

## Smuxi - Bug # 827: NullReferenceException in CampfireProtocolManager.Dispose()

<b>Status:</b>	Closed	<b>Priority:</b>	Normal
<b>Author:</b>	Mirco Bauer	<b>Category:</b>	Engine Campfire
<b>Created:</b>	04/01/2013	<b>Assigned to:</b>	Carlos Martín Nieto
<b>Updated:</b>	04/05/2013	<b>Due date:</b>	
<b>Complexity:</b>			
<b>Found in Version:</b>	0.8.11-dev (e364a2e)		
<b>Subject:</b>	NullReferenceException in CampfireProtocolManager.Dispose()		
<b>Description:</b>	<pre>&lt;pre&gt; Exception Type: System.NullReferenceException  Exception Message: Object reference not set to an instance of an object  Exception StackTrace:                 at                System.Runtime.Remoting.Proxies.RealProxy.PrivateInvoke (System.Runtime.Remoting.Proxies.RealProxy rp, IMessage msg, System.Exception&amp; exc, System.Object[]&amp; out_args) [0x00000] in &lt;filename unknown&gt;:0  Exception.ToString(): System.NullReferenceException: Object reference not set to an instance of an object  Server stack trace:   at Smuxi.Engine.CampfireProtocolManager.Dispose () [0x00000] in &lt;filename unknown&gt;:0     at Smuxi.Engine.Session.CommandShutdown (Smuxi.Engine.CommandModel cmd) [0x00060] in /usr/local/src/smuxi/src/Engine/Session.cs:657       at Smuxi.Engine.Session.Command (Smuxi.Engine.CommandModel cd) [0x0014e] in /usr/local/src/smuxi/src/Engine/Session.cs:389         at (wrapper managed-to-native) System.Runtime.Remoting.RemotingServices:InternalExecute (System.Reflection.MethodBase,object,object[],object[]&amp;)           at System.Runtime.Remoting.RemotingServices.InternalExecuteMessage (System.MarshalByRefObject target, IMethodCallMessage reqMsg) [0x000a4] in /tmp/build/mono-2.6.7/mcs/class/corlib/System.Runtime.Remoting/RemotingServices.cs:147  Exception rethrown at [0]:                  at                System.Runtime.Remoting.Proxies.RealProxy.PrivateInvoke (System.Runtime.Remoting.Proxies.RealProxy rp, IMessage msg, System.Exception&amp; exc, System.Object[]&amp; out_args) [0x00000] in &lt;filename unknown&gt;:0  &lt;/pre&gt;</pre>		

### Associated revisions

04/03/2013 06:42 AM - Carlos Martín Nieto

[Engine-Campfire] Keep better track of the event streams

Keep a chat-stream mapping and dispose the event stream when the chat is closed to clean up the network connection (closes: #827).

### History

04/01/2013 01:27 PM - Mirco Bauer

Side note: engine-campfire does either not generated debug symbols or they are not installed, thus no line number in the stack trace...

**04/05/2013 03:41 PM - Anonymous**

- *Status changed from New to Closed*

- *% Done changed from 0 to 100*

Applied in changeset commit:"8afe12f6e770152826c5600715d8e114752a6904".