Smuxi Issues [FROZEN ARCHIVE] - Bug # 791: Freeze in regex?

Status:	New	**Priority:**	Normal
Author:	Mirco Bauer	**Category:**	Frontend GNOME
Created:	12/19/2012	**Assigned to:**	Mirco Bauer
Updated:	12/24/2012	**Due date:**	
Complexity:			
Found in Version:			
Subject:	Freeze in regex?		

Description:

<pre>
Full thread dump:

"IrcProtocolManager (irc.geekshed.net:6667) lag watcher" tid=0x0x7f739ca4b700 this=0x0x7f739f694500 thread handle 0x455 state : interrupted state owns ()
  at <unknown> <0xffffffff>
  at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <IL 0x0000d, 0xffffffff>
  at System.Threading.Thread.Sleep (int) <IL 0x00018, 0x0001b>
  at Smuxi.Engine.IrcProtocolManager._LagWatcher () [0x00000] in /build/buildd/smuxi-0.8.11+git/src/Engine-IRC/Protocols/Irc/IrcProtocolManager.cs:3354
  at System.Threading.Thread.StartInternal () <IL 0x00021, 0x00071>
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0004e, 0xffffffff>

"Main" tid=0x0x7f73b8eed740 this=0x0x7f73b8ef9e70 thread handle 0x403 state : not waiting owns ()
  at <unknown> <0xffffffff>
  at (wrapper managed-to-native) Gtk.Application.gtk_main () <IL 0x0000e, 0xffffffff>
  at Gtk.Application.Run () <IL 0x00000, 0x0000b>
  at Smuxi.Frontend.Gnome.Frontend.Init (string[]) [0x00255] in /build/buildd/smuxi-0.8.11+git/src/Frontend-GNOME/Frontend.cs:277
  at Smuxi.Frontend.Gnome.MainClass.Main (string[]) [0x000db] in /build/buildd/smuxi-0.8.11+git/src/Frontend-GNOME/Main.cs:75
  at (wrapper runtime-invoke) <Module>.runtime_invoke_void_object (object,intptr,intptr,intptr) <IL 0x00050, 0xffffffff>

"IrcProtocolManager (irc.freenode.net:6667) lag watcher" tid=0x0x7f739da96700 this=0x0x7f739f694c80 thread handle 0x441 state : interrupted state owns ()
  at <unknown> <0xffffffff>
  at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <IL 0x0000d, 0xffffffff>
  at System.Threading.Thread.Sleep (int) <IL 0x00018, 0x0001b>
  at Smuxi.Engine.IrcProtocolManager._LagWatcher () [0x00000] in /build/buildd/smuxi-0.8.11+git/src/Engine-IRC/Protocols/Irc/IrcProtocolManager.cs:3354
  at System.Threading.Thread.StartInternal () <IL 0x00021, 0x00071>
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0004e, 0xffffffff>

"LastSeenHighlightQueue()" tid=0x0x7f7392cbe700 this=0x0x7f73979363c0 thread handle 0x4ed state : interrupted state owns ()
  at <unknown> <0xffffffff>
  at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (System.Threading.WaitHandle,intptr,int,bool) <IL 0x0001c, 0xffffffff>
  at System.Threading.WaitHandle.WaitOne () <IL 0x00023, 0x0006b>
  at Smuxi.Common.TaskQueue.Loop () <IL 0x0005b, 0x000ae>
  at System.Threading.Thread.StartInternal () <IL 0x00021, 0x00071>

at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0004e, 0xffffffff>

"LastSeenHighlightQueue()" tid=0x0x7f7396cc5700 this=0x0x7f7392fa1280 thread handle 0x482 state : interrupted state owns ()
at <unknown> <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (System.Threading.WaitHandle,intptr,int,bool) <IL 0x0001c, 0xffffffff>
at System.Threading.WaitHandle.WaitOne () <IL 0x00023, 0x0006b>
at Smuxi.Common.TaskQueue.Loop () <IL 0x0005b, 0x000ae>
at System.Threading.Thread.StartInternal () <IL 0x00021, 0x00071>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0004e, 0xffffffff>

