Rider
xplat adventures

xBuild

Не собирается проект:

```
Build FAILED.

Warnings:

/Users/mfilippov/Demo/ConsoleApplication/ConsoleApplication/ConsoleApplication.csproj:  warning : Could not find projec
t file /Users/mfilippov/Demo/ConsoleApplication/ConsoleApplication/ManagedProject.Targets, to import. Ignoring.

Errors:

/Users/mfilippov/Demo/ConsoleApplication/ConsoleApplication.sln (default targets) ->
(Build target) ->

        /Users/mfilippov/Demo/ConsoleApplication/ConsoleApplication/ConsoleApplication.csproj: error : /Users/mfilippov
/Demo/ConsoleApplication/ConsoleApplication/ConsoleApplication.csproj: /Users/mfilippov/Demo/ConsoleApplication/Console
Application/ConsoleApplication.csproj could not import "ManagedProject.$([System.Text.RegularExpressions.Regex]::Match(
$(SolutionFileName), '^[\w\.]+\.').Value)Targets"

        1 Warning(s)
        1 Error(s)

Time Elapsed 00:00:00.2181650
```

^[\w\.]+\.

```xml
 —<Import Project="$(MSBuildToolsPath)\Microsoft.CSharp.targets" />
 —<Import Project="ManagedProject.$([System.Text.RegularExpressions.Regex]::Match($(SolutionFileName), '^[\w\.]+\.').Value)Targets" />
</Project>
```

xBuild

xBuild при парсинге выражений всегда "чинит" слеши

```csharp
public void Parse (string expression, ParseOptions options)
{
    bool split = (options & ParseOptions.Split) == ParseOptions.Split;
    bool allowItems = (options & ParseOptions.AllowItems) == ParseOptions.AllowItems;
    bool allowMd = (options & ParseOptions.AllowMetadata) == ParseOptions.AllowMetadata;

    expression = expression.Replace ('\\', Path.DirectorySeparatorChar);

    string [] parts;
    if (split)
        parts = expression.Split (new char [] {';'}, StringSplitOptions.RemoveEmptyEntries);
    else
        parts = new string [] { expression };

    // TODO: Too complicated, each part parses only its known part
    // we should simply do it in one go and avoid all this parts code madness
```

xBuild

Evaluation != Build

```
string projectFile = parameters.ProjectFile;
if (!File.Exists (projectFile)) {
    ErrorUtilities.ReportError (0, String.Format ("Project file '{0}' not found.", projectFile));
    return;
}

result = engine.BuildProjectFile (projectFile, parameters.Targets, null, null, BuildSettings.None, parameters.ToolsVersion);
}
```

Mono

Неожиданно начало падать Mono в тестах,
после небольшого рефакторинга, stacktrace были
почти всегда разные.

refs/heads/wave07	#163.8202	⊘ Tests passed: 143, ignored: 1; critical test framework failure, cause: com.jetbrains.testSources.fra... ▽	View ▽	Changes (24) ▽
refs/heads/wave07	#163.8194	✓ Tests passed: 474, ignored: 4, muted: 6 ▽	View ▽	Changes (4) ▽
refs/heads/wave07	#163.8174	✓ Tests passed: 477, ignored: 4, muted: 3 ▽	View ▽	Slava Tutushkin (1) ▽

Mono

```csharp
1   namespace РеШарпер
2   {
3       // Настоящие названия классов изменены из-за NDA
4       public interface IМойКлевыйИнтерфейс<T>
5       {
6           // бла-бла-бла
7       }
8
9       public class МойКлевыйТип<T> : IМойКлевыйИнтерфейс<T>
10      {
11          // бла-бла-бла
12      }
13
14      public class ОсновнаяЛогика
15      {
16          public void Главный()
17          {
18              var объект1 = new МойКлевыйТип<int>();
19              var объект2 = new МойКлевыйТип<string>();
20              var объект3 = new МойКлевыйТип<double>();
21              // ...
22          }
23      }
24  }
```

Mono

А не сэкономить ли нам немного памяти
65535 интерфейсов хватит всем!


```
Mon Jan 17 16:14:46 CET 2005 Paolo Molaro <lupus@ximian.com>

	* class.c, object.c, class-internals.h, marshal.c: rearrange
	some fields and tweak some types to lower memory usage.
```

```
227         -      guint      interface_count;
228         -      guint      interface_id;          /* unique inderface id (for
229         -      guint      max_interface_id;
230         -       gint     *interface_offsets;
231         -      MonoClass **interfaces;
232         -
233  227             /* for fast subtype checks */
234         -      guint      idepth;
235  228      MonoClass **supertypes;
     229  +      guint16    idepth;
     230  +
     231  +      guint16    interface_count;
     232  +      guint16    interface_id;          /* unique inderface id (for interfaces) */
     233  +      guint16    max_interface_id;
     234  +       gint     *interface_offsets;
     235  +      MonoClass **interfaces;
```

```
1  ▮▮▮▮▮  mono/metadata/class.c

     ⛶           @@ -919,6 +919,7 @@ mono_get_unique_iid (MonoClass *class)
919  919
920  920              mono_loader_unlock ();
921  921  +
     922  +          g_assert (iid <= 65535);
922  923              return iid - 1;
923  924      }
924  925
```

