

Smuxi - Bug # 232: Client throws unhandled exceptions upon network connection loss (Windows)

Status:	Closed	Priority:	Normal
Author:	Kalle Kaitala	Category:	Frontend GNOME
Created:	11/10/2009	Assigned to:	Mirco Bauer
Updated:	12/29/2009	Due date:	
Subject:	Client throws unhandled exceptions upon network connection loss (Windows)		
Description:	The client throws the following unhandled exceptions upon network loss (tested by detaching network cable): http://paste.debian.net/hidden/92b9dbbb/ And http://paste.debian.net/hidden/d260c347/ System is Windows Vista Ultimate ENG SP1 32-bit, client is 0.6.4.1		

Associated revisions

12/29/2009 05:50 PM - Mirco Bauer

Treat a SocketException like a RemotingException as MS .NET is not wrapping low level socket issues into a RemotingException. (closes: #232)

History

11/10/2009 07:15 PM - Mirco Bauer

Please pastebin stack traces directly here using the pre tags, as pastebins have expire after some time (the debian one after 3 days)

<pre>

Exception Type:

System.Net.Sockets.SocketException

Exception Message:

Etäpalvelin sulki aiemmin luodun yhteyden

Exception StackTrace:

Server stack trace:

kohteessa System.Net.Sockets.Socket.Receive(Byte[] buffer, Int32 offset, Int32 size, SocketFlags socketFlags)

kohteessa System.Runtime.Remoting.Channels.SocketStream.Read(Byte[] buffer, Int32 offset, Int32 size)

kohteessa System.Runtime.Remoting.Channels.SocketHandler.ReadFromSocket(Byte[] buffer, Int32 offset, Int32 count)

kohteessa System.Runtime.Remoting.Channels.SocketHandler.BufferMoreData()

kohteessa System.Runtime.Remoting.Channels.SocketHandler.Read(Byte[] buffer, Int32 offset, Int32 count)

kohteessa System.Runtime.Remoting.Channels.SocketHandler.ReadAndMatchFourBytes(Byte[] buffer)

kohteessa System.Runtime.Remoting.Channels.Tcp.TcpSocketHandler.ReadVersionAndOperation(UInt16& operation)

kohteessa System.Runtime.Remoting.Channels.Tcp.TcpClientSocketHandler.ReadHeaders()

```
kohteessa System.Runtime.Remoting.Channels.Tcp.TcpClientTransportSink.ProcessMessage(IMessage msg, ITransportHeaders requestHeaders, Stream requestStream, ITransportHeaders& responseHeaders, Stream& responseStream)
```

```
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.FrontendManager.get_IsAlive()
```

```
kohteessa Smuxi.Frontend.Gnome.Frontend._CheckFrontendManagerStatus()
```

</pre>

<pre>

Exception Type:

System.Net.Sockets.SocketException

Exception Message:

Yhteyttä ei voi muodostaa, koska kohdekone ei salli sitä 127.0.0.1:7689

Exception StackTrace:

Server stack trace:

```
kohteessa System.Net.Sockets.Socket.DoConnect(EndPoint endPointSnapshot, SocketAddress socketAddress)
```

```
kohteessa System.Net.Sockets.Socket.Connect(EndPoint remoteEP)
```

```
kohteessa System.Runtime.Remoting.Channels.RemoteConnection.CreateNewSocket(EndPoint ipEndPoint)
```

```
kohteessa System.Runtime.Remoting.Channels.RemoteConnection.CreateNewSocket()
```

```
kohteessa System.Runtime.Remoting.Channels.SocketCache.GetSocket(String machinePortAndSid, Boolean openNew)
```

```
kohteessa System.Runtime.Remoting.Channels.Tcp.TcpClientTransportSink.SendRequestWithRetry(IMessage msg, ITransportHeaders requestHeaders, Stream requestStream)
```

```
kohteessa System.Runtime.Remoting.Channels.Tcp.TcpClientTransportSink.ProcessMessage(IMessage msg, ITransportHeaders requestHeaders, Stream requestStream, ITransportHeaders& responseHeaders, Stream& responseStream)
```

```
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.FrontendManager.set_IsFrontendDisconnecting(Boolean value)

kohteessa Smuxi.Frontend.Gnome.Frontend.DisconnectEngineFromGUI()

kohteessa Smuxi.Frontend.Gnome.Frontend.Quit()

kohteessa Smuxi.Frontend.Gnome.Frontend.ShowException(Window parent, Exception ex)

kohteessa Smuxi.Frontend.Gnome.Frontend.ShowException(Exception ex)

kohteessa Smuxi.Frontend.Gnome.Frontend._CheckFrontendManagerStatus()

kohteessa GLib.Timeout.TimeoutProxy.Handler()
</pre>
```

11/10/2009 07:16 PM - Mirco Bauer

Yeah this issue is Windows (actually MS .NET) specific as it throws a different exception than Mono does. The error is raised from the .NET Remoting code and doesn't wrap the low level error into a nice RemotingException as Mono does.

11/10/2009 07:40 PM - Mirco Bauer

- *Category changed from Frontend to Frontend GNOME*
- *Target version set to 0.7*

12/29/2009 05:53 PM - Mirco Bauer

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

Applied in changeset commit:"d839da8edb4fb0cd43a8f3b258ee04512109c0bb".