"IrcProtocolManager (irc.oftc.net:6667) lag watcher" tid=0x0x7f739e6b4700 this=0x0x7f73b8ef9540 thread handle 0x42c state : interrupted state owns ()
at <unknown> <0xffffffff>
at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <IL 0x0000d, 0xffffffff>
at System.Threading.Thread.Sleep (int) <IL 0x00018, 0x0001b>
at Smuxi.Engine.IrcProtocolManager._LagWatcher () [0x00000] in /build/buildd/smuxi-0.8.11+git/src/Engine-IRC/Protocols/Irc/IrcProtocolManager.cs:3354
at System.Threading.Thread.StartInternal () <IL 0x00021, 0x00071>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0004e, 0xffffffff>

"LastSeenHighlightQueue()" tid=0x0x7f7391db6700 this=0x0x7f7392fa18c0 thread handle 0x4cf state : interrupted state owns ()
at <unknown> <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (System.Threading.WaitHandle,intptr,int,bool) <IL 0x0001c, 0xffffffff>
at System.Threading.WaitHandle.WaitOne () <IL 0x00023, 0x0006b>
at Smuxi.Common.TaskQueue.Loop () <IL 0x0005b, 0x000ae>
at System.Threading.Thread.StartInternal () <IL 0x00021, 0x00071>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0004e, 0xffffffff>

"LastSeenHighlightQueue()" tid=0x0x7f7393d80700 this=0x0x7f7397936280 thread handle 0x435 state : interrupted state owns ()
at <unknown> <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (System.Threading.WaitHandle,intptr,int,bool) <IL 0x0001c, 0xffffffff>
at System.Threading.WaitHandle.WaitOne () <IL 0x00023, 0x0006b>
at Smuxi.Common.TaskQueue.Loop () <IL 0x0005b, 0x000ae>
at System.Threading.Thread.StartInternal () <IL 0x00021, 0x00071>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0004e, 0xffffffff>

"LastSeenHighlightQueue()" tid=0x0x7f73964c1700 this=0x0x7f7397936500 thread handle 0x4e9 state : interrupted state owns ()
at <unknown> <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (System.Threading.WaitHandle,intptr,int,bool) <IL 0x0001c, 0xffffffff>
at System.Threading.WaitHandle.WaitOne () <IL 0x00023, 0x0006b>

at Smuxi.Common.TaskQueue.Loop () <IL 0x0005b, 0x000ae>
at System.Threading.Thread.StartInternal () <IL 0x00021, 0x00071>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0004e, 0xffffffff>

"IO Threadpool worker" tid=0x0x7f739627b700 this=0x0x7f73a03fb000 thread handle 0x484 state : interrupted state owns ()

"Threadpool worker" tid=0x0x7f739eabe700 this=0x0x7f738e2bab40 thread handle 0x4f7 state : interrupted state owns ()

"Threadpool worker" tid=0x0x7f7397fff700 this=0x0x7f738e2baa00 thread handle 0x4f9 state : interrupted state owns ()

"Threadpool worker" tid=0x0x7f7393270700 this=0x0x7f738e2ba8c0 thread handle 0x4b0 state : interrupted state owns ()

"<threadpool thread>" tid=0x0x7f73962bc700 this=0x0x7f73a03fb150 thread handle 0x483 state : interrupted state owns ()

"LastSeenHighlightQueue()" tid=0x0x7f739419a700 this=0x0x7f7397936640 thread handle 0x4ae state : interrupted state owns ()
at <unknown> <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (System.Threading.WaitHandle,intptr,int,bool) <IL 0x0001c, 0xffffffff>
at System.Threading.WaitHandle.WaitOne () <IL 0x00023, 0x0006b>
at Smuxi.Common.TaskQueue.Loop () <IL 0x0005b, 0x000ae>
at System.Threading.Thread.StartInternal () <IL 0x00021, 0x00071>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0004e, 0xffffffff>

"LastSeenHighlightQueue()" tid=0x0x7f7391ba1700 this=0x0x7f7392fa1780 thread handle 0x4d3 state : interrupted state owns ()
at <unknown> <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (System.Threading.WaitHandle,intptr,int,bool) <IL 0x0001c, 0xffffffff>
at System.Threading.WaitHandle.WaitOne () <IL 0x00023, 0x0006b>
at Smuxi.Common.TaskQueue.Loop () <IL 0x0005b, 0x000ae>
at System.Threading.Thread.StartInternal () <IL 0x00021, 0x00071>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0004e, 0xffffffff>