Mono

После обновления пользовательской Mono перестало уст

```
static IOAsyncCallback BeginAcceptCallback = new IOAsyncCallback (ares => {
        SocketAsyncResult sockares = (SocketAsyncResult) ares;
        Socket socket = null;

        try {
                socket = sockares.socket.Accept ();
        } catch (Exception e) {
                sockares.Complete (e);
                return;
        }

        sockares.Complete (socket);
});
```

Mono

Accept делается не на том Socket

```
992         static IOAsyncCallback BeginAcceptCallback = new IOAsyncCallback (ares => {
993             SocketAsyncResult sockares = (SocketAsyncResult) ares;
994   +         Socket acc_socket = null;

995   +         try {
996   +             if (sockares.AcceptSocket == null) {
997   +                 acc_socket = sockares.socket.Accept ();
998   +             } else {
999   +                 acc_socket = sockares.AcceptSocket;
1000  +                 sockares.socket.Accept (acc_socket);
1001  +             }
1002  +
1003            } catch (Exception e) {
1004                sockares.Complete (e);
1005                return;
1006            }
1007  +         sockares.Complete (acc_socket);

1008        });
```

Mono

Иногда mono падает с вот таким stacktrace:

```
Stacktrace:
  at <unknown> <0xffffffff>
  at object.Equals (object,object) <0x0003f>
  at System.Configuration.PropertyInformation.SetStringValue (string) <0x0005f>
  at System.Configuration.ConfigurationElement.DeserializeElement (System.Xml.XmlReader,bool) <0x0040b>
  at System.Configuration.ConfigurationElement.DeserializeElement (System.Xml.XmlReader,bool) <0x00890>
  at System.Configuration.ConfigurationSection.DoDeserializeSection (System.Xml.XmlReader) <0x00213>
  at System.Configuration.ConfigurationSection.DeserializeSection (System.Xml.XmlReader) <0x0001f>
  at System.Configuration.Configuration.GetSectionInstance (System.Configuration.SectionInfo,bool) <0x0038c>
  at System.Configuration.Configuration.GetSectionInstance (System.Configuration.SectionInfo,bool) <0x001fb>
  at System.Configuration.ConfigurationSectionCollection.get_Item (string) <0x000cf>
  at System.Configuration.Configuration.GetSection (string) <0x00127>
  at System.Configuration.ClientConfigurationSystem.System.Configuration.Internal.IInternalConfigSystem.GetSection (string) <0x00027>
  at System.Configuration.ConfigurationManager.GetSection (string) <0x00024>
  at System.Net.Sockets.Socket..cctor () <0x004cf>
  at (wrapper runtime-invoke) object.runtime_invoke_void (object,intptr,intptr,intptr) <0x0004c>
  at <unknown> <0xffffffff>
  at (wrapper managed-to-native) object.__icall_wrapper_mono_generic_class_init (intptr) <0x00012>
  at JetBrains.Platform.RdFramework.Impl.SocketWire/Client/<>c__DisplayClass12.<.ctor>b__c () <0x00143>
```

Mono

```
103        static Socket ()
104        {
137                try {
138                    NetConfig config = System.Configuration.ConfigurationSettings.GetConfig("system.net/set
139                    if (config != null)
140                        ipv6_supported = config.ipv6Enabled ? -1 : 0;
141                } catch {
142                    ipv6_supported = -1;
143                }
```

В master mono удалили статический конструктор

Mono

Иногда mono падает с вот таким stacktrace:

```
Stacktrace:

  at <unknown> <0xffffffff>
  at (wrapper managed-to-native) object.__icall_wrapper_mono_gc_alloc_vector (intptr,intptr,intptr) <0x00065>
  at (wrapper alloc) object.AllocVector (intptr,intptr) <0x00169>
  at System.Collections.Generic.List`1<T_REF>.set_Capacity (int) <0x00061>
  at System.Collections.Generic.List`1<T_REF>.EnsureCapacity (int) <0x00082>
  at System.Collections.Generic.List`1<T_REF>.Add (T_REF) <0x00038>
  at JetBrains.ReSharper.Psi.Impl.Reflection2.ExternalAnnotations.AnnotationsIndexBuilder/<>c__DisplayClass22/<>c__DisplayClass25.<BuildIndexForFile>b__9 (string) <0x00224>
  at JetBrains.ReSharper.Psi.Impl.Reflection2.ExternalAnnotations.XmlPsiScanner/AttributeScanner.ParseTagAttributeValue (System.Xml.XmlReader) <0x0003a>
  at JetBrains.ReSharper.Psi.Impl.Reflection2.ExternalAnnotations.XmlPsiScanner/TagScanner.ParseTag (System.Xml.XmlReader) <0x0012c>
  at JetBrains.ReSharper.Psi.Impl.Reflection2.ExternalAnnotations.XmlPsiScanner/TagScanner.ParseTag (System.Xml.XmlReader) <0x002d4>
  at JetBrains.ReSharper.Psi.Impl.Reflection2.ExternalAnnotations.XmlPsiScanner/TagScanner.ParseTag (System.Xml.XmlReader) <0x002d4>
  at JetBrains.ReSharper.Psi.Impl.Reflection2.ExternalAnnotations.XmlPsiScanner/TagScanner.ParseTag (System.Xml.XmlReader) <0x002d4>
  at JetBrains.ReSharper.Psi.Impl.Reflection2.ExternalAnnotations.XmlPsiScanner/TagScanner.Process (System.Xml.XmlReader) <0x00019>
```

