

Smuxi Issues [FROZEN ARCHIVE] - Bug # 856: NullPointerExceptionException in GroupChatView.Popula

Status:	Closed	Priority:	Normal
Author:	Noel Kuntze	Category:	Frontend GNOME
Created:	06/25/2013	Assigned to:	Mirco Bauer
Updated:	07/25/2013	Due date:	
Complexity:	Low		
Found in Version:			
Subject:	NullPointerExceptionException in GroupChatView.Populate()		
Description:	<p>This happened just after I connected. I don't know exactly what caused it.</p> <p>Smuxi version is 0.8.11.54.ga1b65be-1.</p> <pre>Exception Type:System.NullReferenceExceptionException Message:Object reference not set to an instance of an objectException StackTrace:  at Smuxi.Frontend.Gnome.GroupChatView.Populate () [0x0008b] in /tmp/pacaurtmp-thermi/smuxi-git/src/smuxi/src/Frontend-GNOME/Views/Chats/GroupChatView.cs:307 at Smuxi.Frontend.Gnome.ChatViewManager &lt;OnChatSynced&gt;c__AnonStorey1F.&lt;&gt;m__31 () [0x0007a] in /tmp/pacaurtmp-thermi/smuxi-git/src/smuxi/src/Frontend-GNOME/ChatViewManager.cs:326 at GLib.Idle IdleProxy.Handler () [0x00000] in &lt;filename unknown&gt;:0 &lt;/pre&gt;</pre>		

Associated revisions

07/25/2013 08:21 PM - Mirco Bauer  
[Frontend-GNOME] Fixed potential NRE race in GroupChatView.Populate() (closes: #856)

History

06/26/2013 05:48 PM - Noel Kuntze  
- File crash\_befoire.png added  
I just had this crash again and Smuxi had this error 0,5 to 2 seconds before it crashed. It might therefore be related to the crash cause.

07/19/2013 08:31 PM - Noel Kuntze  
That issue was related to my hwclock not set to the correct time and my system using ntpd to keep the time. What caused the crash was, that after my system started, the system time was ~6-8 hours lagging behind the real time. When ntpd synchronized the system clock to the source, the time changed by that large amount and that somehow not only made smuxi fail, but also the watchdog of my system. I think you can close this ticket.

07/19/2013 09:11 PM - Mirco Bauer  
Thanks for the update. Even though your clock got screwed up, Smuxi shouldn't crash in this way. From the stack trace the crash happened when syncing a group chat. I will look into potential race conditions.

07/19/2013 09:11 PM - Mirco Bauer  
- Subject changed from Exception: Object reference not set to an instance of an object to NullPointerExceptionException in GroupChatView.Populate()

07/25/2013 08:23 PM - Mirco Bauer  
- Target version set to 0.8.11.1  
- Complexity set to Low

07/25/2013 08:26 PM - Mirco Bauer  
- Status changed from New to Closed  
- % Done changed from 0 to 100  
Applied in changeset commit:"106fb81ef695a03233a8facb2ae9a8accf0617db".

Files

crash_befoire.png	46.9 KB	06/26/2013	Noel Kuntze
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