"LastSeenHighlightQueue()" tid=0x0x7f7394fdc700 this=0x0x7f7397936a00 thread handle 0x49e state : interrupted state owns ()
at <unknown> <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (System.Threading.WaitHandle,intptr,int,bool) <IL 0x0001c, 0xffffffff>
at System.Threading.WaitHandle.WaitOne () <IL 0x00023, 0x0006b>
at Smuxi.Common.TaskQueue.Loop () <IL 0x0005b, 0x000ae>
at System.Threading.Thread.StartInternal () <IL 0x00021, 0x00071>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0004e, 0xffffffff>

"SwitchPage" tid=0x0x7f73a859a700 this=0x0x7f73b8ef9bd0 thread handle 0x40d state : interrupted state owns ()
  at <unknown> <0xffffffff>
  at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (System.Threading.WaitHandle,intptr,int,bool) <IL 0x0001c, 0xffffffff>
  at System.Threading.WaitHandle.WaitOne () <IL 0x00023, 0x0006b>
  at Smuxi.Common.TaskQueue.Loop () <IL 0x0005b, 0x000ae>
  at System.Threading.Thread.StartInternal () <IL 0x00021, 0x00071>
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0004e, 0xffffffff>

"LastSeenHighlightQueue()" tid=0x0x7f73945a4700 this=0x0x7f7392fa1640 thread handle 0x4d7 state : interrupted state owns ()
  at <unknown> <0xffffffff>
  at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (System.Threading.WaitHandle,intptr,int,bool) <IL 0x0001c, 0xffffffff>
  at System.Threading.WaitHandle.WaitOne () <IL 0x00023, 0x0006b>
  at Smuxi.Common.TaskQueue.Loop () <IL 0x0005b, 0x000ae>
  at System.Threading.Thread.StartInternal () <IL 0x00021, 0x00071>
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0004e, 0xffffffff>

"LastSeenHighlightQueue()" tid=0x0x7f7393f95700 this=0x0x7f7397936000 thread handle 0x4a1 state : interrupted state owns ()
  at <unknown> <0xffffffff>
  at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (System.Threading.WaitHandle,intptr,int,bool) <IL 0x0001c, 0xffffffff>
  at System.Threading.WaitHandle.WaitOne () <IL 0x00023, 0x0006b>
  at Smuxi.Common.TaskQueue.Loop () <IL 0x0005b, 0x000ae>
  at System.Threading.Thread.StartInternal () <IL 0x00021, 0x00071>
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0004e, 0xffffffff>

"LastSeenHighlightQueue()" tid=0x0x7f739439f700 this=0x0x7f7397936780 thread handle 0x4aa state : interrupted state owns ()
  at <unknown> <0xffffffff>
  at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (System.Threading.WaitHandle,intptr,int,bool) <IL 0x0001c, 0xffffffff>
  at System.Threading.WaitHandle.WaitOne () <IL 0x00023, 0x0006b>
  at Smuxi.Common.TaskQueue.Loop () <IL 0x0005b, 0x000ae>
  at System.Threading.Thread.StartInternal () <IL 0x00021, 0x00071>
  at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0004e, 0xffffffff>

"IrcProtocolManager (irc.oftc.net:6667) listener" tid=0x0x7f739e8b9700 this=0x0x7f73b8ef9690 thread handle 0x42a state : interrupted state owns ()
  at <unknown> <0xffffffff>
  at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <IL 0x0000d, 0xffffffff>
  at System.Threading.Thread.Sleep (int) <IL 0x00018, 0x0001b>
  at Meebey.SmartIrc4net.IrcConnection.Reconnect () [0x00006] in /build/buildd/smuxi-0.8.11+git/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:773
  at Meebey.SmartIrc4net.IrcConnection._OnConnectionError (object,System.EventArgs) [0x0000b] in /build/buildd/smuxi-0.8.11+git/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:1025

at (wrapper delegate-invoke) <Module>.invoke_void__this___object_EventArgs (object,System.EventArgs) <IL 0x00059, 0xffffffff>
at Meebey.SmartIrc4net.IrcConnection.ReadLine (bool) [0x000d4] in /build/buildd/smuxi-0.8.11+git/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:891
at Meebey.SmartIrc4net.IrcConnection.Listen (bool) [0x0000b] in /build/buildd/smuxi-0.8.11+git/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:823
at Meebey.SmartIrc4net.IrcConnection.Listen () [0x00000] in /build/buildd/smuxi-0.8.11+git/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:837
at Smuxi.Engine.IrcProtocolManager._Listen () [0x00000] in /build/buildd/smuxi-0.8.11+git/src/Engine-IRC/Protocols/Irc/IrcProtocolManager.cs:2102
at Smuxi.Engine.IrcProtocolManager._Run () [0x0001c] in /build/buildd/smuxi-0.8.11+git/src/Engine-IRC/Protocols/Irc/IrcProtocolManager.cs:2068
at System.Threading.Thread.StartInternal () <IL 0x00021, 0x00071>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0004e, 0xffffffff>

