

## Smuxi - Bug # 575: connection to smuxi-serer got lost --> reconnected --> smuxi is never updating the network

<b>Status:</b>	Closed	<b>Priority:</b>	Normal
<b>Author:</b>	Bianca Mix	<b>Category:</b>	Frontend GNOME
<b>Created:</b>	03/12/2011	<b>Assigned to:</b>	Mirco Bauer
<b>Updated:</b>	03/12/2011	<b>Due date:</b>	
<b>Complexity:</b>	Low		
<b>Subject:</b>	connection to smuxi-serer got lost --> reconnected --> smuxi is never updating the network anymore		
<b>Description:</b>	<p>The screenshot shows #smuxi @ freenode (IRC) although this should be OFTC (IRC). The network in status bar/title is never updated anymore.</p> <p>The issue occurs when the following situation occurs: smuxi frontend lost connection to the server connection is reestablished again</p> <p>afterwards the network is not updated anymore and is showing for all tabs - even by changing the tab - the same network.</p> <p>Probably the issue is this: 13:08:17 &lt;meebey&gt; 2011-03-12 12:29:04,861 [SwitchPage] DEBUG TRACE - [smuxi-frontend-gnome.exe] Frontend.ShowException(parent = (null), ex = System.Runtime.Remoting.RemotingException)</p>		

### Associated revisions

**03/12/2011 12:30 PM - Mirco Bauer**

[Frontend-GNOME] Handle exceptions in SwitchPage thread. (closes: #575)

### History

**03/12/2011 12:35 PM - Mirco Bauer**

- Complexity set to Low

Exception log:

<pre>

```
2011-03-12 12:29:04,851 [FrontendManagerCheckerQueue] ERROR Smuxi.Frontend.Gnome.Frontend - Exception 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.IO.IOException: Read failure ---> System.Net.Sockets.SocketException: Connection reset by peer  
at System.Net.Sockets.Socket.Receive (System.Byte[] buffer, Int32 offset, Int32 size, SocketFlags flags) [0x00000] in <filename unknown>:0  
at System.Net.Sockets.NetworkStream.Read (System.Byte[] buffer, Int32 offset, Int32 size) [0x00000] in <filename unknown>:0  
--- End of inner exception stack trace ---  
at System.Net.Sockets.NetworkStream.Read (System.Byte[] buffer, Int32 offset, Int32 size) [0x00000] in <filename unknown>:0  
at System.IO.BufferedStream.Read (System.Byte[] array, Int32 offset, Int32 count) [0x00000] in <filename unknown>:0  
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  
2011-03-12 12:29:04,858 [SwitchPage] DEBUG TRACE - [smuxi-frontend-gnome.exe] Notebook.OnSwitchPageQueueExceptionEvent(sender = Smuxi.Common.TaskQueue, e = Smuxi.Common.TaskQueueExceptionEventArgs)  
2011-03-12 12:29:04,859 [SwitchPage] ERROR Smuxi.Frontend.Gnome.Notebook - Exception 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.IO.IOException: Read failure ---> System.Net.Sockets.SocketException: Connection reset by peer  
at System.Net.Sockets.Socket.Receive (System.Byte[] buffer, Int32 offset, Int32 size, SocketFlags flags) [0x00000] in <filename unknown>:0  
at System.Net.Sockets.NetworkStream.Read (System.Byte[] buffer, Int32 offset, Int32 size) [0x00000] in <filename unknown>:0  
--- End of inner exception stack trace ---  
at System.Net.Sockets.NetworkStream.Read (System.Byte[] buffer, Int32 offset, Int32 size) [0x00000] in <filename unknown>:0  
at System.IO.BufferedStream.Read (System.Byte[] array, Int32 offset, Int32 count) [0x00000] in <filename unknown>:0  
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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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  
2011-03-12 12:29:04,859 [SwitchPage] ERROR Smuxi.Frontend.Gnome.Notebook - Inner-Exception:  
System.IO.IOException: Read failure ---> System.Net.Sockets.SocketException: Connection reset by peer  
at System.Net.Sockets.Socket.Receive (System.Byte[] buffer, Int32 offset, Int32 size, SocketFlags flags) [0x00000] in <filename unknown>:0  
at System.Net.Sockets.NetworkStream.Read (System.Byte[] buffer, Int32 offset, Int32 size) [0x00000] in <filename unknown>:0  
--- End of inner exception stack trace ---  
at System.Net.Sockets.NetworkStream.Read (System.Byte[] buffer, Int32 offset, Int32 size) [0x00000] in <filename unknown>:0  
at System.IO.BufferedStream.Read (System.Byte[] array, Int32 offset, Int32 count) [0x00000] in <filename unknown>:0  
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  
2011-03-12 12:29:04,860 [SwitchPage] DEBUG TRACE - [smuxi-frontend-gnome.exe] Frontend.ShowException(ex = System.Runtime.Remoting.RemotingException)  
2011-03-12 12:29:04,860 [FrontendManagerCheckerQueue] ERROR Smuxi.Frontend.Gnome.Frontend - Inner-Exception:  
System.IO.IOException: Read failure ---> System.Net.Sockets.SocketException: Connection reset by peer

