

Smuxi Issues [FROZEN ARCHIVE] - Bug # 985: no state transition initial+sync during frontend connect of freshly started smuxi-server

Status:	New	Priority:	Immediate
Author:	Oliver Schneider	Category:	Frontend
Created:	08/31/2014	Assigned to:	Mirco Bauer
Updated:	09/01/2014	Due date:	
Complexity:	High		
Found in Version:	git		
Subject:	no state transition initial+sync during frontend connect of freshly started smuxi-server		
Description:	<p>happened while connecting a frontend to a smuxi-server that was started just a second before the frontend connect</p> <p>maybe some reordering of the events?</p> <p>the irc server was successfully connected afterwards</p> <p>full log attached</p> <p>Exception Type: Smuxi.Frontend.InvalidStateException</p> <p>Exception Message: <<IRC/hackint/IRC hackint>> could not sync in InitialState</p> <p>Exception StackTrace: at Smuxi.Frontend.ChatViewSyncManager+State.ExecuteSync () [0x00000] in /build/buildd/smuxi-0.12+dev.bzr447~ubuntu12.04.1/src/Frontend/ChatViewSyncManager.cs:99 at Smuxi.Frontend.ChatViewSyncManager+SyncInfo.ExecuteSync () [0x00011] in /build/buildd/smuxi-0.12+dev.bzr447~ubuntu12.04.1/src/Frontend/ChatViewSyncManager.cs:347 at Smuxi.Frontend.ChatViewSyncManager+<QueueSync>c__AnonStorey3.<>m__3 () [0x00000] in /build/buildd/smuxi-0.12+dev.bzr447~ubuntu12.04.1/src/Frontend/ChatViewSyncManager.cs:530</p>		

History

09/01/2014 04:07 PM - Mirco Bauer

- Category set to Frontend
- Assigned to set to Mirco Bauer
- Priority changed from Normal to Immediate
- Complexity set to High
- Found in Version set to git

This is a race condition we also ran into. After some attempts to bring the synchronization back between Sync and Add request I decided I will have to revert the changes of the new_sync_manager branch.

09/01/2014 05:59 PM - Mirco Bauer

Either the sync manager needs to cope with this issue (doing the needed synchronization itself), each frontend needs to work around or deal with it.

Files

smuxi-server.log	794.4 KB	08/31/2014	Oliver Schneider
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