## MonoTorrent - Bug # 362: ArgumentOutOfRangeException in MonoTorrent.Client.ConnectionManager.TryCo

Status:	Closed	Priority: Normal
Author:	Phill Djonov	Category:
Created:	03/08/2010	Assigned to:
Updated:	10/03/2010	Due date:
Subject:		Torrent.Client.ConnectionManager.TryConnect()
Description:	Repro steps:	
	# Add several torrents to a @ClientEngine@.	
	# Start one.  # Wait for it to finish.  # Stop it.  # Remove it from the @ClientEngine@.  # Start another one. (crash)	
	It's a little timing sensitive, but not too hard to reproduce. The issue is that @TryConnectIndex@ ends up out past the number of @TorrentManagers@ in the @ClientEngine@, causing the second loop in @ConnectionManager.TryConnect()@ to blow up. Suggested replacement for both loops:	
	<pre><pre></pre> // Check each torrent manager in turn to see if they have any peers we want to connect to int count = engine.Torrents.Count; if( count &gt; 0 ) //gonna do some modulo madness {</pre>	
	//wrap the index in case torrents have been	
//removed between the last connect and now		now (yes, it happens)
	int startIndex = TryConnectIndex % count;	
	int i = startIndex;	
	do {	
if( TryConnect( engine.Torrents[i] ) )		
	{	
	TryConnectIndex = i + 1;	
	break;	
	}	
	i = (i + 1) % count; //wrap around the list	
	} while( i != startIndex ); //ending when we	e reach the first one we tried to connect to
	}	
		ctly once, starting at @TryConnectIndex@, and maintain the old @ to point to the element after the first that successfully made a

## History

## 03/31/2010 03:24 PM - Phill Djonov

This seems to have been fixed as part of a different change.

(is anyone even watching this site?)

## 10/03/2010 02:49 PM - Alan McGovern

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- Status changed from New to Closed Closing this one then.

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