

## Smuxi - Bug # 996: Happens every time Twitter tries to sync with the client

<b>Status:</b>	Closed	<b>Priority:</b>	Normal
<b>Author:</b>	Noname Noname	<b>Category:</b>	Frontend GNOME
<b>Created:</b>	11/12/2014	<b>Assigned to:</b>	Mirco Bauer
<b>Updated:</b>	11/19/2016	<b>Due date:</b>	
<b>Complexity:</b>			
<b>Found in Version:</b>			
<b>Subject:</b>	Happens every time Twitter tries to sync with the client		
<b>Description:</b>	<p>Every time it tries to sync twitter with the engine after restarting the client, this is thrown and the client crashes. If there's plenty to sync or the server is slow enough, it's possible to click the disconnect button in time, otherwise the only option is revoking twitter access and restarting the engine. Error happens client-side only, the server throws no errors. Also it would appear that the 'Report a bug' button didn't paste the whole exception, so if any further info is needed, just ask.</p> <p>Engine compiled from tarball (0.11.0.0) on CentOS.</p> <p>Exception starts: &lt;pre&gt; Exception Type: System.InvalidCastException</p> <p>Exception Message: Object must implement IConvertible.</p> <p>Exception StackTrace:</p> <p>Server stack trace: at System.Convert.ChangeType(Object value, Type conversionType, IFormatProvider provider) at System.Runtime.Serialization.FormatterConverter.Convert(Object value, Type type) at System.Runtime.Serialization.SerializationInfo.GetValue(String name, Type type) at System.Collections.Generic.Dictionary`2.OnDeserialization(Object sender) at System.Runtime.Serialization.ObjectManager.RaiseDeserializationEvent() at System.Runtime.Serialization.Formatters.Binary.ObjectReader.Deserialize(HeaderHandler handler, __BinaryParser serParser, Boolean fCheck, Boolean isCrossAppDomain, IMethodCallMessage methodCallMessage) at System.Runtime.Serialization.Formatters.Binary.BinaryFormatter.Deserialize(Stream serializationStream, HeaderHandler handler, Boolean fCheck, Boolean isCrossAppDomain, IMethodCallMessage methodCallMessage) at System.Runtime.Remoting.Channels.CoreChannel.DeserializeBinaryResponseMessage(Stream inputStream, IMethodCallMessage reqMsg, Boolean bStrictBinding) at System.Runtime.Remoting.Channels.BinaryClientFormatterSink.SyncProcessMessage(IMessage msg)</p> <p>Exception rethrown at [0]: at System.Runtime.Remoting.Proxies.RealProxy.HandleReturnMessage(IMessage reqMsg, IMessage retMsg) at System.Runtime.Remoting.Proxies.RealProxy.PrivateInvoke(MessageData&amp; msgData, Int32 type) at Smuxi.Engine.GroupChatModel.get_Persons() at Smuxi.Frontend.Gnome.GroupChatView.Sync() at Smuxi.Frontend.Gnome.TwitterGroupChatView.Sync() at Smuxi.Fronten</p>		

## History

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**11/19/2016 11:58 AM - Mirco Bauer**

- *Status changed from New to Closed*

Smuxi is now detecting this issue and shows a dialog with a link to resolve the issue instead of crashing.