Quassel IRC - Bug #151

Deleting and Readding a Network in the same step leads to unpleasant side effects

04/19/2008 02:42 PM - EgS

Status:	Resolved		**Start date:**	
Priority:	High		**Due date:**	
Assignee:	Sputnick		**% Done:**	0%
Category:	General / Unspecified		**Estimated time:**	0.00 hour
Target version:	0.2.0-rc1			
Version:	0.13.1		**OS:**	Any

Description

the sync to core dialog hangs and strange side effects may happen... basically it crashed the client after I tried to readd the net again

Steps to reproduce:

- Delete a network
- Add a network with the same name
- Click Apply

History

#1 - 06/27/2008 01:25 AM - Sputnick

This is actually caused by a problem in SqliteStorage. createNetwork() will not create a new network if a net with the same already exists, at least as far as I can see, this is the only place where NetworkName actually has any significance (the insert_network query doesn't seem to check for different network IDs).

Workarounded this problem in the NetworksSettingsPage by reordering operations such that removals will be done before nets are created; still I think this problem needs to be fixed in storage as well.

Reassigning this to EgS, who is our storage wizard :)

#2 - 06/27/2008 12:07 PM - EgS

I think this would be faulty design.

Calling createWhatever(name, parameters) this should never *delete* and create something new with the same name. The only proper way is to issue a delete to the storage backend and then call a create.