

LeechCraft - Bug #2003

Qt5: murm offline & segfault at quit

06/11/2016 02:41 PM - DA

Status:	Closed	Start date:	06/11/2016
Priority:	Normal	Due date:	
Assignee:	0xd34df00d	% Done:	100%
Category:	Plugins: Azoth	Estimated time:	2.00 hours
Target version:	0.6.75		
Reported in:	master		

Description

Sometimes (always after suspend/awake but not only) murm becomes offline and status can't be changed. If LC is restarted it will be possible to make murm online. At restart segfault with murm invoked will appear.

STR:
Run Qt5 build.
Make murm online.
Suspend PC with liznoo broken.
Awake.
Be sure murm is offline and try to change status.
Quit.
Segfault.

Expected result:
Possibility to change status. No segfaults.

Actual result:
Offline untill restart. Segfault at restart.

System information:
LeechCraft 0.6.70-6970-g17b4101
Built with Qt 5.6.1, running with Qt 5.6.1
Running on: openSUSE 13.2 (Harlequin) (x86_64) x86_64 4.1.26-2.g66e5a54-default #1 SMP PREEMPT Thu Jun 9 13:41:54 UTC 2016 (66e5a54)

Associated revisions

Revision e6f4aaca - 08/09/2016 03:42 AM - 0xd34df00d

[Azoth Murm] More checks for ShouldStop_ in LongPollManager.

For #2003.

Revision 3d544fe1 - 08/09/2016 03:44 AM - 0xd34df00d

[Azoth Murm] Clear prepared/running calls and the queue manager on offline.

Hopefully fixes #2003.

History

#1 - 07/02/2016 12:07 PM - DA

- File *lc_crash_16_07_02-12_30_33.log* added

#2 - 07/10/2016 12:54 PM - DA

- File *console_output.log* added

#3 - 08/09/2016 03:34 AM - 0xd34df00d

- Target version set to 0.6.75

- Status changed from New to Assigned

#4 - 08/09/2016 03:44 AM - 0xd34df00d

Don't have a machine with reliably working suspend/hibernate, so had to meditate on the code instead.

#5 - 08/09/2016 03:44 AM - 0xd34df00d

- Estimated time set to 2.00 h

#6 - 08/09/2016 03:45 AM - 0xd34df00d

- % Done changed from 0 to 100

- Status changed from Assigned to Resolved

Applied in changeset [main|3d544fe17051b5b7791f6ae820eaa5da49ec3d66](#).

#7 - 08/13/2016 11:47 AM - DA

1. offline: not fixed. segfault: may be fixed (not always reproducible).

#8 - 08/14/2016 06:36 PM - DA

2. offline: not fixed. segfault: may be fixed (not always reproducible). Will close with 3.

#9 - 08/16/2016 05:38 AM - DA

- Status changed from Resolved to Closed

½ closed.

Files

lc_crash_16_06_11-13_05_51.log	58.1 KB	06/11/2016	DA
lc_crash_16_07_02-12_30_33.log	74.8 KB	07/02/2016	DA
console_output.log	5.89 KB	07/10/2016	DA