"JoinChannelQueue" tid=0x0x7f73968c3700 this=0x0x7f7392fa1c80 thread handle 0x4e4 state : interrupted state owns ()
at <unknown> <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (System.Threading.WaitHandle,intptr,int,bool) <IL 0x0001c, 0xffffffff>
at System.Threading.WaitHandle.WaitOne () <IL 0x00023, 0x0006b>
at Smuxi.Common.TaskQueue.Loop () <IL 0x0005b, 0x000ae>
at System.Threading.Thread.StartInternal () <IL 0x00021, 0x00071>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0004e, 0xffffffff>

"LastSeenHighlightQueue()" tid=0x0x7f7394bd2700 this=0x0x7f7397936140 thread handle 0x493 state : interrupted state owns ()
at <unknown> <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (System.Threading.WaitHandle,intptr,int,bool) <IL 0x0001c, 0xffffffff>
at System.Threading.WaitHandle.WaitOne () <IL 0x00023, 0x0006b>
at Smuxi.Common.TaskQueue.Loop () <IL 0x0005b, 0x000ae>
at System.Threading.Thread.StartInternal () <IL 0x00021, 0x00071>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0004e, 0xffffffff>

"LastSeenHighlightQueue()" tid=0x0x7f739c440700 this=0x0x7f738625cdc0 thread handle 0x47f state : interrupted state owns ()
at <unknown> <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (System.Threading.WaitHandle,intptr,int,bool) <IL 0x0001c, 0xffffffff>
at System.Threading.WaitHandle.WaitOne () <IL 0x00023, 0x0006b>
at Smuxi.Common.TaskQueue.Loop () <IL 0x0005b, 0x000ae>
at System.Threading.Thread.StartInternal () <IL 0x00021, 0x00071>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0004e, 0xffffffff>

"CommandManager" tid=0x0x7f739eef3700 this=0x0x7f73b8ef92a0 thread handle 0x41f state : interrupted state owns ()
at <unknown> <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal

(System.Threading.WaitHandle,intptr,int,bool) <IL 0x0001c, 0xffffffff>
at System.Threading.WaitHandle.WaitOne () <IL 0x00023, 0x0006b>
at Smuxi.Common.TaskQueue.Loop () <IL 0x0005b, 0x000ae>
at System.Threading.Thread.StartInternal () <IL 0x00021, 0x00071>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0004e, 0xffffffff>

"JoinChannelQueue" tid=0x0x7f739f0fc700 this=0x0x7f738022d280 thread handle 0x4de state : interrupted state owns ()
at <unknown> <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (System.Threading.WaitHandle,intptr,int,bool) <IL 0x0001c, 0xffffffff>
at System.Threading.WaitHandle.WaitOne () <IL 0x00023, 0x0006b>
at Smuxi.Common.TaskQueue.Loop () <IL 0x0005b, 0x000ae>
at System.Threading.Thread.StartInternal () <IL 0x00021, 0x00071>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0004e, 0xffffffff>

"JoinChannelQueue" tid=0x0x7f739c846700 this=0x0x7f73914a6dc0 thread handle 0x4f0 state : interrupted state owns ()
at <unknown> <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (System.Threading.WaitHandle,intptr,int,bool) <IL 0x0001c, 0xffffffff>
at System.Threading.WaitHandle.WaitOne () <IL 0x00023, 0x0006b>
at Smuxi.Common.TaskQueue.Loop () <IL 0x0005b, 0x000ae>
at System.Threading.Thread.StartInternal () <IL 0x00021, 0x00071>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0004e, 0xffffffff>

"LastSeenHighlightQueue()" tid=0x0x7f7395433700 this=0x0x7f7397936b40 thread handle 0x49a state : interrupted state owns ()
at <unknown> <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (System.Threading.WaitHandle,intptr,int,bool) <IL 0x0001c, 0xffffffff>
at System.Threading.WaitHandle.WaitOne () <IL 0x00023, 0x0006b>
at Smuxi.Common.TaskQueue.Loop () <IL 0x0005b, 0x000ae>
at System.Threading.Thread.StartInternal () <IL 0x00021, 0x00071>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0004e, 0xffffffff>