Mono

В mono добавили поддержку SIMD и на macOS она работа

Mono

Моно падает при чтении системного NuGet.config

```
at <unknown> <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (System.Threading.WaitHandle,intptr,int,bool) <0xffffffff>
at System.Threading.WaitHandle.WaitOne (System.TimeSpan,bool) <0x0009b>
at System.Threading.WaitHandle.WaitOne (System.TimeSpan) <0x0001d>
at NuGet.Configuration.Settings.ExecuteSynchronizedCore (System.Action) <0x00143>
at NuGet.Configuration.Settings.ExecuteSynchronized (System.Action) <0x00019>
at NuGet.Configuration.Settings..ctor (string,string,bool) <0x0032b>
at NuGet.Configuration.Settings.ReadSettings (string,string,bool) <0x0008a>
at NuGet.Configuration.Settings.LoadUserSpecificSettings (System.Collections.Generic.List`1<NuGet.Configuration.Settings>,string,string
<0x00418>
at NuGet.Configuration.Settings.LoadDefaultSettings (string,string,NuGet.Configuration.IMachineWideSettings,bool,bool) <0x0031e>
at NuGet.Configuration.Settings.LoadDefaultSettings (string,string,NuGet.Configuration.IMachineWideSettings) <0x00026>

Native stacktrace:

0    mono-sgen                     0x000000010e7c976a mono_handle_native_sigsegv + 282
1    libsystem_platform.dylib      0x00007fff8e929f1a _sigtramp + 26
2    mono-sgen                     0x000000010eab167f tmp_dir + 5471
3    libsystem_c.dylib             0x00007fff86e909b3 abort + 129
```

Mono

NuGet.config в NuGet.Client читается с помощью NamedMu

AndreyAkinshin commented on May 30   + ☺

Hi, I have the following exception:

```
at <unknown> <0xffffffff>
at (wrapper managed-to-native) System.Threading.WaitHandle.WaitOne_internal (System.Thread
at System.Threading.WaitHandle.WaitOne (System.TimeSpan.bool) <0x0009b>
```

migueldeicaza commented on Jun 23   + ☺

Named mutexes in Mono are process-local, they are not global like they are on Windows, so on the Mono case, it should use the same setup.

In the past, many years ago, mono supported global mutexes across a processes in the user namespace, but that support was very brittle and we removed the code some 4-5 years ago.

CoreCLR

На Linux не работает discover юнит тестов из .NET Core.
Сделали маленькое repro, которое срабатывает, только ко

CoreCLR

В имени Thread в Rider есть пробелы

stephentoub commented 29 days ago   .NET Foundation member   +☺

Thanks, @**AndreyAkinshin**. I installed Rider and found the problem. The JetBrains.ReSharper.Host.exe process has a thread in it with a name that includes spaces: "JetPool (S) Reg". When we're parsing the processes' task list looking for its threads, we parse the stat file for each task, and in doing so we misinterpret the space in the name as a space separator for the other items in the line. The fix in System.Diagnostics.Process is likely to track the parens and ensure we treat the whole parenthesized unit as the name. In the meantime, as a workaround, if you have control over the thread/task's name (something somewhere is probably calling a function like pthread_setname_np, or using prctl with PR_SET_NAME), you could try using a name that doesn't include spaces.

Fix parsing of procfs stat files when comm name contains spaces #12791

⑂ Merged   **stephentoub** merged 1 commit into `dotnet:master` from `stephentoub:fix_procfs_parsing`   29 days ago

Other issues

1. NetMq AsyncSocket and SetSocketOption()
2. MockWPF
3. NotImplementedException
4. \ vs /
5. \r\n vs \n
6. AppDomain LoadAssembly
7. …

Итог

1. Используем Mono из master

2. Используем бинарники xplat MSBuild

3. Пытаемся разрабатывать проект не только на Win

4. Репортим баги на github и иногда сами их чиним :)