () <0x000af>  
at System.Net.Sockets.TcpListener.AcceptSocket () <0x00023>  
at System.Runtime.Remoting.Channels.Tcp.TcpServerChannel.WaitForConnections () <0x0004f>  
at (wrapper runtime-invoke) System.Object.runtime\_invoke\_void\_\_this\_\_ (object,IntPtr,IntPtr,IntPtr) <0xffffffff>

"IrcProtocolManager (irc.saunalahti.fi:6667) listener" tid=0x0x2aaaad384950 this=0x0x2aaaac4d4000:

at (wrapper managed-to-native) System.Threading.Thread.Sleep\_internal (int) <0x00050>  
at (wrapper managed-to-native) System.Threading.Thread.Sleep\_internal (int) <0xffffffff>  
at System.Threading.Thread.Sleep (int) <0x0001f>  
at Smuxi.Engine.IrcProtocolManager.\_Run () <0x00153>  
at (wrapper runtime-invoke) System.Object.runtime\_invoke\_void\_\_this\_\_ (object,IntPtr,IntPtr,IntPtr) <0xffffffff>

2009-12-21 20:38:51,188 [IrcProtocolManager (irc.saunalahti.fi:6667) listener] WARN Smuxi.Engine.IrcProtocolManager - \_Run(): \_Listen() returned.

"FrontendManager" tid=0x0x2aaab2e1c950 this=0x0x2aaaafdec8c0:

at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne\_internal (IntPtr,int,bool) <0x00060>  
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne\_internal (IntPtr,int,bool) <0xffffffff>  
at System.Threading.WaitHandle.WaitOne () <0x00073>  
at Smuxi.Common.TaskQueue.Loop () <0x0009a>  
at (wrapper runtime-invoke) System.Object.runtime\_invoke\_void\_\_this\_\_ (object,IntPtr,IntPtr,IntPtr) <0xffffffff>

"FrontendManager" tid=0x0x2aaab280d950 this=0x0x2aaaafdecc40:

at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne\_internal (IntPtr,int,bool) <0x00060>  
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne\_internal (IntPtr,int,bool) <0xffffffff>  
at System.Threading.WaitHandle.WaitOne () <0x00073>  
at Smuxi.Common.TaskQueue.Loop () <0x0009a>  
at (wrapper runtime-invoke) System.Object.runtime\_invoke\_void\_\_this\_\_ (object,IntPtr,IntPtr,IntPtr) <0xffffffff>

"FrontendManager" tid=0x0x2aaaaf9f2950 this=0x0x2aaaae7bf8c0:

at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne\_internal (IntPtr,int,bool) <0x00060>  
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne\_internal (IntPtr,int,bool) <0xffffffff>  
at System.Threading.WaitHandle.WaitOne () <0x00073>  
at Smuxi.Common.TaskQueue.Loop () <0x0009a>  
at (wrapper runtime-invoke) System.Object.runtime\_invoke\_void\_\_this\_\_ (object,IntPtr,IntPtr,IntPtr) <0xffffffff>

"FrontendManager" tid=0x0x2aaaae654950 this=0x0x2aaab0015380:

at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne\_internal (IntPtr,int,bool) <0x00060>  
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne\_internal (IntPtr,int,bool) <0xffffffff>  
at System.Threading.WaitHandle.WaitOne () <0x00073>  
at Smuxi.Common.TaskQueue.Loop () <0x0009a>  
at (wrapper runtime-invoke) System.Object.runtime\_invoke\_void\_\_this\_\_ (object,IntPtr,IntPtr,IntPtr) <0xffffffff>

"IrcProtocolManager (irc.oftc.net:6667) listener" tid=0x0x2aaaacf7e950 this=0x0x2aaaac4d4600:

at (wrapper managed-to-native) System.Threading.Thread.Sleep\_internal (int) <0x00050>  
at (wrapper managed-to-native) System.Threading.Thread.Sleep\_internal (int) <0xffffffff>  
at System.Threading.Thread.Sleep (int) <0x0001f>

```
at Smuxi.Engine.IrcProtocolManager._Run () <0x00153>
at (wrapper runtime-invoke) System.Object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>
2009-12-21 20:38:51,188 [IrcProtocolManager (irc.oftc.net:6667) listener] WARN Smuxi.Engine.IrcProtocolManager - _Run(): _Listen() returned.
```

```
"FrontendManager" tid=0x0x2aaab15c6950 this=0x0x2aaaafc25380:
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00060>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00073>
at Smuxi.Common.TaskQueue.Loop () <0x0009a>
at (wrapper runtime-invoke) System.Object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>
```

```
"FrontendManager" tid=0x0x2aaaadb2950 this=0x0x2aaab0015700:
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00060>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00073>
at Smuxi.Common.TaskQueue.Loop () <0x0009a>
at (wrapper runtime-invoke) System.Object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>
```

```
"FrontendManager" tid=0x0x2aaaac911950 this=0x0x2aaaae7bfc40:
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00060>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00073>
at Smuxi.Common.TaskQueue.Loop () <0x0009a>
at (wrapper runtime-invoke) System.Object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>
```

```
"FrontendManager" tid=0x0x2aaaaf4d950 this=0x0x2aaaae7bfe00:
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0x00060>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (intptr,int,bool) <0xffffffff>
at System.Threading.WaitHandle.WaitOne () <0x00073>
at Smuxi.Common.TaskQueue.Loop () <0x0009a>
at (wrapper runtime-invoke) System.Object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <0xffffffff>
```

</pre>

**12/21/2009 07:16 PM - Mirco Bauer**

- File *smuxi\_working.tcpdump* added

Here a tcpdump capture session after the smuxi-server was restarted, and connecting works again.

**12/21/2009 07:25 PM - Mirco Bauer**

- Category set to *Engine*

- Assigned to set to *Mirco Bauer*

- Priority changed from *High* to *Urgent*

- Target version set to *0.7*

After comparing both tcpdumps I noticed that the difference is there are empty userlists in channels in the dump where the connect issue is. As PoC I kicked Cobrian from the #smuxi channel which leads to an open tab but with an empty userlist. After that he could no longer connect to the smuxi-server as he gets the same *SerializationException* as before. This is clearly a binary serialization bug in Mono, which .NET fails on. I will try a workaround by using the null-state instead of an empty userlist.

**12/29/2009 05:43 PM - Mirco Bauer**

- Status changed from *New* to *Closed*

- % Done changed from *0* to *100*

Applied in changeset commit:"28f733c9890edac6dcad798bb373006bbac44c9c".

## Files

---

ngrep.log	299.2 KB	12/21/2009	Mirco Bauer
smuxi.tcpdump	310.6 KB	12/21/2009	Mirco Bauer
smuxi_working.tcpdump	213.5 KB	12/21/2009	Mirco Bauer