"FrontendManager" tid=0x0x7f739ecf2700 this=0x0x7f73b8ef9150 thread handle 0x422 state : interrupted state owns ()
at <unknown> <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (System.Threading.WaitHandle,intptr,int,bool) <IL 0x0001c, 0xffffffff>
at System.Threading.WaitHandle.WaitOne () <IL 0x00023, 0x0006b>
at Smuxi.Common.TaskQueue.Loop () <IL 0x0005b, 0x000ae>
at System.Threading.Thread.StartInternal () <IL 0x00021, 0x00071>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0004e, 0xffffffff>

"JoinChannelQueue" tid=0x0x7f7397dfe700 this=0x0x7f737f4ff500 thread handle 0x461 state : interrupted state owns ()

at <unknown> <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (System.Threading.WaitHandle,intptr,int,bool) <IL 0x0001c, 0xffffffff>
at System.Threading.WaitHandle.WaitOne () <IL 0x00023, 0x0006b>
at Smuxi.Common.TaskQueue.Loop () <IL 0x0005b, 0x000ae>
at System.Threading.Thread.StartInternal () <IL 0x00021, 0x00071>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0004e, 0xffffffff>

"LastSeenHighlightQueue()" tid=0x0x7f73961e0700 this=0x0x7f739f6943c0 thread handle 0x487 state : interrupted state owns ()
at <unknown> <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (System.Threading.WaitHandle,intptr,int,bool) <IL 0x0001c, 0xffffffff>
at System.Threading.WaitHandle.WaitOne () <IL 0x00023, 0x0006b>
at Smuxi.Common.TaskQueue.Loop () <IL 0x0005b, 0x000ae>
at System.Threading.Thread.StartInternal () <IL 0x00021, 0x00071>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0004e, 0xffffffff>

"IrcProtocolManager (irc.gimp.org:6667) lag watcher" tid=0x0x7f739e0a5700 this=0x0x7f739f6c1bd0 thread handle 0x436 state : interrupted state owns ()
at <unknown> <0xffffffff>
at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <IL 0x0000d, 0xffffffff>
at System.Threading.Thread.Sleep (int) <IL 0x00018, 0x0001b>
at Smuxi.Engine.IrcProtocolManager._LagWatcher () [0x00000] in /build/buildd/smuxi-0.8.11+git/src/Engine-IRC/Protocols/Irc/IrcProtocolManager.cs:3354
at System.Threading.Thread.StartInternal () <IL 0x00021, 0x00071>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0004e, 0xffffffff>

"LastSeenHighlightQueue()" tid=0x0x7f73949cd700 this=0x0x7f73979368c0 thread handle 0x4a2 state : interrupted state owns ()
at <unknown> <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (System.Threading.WaitHandle,intptr,int,bool) <IL 0x0001c, 0xffffffff>
at System.Threading.WaitHandle.WaitOne () <IL 0x00023, 0x0006b>
at Smuxi.Common.TaskQueue.Loop () <IL 0x0005b, 0x000ae>
at System.Threading.Thread.StartInternal () <IL 0x00021, 0x00071>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0004e, 0xffffffff>

"LastSeenHighlightQueue()" tid=0x0x7f7391787700 this=0x0x7f7392fa13c0 thread handle 0x4e6 state : interrupted state owns ()
at <unknown> <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (System.Threading.WaitHandle,intptr,int,bool) <IL 0x0001c, 0xffffffff>
at System.Threading.WaitHandle.WaitOne () <IL 0x00023, 0x0006b>
at Smuxi.Common.TaskQueue.Loop () <IL 0x0005b, 0x000ae>
at System.Threading.Thread.StartInternal () <IL 0x00021, 0x00071>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0004e, 0xffffffff>