```
at System.Net.Sockets.Socket.Receive (System.Byte[] buffer, Int32 offset, Int32 size, SocketFlags flags) [0x00000] in <filename unknown>:0
at System.Net.Sockets.NetworkStream.Read (System.Byte[] buffer, Int32 offset, Int32 size) [0x00000] in <filename unknown>:0
--- End of inner exception stack trace ---
at System.Net.Sockets.NetworkStream.Read (System.Byte[] buffer, Int32 offset, Int32 size) [0x00000] in <filename unknown>:0
at System.IO.BufferedStream.Read (System.Byte[] array, Int32 offset, Int32 count) [0x00000] in <filename unknown>:0
    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
2011-03-12 12:29:04,860 [FrontendManagerCheckerQueue] DEBUG TRACE - [smuxi-frontend-gnome.exe] Frontend.ShowException(ex =
System.Runtime.Remoting.RemotingException)
2011-03-12 12:29:04,861 [SwitchPage] DEBUG TRACE - [smuxi-frontend-gnome.exe] Frontend.ShowException(parent = (null), ex =
System.Runtime.Remoting.RemotingException)
2011-03-12 12:29:04,861 [FrontendManagerCheckerQueue] DEBUG TRACE - [smuxi-frontend-gnome.exe] Frontend.ShowException(parent = (null),
ex = System.Runtime.Remoting.RemotingException)
2011-03-12 12:29:04,862 [Main] DEBUG TRACE - [smuxi-frontend-gnome.exe] Frontend.ShowException(parent =
Smuxi.Frontend.Gnome.MainWindow, ex = System.Runtime.Remoting.RemotingException)
2011-03-12 12:29:04,862 [Main] ERROR Smuxi.Frontend.Gnome.Frontend - ShowException(): Exception:
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.IO.IOException: Read failure ---> System.Net.Sockets.SocketException: Connection reset by peer
at System.Net.Sockets.Socket.Receive (System.Byte[] buffer, Int32 offset, Int32 size, SocketFlags flags) [0x00000] in <filename unknown>:0
at System.Net.Sockets.NetworkStream.Read (System.Byte[] buffer, Int32 offset, Int32 size) [0x00000] in <filename unknown>:0
--- End of inner exception stack trace ---
at System.Net.Sockets.NetworkStream.Read (System.Byte[] buffer, Int32 offset, Int32 size) [0x00000] in <filename unknown>:0
at System.IO.BufferedStream.Read (System.Byte[] array, Int32 offset, Int32 count) [0x00000] in <filename unknown>:0
    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
2011-03-12 12:29:04,862 [FrontendManagerCheckerQueue] DEBUG Smuxi.Frontend.Gnome.Frontend -
_FrontendManagerCheckerQueue.AbortedEvent(): task queue aborted!
2011-03-12 12:29:04,863 [SwitchPage] DEBUG TRACE - [smuxi-frontend-gnome.exe] Notebook.OnSwitchPageQueueAbortedEvent(sender =
Smuxi.Common.TaskQueue, e = System.EventArgs)
2011-03-12 12:29:04,863 [SwitchPage] DEBUG Smuxi.Frontend.Gnome.Notebook - OnSwitchPageQueueAbortedEvent(): task queue aborted!
2011-03-12 12:29:04,885 [Main] DEBUG TRACE - [smuxi-frontend-gnome.exe] Frontend.ShowException(parent =
Smuxi.Frontend.Gnome.MainWindow, ex = System.Runtime.Remoting.RemotingException)
```

2011-03-12 12:29:04,885 [Main] ERROR Smuxi.Frontend.Gnome.Frontend - ShowException(): Exception:  
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.IO.IOException: Read failure ---> System.Net.Sockets.SocketException: Connection reset by peer

at System.Net.Sockets.Socket.Receive (System.Byte[] buffer, Int32 offset, Int32 size, SocketFlags flags) [0x00000] in <filename unknown>:0

at System.Net.Sockets.NetworkStream.Read (System.Byte[] buffer, Int32 offset, Int32 size) [0x00000] in <filename unknown>:0

