

## !mlocks hung interpretation help needed

Posted by Bernhard - 24 Jul 2012 - 08:28

Hi,

i try to investigate a hung with windbg. If I call the command !mlocks i got the following

```

:000> !mlocks
Examining SyncBlocks...
Scanning for ReaderWriterLock instances...
Scanning for holders of ReaderWriterLock locks...
Scanning for ReaderWriterLockSlim instances...
Scanning for holders of ReaderWriterLockSlim locks...
Examining CriticalSections...

```

ClrThread	DbgThread	OsThread	LockType	Lock	LockLevel
0x640064	-1	0xffffffff	RWLock	000000000339a338	Writer
0x6	7	0x1ea8	thinlock	000000000343ddd8 (recursion:0)	

When executeing rwlocks i got the following:

```

0:000> !rwlocks 000000000339a338
No export rwlocks found
0:000> !rwlock 000000000339a338
WriterThread:      0x640064 (DEAD)
WriterLevel:      115
WaitingWriterCount: 0
WriterEvent:      0
WaitingWriterThreadIds: None
ReaderCount:      116
CurrentReaderThreadIds:
WaitingReaderCount: 576
ReaderEvent:      80400002
WaitingReaderThreadIds:
*This lock has 116 orphaned reader locks.

```

0:007> !rwlock

Address	ReaderCount	WaitingReaderCount	WriterThread	WaitingWriterCount
...				
000000000339a338	116	576	0x640064	0
...				
00000000053f0688	568	499	--	6...

i got this.

When I call

```
0:000> !dlk
Examining SyncBlocks...
Scanning for ReaderWriterLock instances...
Scanning for holders of ReaderWriterLock locks...
Scanning for ReaderWriterLockSlim instances...
Scanning for holders of ReaderWriterLockSlim locks...
Examining CriticalSections...
Scanning for threads waiting on SyncBlocks...
Scanning for threads waiting on ReaderWriterLock locks...
Scanning for threads waiting on ReaderWriterLocksSlim locks...
Scanning for threads waiting on CriticalSections...
No deadlocks detected.then no deadlock will be detected.
I found this on Tess's blog
http://blogs.msdn.com/b/tess/archive/2010/04/27/debugging-a-classic-readerwriterlock-deadlock-with-so-sex-dll.aspx
```

My question is if this threads have to do with my hunging application,  
and what the scenario could be.  
What does it mean that the thread is DEAD. Or do I have to find somewhere else  
to find out the root cause of my hunging application?  
Please help me to interpret this output.

Regards,  
Bernhard

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