"IrcProtocolManager (irc.gimp.org:6667) listener" tid=0x0x7f739e2aa700 this=0x0x7f739f6c1d20 thread handle 0x434 state : interrupted state owns ()
at <unknown> <0xffffffff>
at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <IL 0x0000d, 0xffffffff>
at System.Threading.Thread.Sleep (int) <IL 0x00018, 0x0001b>
at Meebey.SmartIrc4net.IrcConnection.Reconnect () [0x00006] in /build/buildd/smuxi-0.8.11+git/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:773
at Meebey.SmartIrc4net.IrcConnection._OnConnectionError (object,System.EventArgs) [0x0000b] in /build/buildd/smuxi-0.8.11+git/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:1025
at (wrapper delegate-invoke) <Module>.invoke_void__this___object_EventArgs (object,System.EventArgs) <IL 0x00059, 0xffffffff>
at Meebey.SmartIrc4net.IrcConnection.ReadLine (bool) [0x000d4] in /build/buildd/smuxi-0.8.11+git/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:891
at Meebey.SmartIrc4net.IrcConnection.Listen (bool) [0x0000b] in /build/buildd/smuxi-0.8.11+git/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:823
at Meebey.SmartIrc4net.IrcConnection.Listen () [0x00000] in /build/buildd/smuxi-0.8.11+git/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:837
at Smuxi.Engine.IrcProtocolManager._Listen () [0x00000] in /build/buildd/smuxi-0.8.11+git/src/Engine-IRC/Protocols/Irc/IrcProtocolManager.cs:2102
at Smuxi.Engine.IrcProtocolManager._Run () [0x0001c] in /build/buildd/smuxi-0.8.11+git/src/Engine-IRC/Protocols/Irc/IrcProtocolManager.cs:2068
at System.Threading.Thread.StartInternal () <IL 0x00021, 0x00071>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0004e, 0xffffffff>

"Timer-Scheduler" tid=0x0x7f739f342700 this=0x0x7f73b8ef9a80 thread handle 0x417 state : interrupted state owns ()
at <unknown> <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (System.Threading.WaitHandle,intptr,int,bool) <IL 0x0001c, 0xffffffff>
at System.Threading.WaitHandle.WaitOne (int,bool) <IL 0x00040, 0x00087>
at System.Threading.WaitHandle.WaitOne (int) <IL 0x00003, 0x0001a>
at System.Threading.Timer/Scheduler.SchedulerThread () <IL 0x00234, 0x00bfe>
at System.Threading.Thread.StartInternal () <IL 0x00021, 0x00071>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0004e, 0xffffffff>

"IrcProtocolManager (irc.freenode.net:6667) listener" tid=0x0x7f739dc9b700 this=0x0x7f739f694dc0 thread handle 0x43f state : interrupted state owns ()
at <unknown> <0xffffffff>
at (wrapper managed-to-native) System.Threading.Thread.Sleep_internal (int) <IL 0x0000d, 0xffffffff>
at System.Threading.Thread.Sleep (int) <IL 0x00018, 0x0001b>
at Meebey.SmartIrc4net.IrcConnection.Reconnect () [0x00006] in /build/buildd/smuxi-0.8.11+git/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:773
at Meebey.SmartIrc4net.IrcConnection._OnConnectionError (object,System.EventArgs) [0x0000b] in /build/buildd/smuxi-0.8.11+git/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:1025
at (wrapper delegate-invoke) <Module>.invoke_void__this___object_EventArgs (object,System.EventArgs) <IL 0x00059, 0xffffffff>
at Meebey.SmartIrc4net.IrcConnection.ReadLine (bool) [0x000d4] in /build/buildd/smuxi-0.8.11+git/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:891
at Meebey.SmartIrc4net.IrcConnection.Listen (bool) [0x0000b] in /build/buildd/smuxi-0.8.11+git/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:823
at Meebey.SmartIrc4net.IrcConnection.Listen () [0x00000] in

/build/buildd/smuxi-0.8.11+git/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:837
at Smuxi.Engine.IrcProtocolManager._Listen () [0x00000] in /build/buildd/smuxi-0.8.11+git/src/Engine-IRC/Protocols/Irc/IrcProtocolManager.cs:2102
at Smuxi.Engine.IrcProtocolManager._Run () [0x0001c] in /build/buildd/smuxi-0.8.11+git/src/Engine-IRC/Protocols/Irc/IrcProtocolManager.cs:2068
at System.Threading.Thread.StartInternal () <IL 0x00021, 0x00071>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0004e, 0xffffffff>

"Threadpool monitor" tid=0x0x7f739f13d700 this=0x0x7f73b8ef9930 thread handle 0x41a state : interrupted state owns ()

