

```

142 // The response returned from the server.
143 // </summary>
144 public T End(int timeout, bool throwOnError = true)
145 {
146     // check if the request has already completed.
147     bool mustWait = false;
148
149     lock (m_lock)
150     {
151         mustWait = !m_completed;
152
153         if (mustWait)
154         {
155             m_event = new ManualResetEvent(false);
156         }
157     }
158
159     // wait for completion.
160     if (mustWait)
161     {
162         try
163         {
164             if (!m_event.WaitOne(timeout) && throwOnError)
165             {
166                 throw new ServiceResultException(StatusCodes.BadRec
167             }
168         }
169         finally
170         {
171             lock (m_lock)
172             {
173                 // Dispose the event
174                 if (m_event != null)
175                 {
176                     m_event.Dispose();
177                     m_event = null;
178                 }
179             }
180         }
181     }
182
183     // return the response.
184     lock (m_lock)
185     {
186         if (m_error != null && throwOnError)

```

诊断分析

正在分析进程“DataCollect.Client05.DMP”

可用分析

- 内存
- 故障
- 进程响应能力
- 常规

分析

分析结果

代码	结果
AA0008	线程池缺少线程
AA0005	由于异步方法被阻止, 线程池超出线程
AA0005	由于异步方法被阻止, 线程池超出线程
AA0005	由于异步方法被阻止, 线程池超出线程
AA0005	由于异步方法被阻止, 线程池超出线程
AA0027	已找到阻止线程的同步对象
AA0021	线程池具有挂起的工作项
AA0031	计时器摘要

分析摘要

1985 个线程(96.59%)正在等待同步对象。线程正在积极等待以下对象。

名称	值	类型
对象	0x24F7D18E090	System.Object
["拥有线程"]	[24256] .NET ThreadPool Worker	System.Threading.Thread
["阻止的线程"]	[object Object]	System.Diagnostics.StackFrame[]
["0x24F52C4A720"]		事件
["0x24F4FC2FFE0"]		事件
["0x24F8303D618"]		事件
["0x24FA0411C18"]		事件
["0x24F75B67FF8"]		事件
["0x24F7F0136F0"]		事件
["0x24F7F9CA48"]		关键分区

潜在修复

如果某些阻止的纯种是由另一问题导致的, 请进一步调查。

current thread waitOne(), and 1978 threads blocked

1978 threads blocked

```
[外部代码]
Opc.Ua.Core.dll!Opc.Ua.Bindings.ChannelAsyncOperation<int>.End(int timeout, bool throwOnError) 行 164
Opc.Ua.Core.dll!Opc.Ua.Bindings.UaSCUaBinaryClientChannel.EndSendRequest(System.IAsyncResult result) 行 337
Opc.Ua.Core.dll!Opc.Ua.SessionClient.Republish(Opc.Ua.RequestHeader requestHeader, uint subscriptionId, uint retransmitSequenceNumber, out Opc.Ua.NotificationMessage notificationMessage) 行 9867
Opc.Ua.Client.dll!Opc.Ua.Client.Session.Republish(uint subscriptionId, uint sequenceNumber) 行 5331
Opc.Ua.Client.dll!Opc.Ua.Client.Subscription.OnMessageReceived() 行 2303
Opc.Ua.Client.dll!Opc.Ua.Client.Subscription.PublishResponseMessageWorker() 行 1889
[正在恢复异步方法]
```

```
无可用源 ChannelAsy...eration.cs WindowsServiceHost.cs
Opc.Ua.Bindings.ChannelAsync<int>.End(int timeout, bool throwOnE...
142 // The response returned from the server.
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175                 {
176                     m_event.Dispose();
177                     m_event = null;
178                 }
179             }
180         }
181     }
182
183     // return the response.
184     lock (m_lock)
185     {
186         if (m_error != null && throwOnError)
```

```
private void OnTimeout(object state)
{
    if (m_timer != null)
    {
        InternalComplete(doNotBlock: false, new ServiceResult(2156199936u));
    }
}

9 个引用
protected virtual bool InternalComplete(bool doNotBlock, object result)
{
    lock (m_lock)
    {
        if (m_completed) ...
        if (result is T) ...
        else ...
        m_completed = true;
        if (m_timer != null) ...
        if (m_event != null)
        {
            m_event.Set();
        }
    }
}
```

名称
[外部呼び出し]
OpC.Ua.Core.dll!OpC.Ua.Bindings.ChannelAsyncOperation<int>.End(int timeout, bool throwOnError) 行 164
OpC.Ua.Core.dll!OpC.Ua.Bindings.UaSCUaBinaryClientChannel.EndSendRequest(System.IAsyncResult result) 行 337
OpC.Ua.Core.dll!OpC.Ua.SessionClient.Republish(OpC.Ua.RequestHeader requestHeader, uint subscriptionId, uint retransmitSequ

出现计数
1,978
1
1
1
1
1
1
1
1

blocked