--- End of inner exception stack trace ---

at System.Net.Sockets.NetworkStream.Read (System.Byte[] buffer, Int32 offset, Int32 size) [0x00000] in <filename unknown>:0

at System.IO.BufferedStream.Read (System.Byte[] array, Int32 offset, Int32 count) [0x00000] in <filename unknown>:0

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

2011-03-12 12:50:48,942 [Main] ERROR Smuxi.Frontend.Gnome.NotifyManager - DisposeNotification(): notification.Close() threw exception  
System.Exception: org.freedesktop.DBus.GLib.UnmappedError.NotificationDaemonErrorQuark.Code100: 0 is not a valid notification ID

at Notifications.INotificationsProxy.CloseNotification (UInt32 ) [0x00000] in <filename unknown>:0

at Notifications.Notification.Close () [0x00000] in <filename unknown>:0

at Smuxi.Frontend.Gnome.NotifyManager.DisposeNotification (Smuxi.Frontend.Gnome.ChatView chatView) [0x0002e] in /home/mix/Code/smuxi/src/Frontend-GNOME/NotifyManager.cs:334

2011-03-12 12:53:03,697 [Main] ERROR Smuxi.Frontend.Gnome.NotifyManager - DisposeNotification(): notification.Close() threw exception  
System.Exception: org.freedesktop.DBus.GLib.UnmappedError.NotificationDaemonErrorQuark.Code100: 0 is not a valid notification ID

at Notifications.INotificationsProxy.CloseNotification (UInt32 ) [0x00000] in <filename unknown>:0

at Notifications.Notification.Close () [0x00000] in <filename unknown>:0

at Smuxi.Frontend.Gnome.NotifyManager.DisposeNotification (Smuxi.Frontend.Gnome.ChatView chatView) [0x0002e] in /home/mix/Code/smuxi/src/Frontend-GNOME/NotifyManager.cs:334

2011-03-12 12:55:20,740 [Main] ERROR Smuxi.Frontend.Gnome.NotifyManager - DisposeNotification(): notification.Close() threw exception  
System.Exception: org.freedesktop.DBus.GLib.UnmappedError.NotificationDaemonErrorQuark.Code100: 0 is not a valid notification ID

at Notifications.INotificationsProxy.CloseNotification (UInt32 ) [0x00000] in <filename unknown>:0

at Notifications.Notification.Close () [0x00000] in <filename unknown>:0

at Smuxi.Frontend.Gnome.NotifyManager.DisposeNotification (Smuxi.Frontend.Gnome.ChatView chatView) [0x0002e] in /home/mix/Code/smuxi/src/Frontend-GNOME/NotifyManager.cs:334

2011-03-12 12:55:57,789 [Main] ERROR Smuxi.Frontend.Gnome.NotifyManager - DisposeNotification(): notification.Close() threw exception

```
System.Exception: org.freedesktop.DBus.GLib.UnmappedError.NotificationDaemonErrorQuark.Code100: 0 is not a valid notification ID
at Notifications.INotificationsProxy.CloseNotification (UInt32 ) [0x00000] in <filename unknown>:0
at Notifications.Notification.Close () [0x00000] in <filename unknown>:0
    at Smuxi.Frontend.Gnome.NotifyManager.DisposeNotification (Smuxi.Frontend.Gnome.ChatView chatView) [0x0002e] in
/home/mix/Code/smuxi/src/Frontend-GNOME/NotifyManager.cs:334
</pre>
```

Looks like the SwitchPage thread is dying because of an unhandled remoting exception

**03/12/2011 12:37 PM - Mirco Bauer**

- *Status changed from New to Closed*

- *% Done changed from 0 to 100*

Applied in changeset commit:"1fc7f04c2443761aaadd515ec6b554cc981e787e".

**Files**

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|  |          |            |            |
|--|----------|------------|------------|
| Screenshot-smuxi__freenode__IRC__-_Smuxi.png | 181.1 KB | 03/12/2011 | Bianca Mix |
|--|----------|------------|------------|