"WriteThread (irc.geekshed.net:6667)" tid=0x0x7f73976ca700 this=0x0x7f737f4ff280 thread handle 0x479 state : interrupted state owns ()
at <unknown> <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (System.Threading.WaitHandle,intptr,int,bool) <IL 0x0001c, 0xffffffff>
at System.Threading.WaitHandle.WaitOne () <IL 0x00023, 0x0006b>
at Meebey.SmartIrc4net.IrcConnection/WriteThread._Worker () [0x00005] in /build/buildd/smuxi-0.8.11+git/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:1218
at System.Threading.Thread.StartInternal () <IL 0x00021, 0x00071>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0004e, 0xffffffff>

"IrcProtocolManager (irc.geekshed.net:6667) listener" tid=0x0x7f739cc50700 this=0x0x7f739f694640 thread handle 0x453 state : interrupted state owns ()
at System.Text.RegularExpressions.Interpreter.CheckComboMatch (System.Collections.Generic.List`1<System.Collections.Generic.List`1<System.Text.RegularExpressions.Interpreter/JumpTestEntry>>,System.Collections.Generic.List`1<System.Text.RegularExpressions.Interpreter/JumpTestEntry>,int,int) <IL 0x00028, 0x000f1>
at System.Text.RegularExpressions.Interpreter.Eval_Real (System.Text.RegularExpressions.Interpreter/Mode,int&,int,System.Collections.Generic.List`1<System.Text.RegularExpressions.Interpreter/JumpTestEntry>,System.Collections.Generic.List`1<System.Collections.Generic.List`1<System.Text.RegularExpressions.Interpreter/JumpTestEntry>>,bool) <IL 0x0094a, 0x01027>
at System.Text.RegularExpressions.Interpreter.Eval (System.Text.RegularExpressions.Interpreter/Mode,int&,int,System.Collections.Generic.List`1<System.Text.RegularExpressions.Interpreter/JumpTestEntry>,System.Collections.Generic.List`1<System.Collections.Generic.List`1<System.Text.RegularExpressions.Interpreter/JumpTestEntry>>,bool) <IL 0x0002b, 0x0008f>
at System.Text.RegularExpressions.Interpreter.Eval_Real (System.Text.RegularExpressions.Interpreter/Mode,int&,int,System.Collections.Generic.List`1<System.Text.RegularExpressions.Interpreter/JumpTestEntry>,System.Collections.Generic.List`1<System.Collections.Generic.List`1<System.Text.RegularExpressions.Interpreter/JumpTestEntry>>,bool) <IL 0x008e0, 0x00f4f>
at System.Text.RegularExpressions.Interpreter.Eval (System.Text.RegularExpressions.Interpreter/Mode,int&,int,System.Collections.Generic.List`1<System.Text.RegularExpressions.Interpreter/JumpTestEntry>,System.Collections.Generic.List`1<System.Collections.Generic.List`1<System.Text.RegularExpressions.Interpreter/JumpTestEntry>>,bool) <IL 0x0002b, 0x0008f>
at System.Text.RegularExpressions.Interpreter.TryMatch (int&,int,System.Collections.Generic.List`1<System.Text.RegularExpressions.Interpreter/JumpTestEntry>,System.Collections.Generic.List`1<System.Collections.Generic.List`1<System.Text.RegularExpressions.Interpreter/JumpTestEntry>>,bool) <IL 0x0002c, 0x0009b>
at System.Text.RegularExpressions.Interpreter.Eval_Real (System.Text.RegularExpressions.Interpreter/Mode,int&,int,System.Collections.Generic.List`1<System.Text.RegularExpressions.Interpreter/JumpTestEntry>,System.Collections.Generic.List`1<System.Collections.Generi

