

AdiIRC - Bug #3513

Frequent crashes when connected to channels with constant messages

06/27/2017 01:50 AM - Kostas K

Status:	Closed	Start date:	06/27/2017
Priority:	Normal	Due date:	
Assignee:	Per Amundsen	% Done:	0%
Category:	Interface	Estimated time:	0.00 hour
Target version:	2.8	Regression:	No
Operative System:	Windows 10		
Description			
Using AdiIRC 2.8 x64 in win10.			
I haven't found any relevant entry about the following issue neither in the AdiIRC beta changelog nor in issues, so I filed this.			
The issue: very frequently, when connected to channels with constant messages(5-10 messages per second) from XDCC bots, such as: irc://irc.abjects.net:6667/moviegods irc://irc.scenep2p.net:6667/THE.SOURCE irc://irc.iarec.net:6667/ULTRA-WAREZ then sooner or later, that channel window will crash, resulting in 6F21Hbm.jpg and if I press 'Details' I get: Y10nRiQ.jpg i.e.			
<pre>Index was out of range. Must be non-negative and less than the size of the collection. Parameter name: index</pre>			
<pre>Void ThrowArgumentOutOfRangeException(System.ExceptionArgument, System.ExceptionResource) at System.ThrowHelper.ThrowArgumentOutOfRangeException(ExceptionArgument argument, ExceptionResource resource) at AdiIRC.GUI.Elements.TextView.ScrollbarMeasureLines() at AdiIRC.GUI.Elements.TextView.OnScrollbarScroll(Object sender, EventArgs e) at System.EventHandler.Invoke(Object sender, EventArgs e) at System.Windows.Forms.ScrollBar.OnValueChanged(EventArgs e) at System.Windows.Forms.ScrollBar.set_Value(Int32 value) at AdiIRC.GUI.Elements.TextView.ScrollDown() at AdiIRC.GUI.Elements.TextView.OnMouseWheel(MouseEventArgs e) at System.Windows.Forms.Control.WmMouseWheel(Message& m) at System.Windows.Forms.Control.WndProc(Message& m) at AdiIRC.GUI.Elements.TextView.WndProc(Message& m) at System.Windows.Forms.NativeWindow.Callback(IntPtr hWnd, Int32 msg, IntPtr wparam, IntPtr lparam)</pre>			
And eventually, if I press 'Continue', then the current channel will become: fyvZGgP.jpg but I may keep on using AdiIRC (even though the red "X" on that channel will keep on flashing).			
I first thought that the 'Join-Part Filter.dll' plugin that I use is to blame, but I unloaded it, restarted AdiIRC, and the problem continues to occur.			
I have already submitted multiple crash reports of this (pressed the 'Send' button at the 'Sorry, AdiIRC crashed' window).			
Thank you			

History

#1 - 06/27/2017 02:18 AM - Per Amundsen

- Category set to Interface
- Status changed from New to Assigned
- Assignee set to Per Amundsen

I fixed a bug with that stacktrace earlier today, you might give it a try by typing /betaup (beta's are very safe), let me know if it helps.

Edit: Thanks for the detailed bug report.

#2 - 06/27/2017 06:43 PM - Kostas K

Yes, the problem no longer appears. Thank you.

But, I noticed (in the beta, as well as in the stable version) this:
in such channels with non-stop messages, e.g. irc://irc.abjects.net:6667/moviegods
AdiIRC only displays something like the messages of the last 5-10 minutes at any time,
i.e. let's say I connect to the channel at 19:00,
well, after 20 minutes (at 19:20), the earliest displayed message in the window would be of 19:15 !

In mIRC this doesn't happen (it displays all messages, i.e. in the above case the earliest displayed message will be that of 19:00)

Why is that?
Is this controlled by some setting?

#3 - 06/27/2017 06:47 PM - Per Amundsen

- Status changed from Assigned to Resolved

Good to hear.

By default adiirc has a scrollbar buffer of 500 lines, this can be changed per window in the Switchbar/Treebar right-click menu -> Buffer -> Select or globally in Options -> Messages -> Max buffer (setting it to 0 means unlimited).

I would not set this number to high since it will consume a lot of memory and will cause changing channel windows to use a lot of cpu and/or lag.

#4 - 06/27/2017 06:47 PM - Per Amundsen

- Status changed from Resolved to Closed

#5 - 06/27/2017 07:33 PM - Kostas K

Thank you for the info. So, I'll not change that number.

I think I'll keep on using Beta.
Just one last question (hopefully not too obvious), please:
when saying:

beta's are very safe

I guess you mean that they are stable enough for everyday use, right?

#6 - 06/27/2017 07:44 PM - Per Amundsen

You can change the number, maybe try 1000 see how it goes, if all good you can try 1500 etc.

Yes you can use it every day, I do so myself, some users get scared because it's called "beta", but they are actually more stable than "stable" since they have a lot of bug fixes which are not yet in "stable", like this one :->

#7 - 06/27/2017 07:46 PM - Kostas K

Great!
Thanks once more for the quick responses!