c.List`1<System.Text.RegularExpressions.Interpreter/JumpTestEntry>>,bool) <IL 0x0040d, 0x00647>
at System.Text.RegularExpressions.Interpreter.Eval (System.Text.RegularExpressions.Interpreter/Mode,int&,int,System.Collections.Generic.List`1<System.Text.RegularExpressions.Interpreter/JumpTestEntry>,System.Collections.Generic.List`1<System.Collections.Generic.List`1<System.Text.RegularExpressions.Interpreter/JumpTestEntry>>,bool) <IL 0x00043, 0x000c7>
at System.Text.RegularExpressions.Interpreter.Scan (System.Text.RegularExpressions.Regex,string,int,int) <IL 0x00027, 0x0005f>
at System.Text.RegularExpressions.Regex.Match (string,int) <IL 0x0003e, 0x00057>
at System.Text.RegularExpressions.Regex.Match (string) <IL 0x00009, 0x00027>
at Smuxi.Engine.MessageBuilder.ContainsHighlight (string) [0x00011] in /build/buildd/smuxi-0.8.11+git/src/Engine/Messages/MessageBuilder.cs:393
at Smuxi.Engine.MessageBuilder.MarkHighlights () [0x0004b] in /build/buildd/smuxi-0.8.11+git/src/Engine/Messages/MessageBuilder.cs:446
at Smuxi.Engine.IrcProtocolManager._OnChannelMessage (object,Meebey.SmartIrc4net.IrcEventArgs) [0x0004b] in /build/buildd/smuxi-0.8.11+git/src/Engine-IRC/Protocols/Irc/IrcProtocolManager.cs:2617
at Meebey.SmartIrc4net.IrcClient._Event_PRIVMSG (Meebey.SmartIrc4net.IrcMessageData) [0x00040] in /build/buildd/smuxi-0.8.11+git/lib/SmartIrc4net/src/IrcClient/IrcClient.cs:1953
at Meebey.SmartIrc4net.IrcClient._HandleEvents (Meebey.SmartIrc4net.IrcMessageData) [0x00191] in /build/buildd/smuxi-0.8.11+git/lib/SmartIrc4net/src/IrcClient/IrcClient.cs:1244
at Meebey.SmartIrc4net.IrcClient._Worker (object,Meebey.SmartIrc4net.ReadLineEventArgs) [0x00000] in /build/buildd/smuxi-0.8.11+git/lib/SmartIrc4net/src/IrcClient/IrcClient.cs:948
at (wrapper delegate-invoke) <Module>.invoke_void__this___object_ReadLineEventArgs (object,Meebey.SmartIrc4net.ReadLineEventArgs) <IL 0x00059, 0x00095>
at (wrapper delegate-invoke) <Module>.invoke_void__this___object_ReadLineEventArgs (object,Meebey.SmartIrc4net.ReadLineEventArgs) <IL 0x00059, 0xffffffff>
at Meebey.SmartIrc4net.IrcConnection.ReadLine (bool) [0x000a1] in /build/buildd/smuxi-0.8.11+git/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:884
at Meebey.SmartIrc4net.IrcConnection.Listen (bool) [0x0000b] in /build/buildd/smuxi-0.8.11+git/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:823
at Meebey.SmartIrc4net.IrcConnection.Listen () [0x00000] in /build/buildd/smuxi-0.8.11+git/lib/SmartIrc4net/src/IrcConnection/IrcConnection.cs:837
at Smuxi.Engine.IrcProtocolManager._Listen () [0x00000] in /build/buildd/smuxi-0.8.11+git/src/Engine-IRC/Protocols/Irc/IrcProtocolManager.cs:2102
at Smuxi.Engine.IrcProtocolManager._Run () [0x0001c] in /build/buildd/smuxi-0.8.11+git/src/Engine-IRC/Protocols/Irc/IrcProtocolManager.cs:2068
at System.Threading.Thread.StartInternal () <IL 0x00021, 0x00071>
at (wrapper runtime-invoke) object.runtime_invoke_void__this__ (object,intptr,intptr,intptr) <IL 0x0004e, 0xffffffff>
</pre>

<pre>
Mono JIT compiler version 3.0.1 (Debian 3.0.1+dfsg-1~exp1~pre1)
Copyright (C) 2002-2012 Novell, Inc, Xamarin Inc and Contributors. www.mono-project.com
TLS: __thread
SIGSEGV: altstack
Notifications: epoll
Architecture: amd64
Disabled: none
Misc: softdebug
LLVM: supported, not enabled.
GC: Included Boehm (with typed GC and Parallel Mark)
</pre>

History

12/24/2012 12:15 AM - Mirco Bauer

This issue could be a memory corruption caused by shared Regex instances which are support to be thread-safe. The highlight matching code was refactored from IrcProtocolManager to MessageBuilder in August 2012.

12/24/2012 12:17 AM - Mirco Bauer

Nope, I have to revoke my last statement. The regex were it freezes is a local variable and is not even using a compiled regex. This code should be safe in any case, see: https://github.com/meebey/smuxi/blob/master/src/Engine/Messages/MessageBuilder.cs#L393