

Quassel IRC - Bug #20

Handle Numeric Reply 433 ERR_NICKNAMEINUSE properly

05/14/2007 02:13 PM - EgS

Status:	Closed	Start date:	
Priority:	High	Due date:	
Assignee:	EgS	% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:	0.2.0-alpha1		
Version:	0.13.1	OS:	Any

Description

Use numeric Reply 433 to check whether or not a NICK command was successfull.

Currently the own nick is determined by 001 (RPL_WELCOME) which isn't even sent if the desired nick is already taken.

In this context the following numeric replies should be implemented too:

431 ERR_NONICKNAMEGIVEN
432 ERR_ERRONEUSNICKNAME
436 ERR_NICKCOLLISION

Additional information:

RFC:

431 ERR_NONICKNAMEGIVEN
":No nickname given"

- Returned when a nickname parameter expected for a command and isn't found.

432 ERR_ERRONEUSNICKNAME
"<nick> :Erroneous nickname"

- Returned after receiving a NICK message which contains characters which do not fall in the defined set. See section 2.3.1 for details on valid nicknames.

433 ERR_NICKNAMEINUSE
"<nick> :Nickname is already in use"

- Returned when a NICK message is processed that results in an attempt to change to a currently existing nickname.

436 ERR_NICKCOLLISION
"<nick> :Nickname collision KILL from <user>@<host>"

- Returned by a server to a client when it detects a nickname collision (registered of a NICK that already exists by another server).

History

#1 - 05/14/2007 04:39 PM - EgS

433 is done

```
/* RPL_NICKNAMEINUSER */
void Server::handleServer433(QString prefix, QStringList params) {
    QString errnick = params[0];
    emit displayMsg(Message::error("", tr("Nick %1 is already taken").arg(errnick)));
    // if there is a problem while connecting to the server -> we handle it
    // TODO rely on another source...
```

```

if(currentServer.isEmpty()) {
QStringList desiredNicks = identity["NickList"].toStringList();
int nextNick = desiredNicks.indexOf(ernnick) + 1;
if (desiredNicks.size() > nextNick) {
putCmd("NICK", QStringList(desiredNicks[nextNick]));
} else {
emit displayMsg(Message::error("", "All nicks in nicklist taken... use: /nick <othernick> to continue"));
}
}
}
}

```

#2 - 05/17/2007 04:31 PM - EgS

432 is done as well as possible

```

/* ERR_ERRONEUSNICKNAME */
void Server::handleServer432(QString prefix, QStringList params) {
if(params.size() < 2) {
// handle unreal-ircd bug, where unreal ircd doesnt supply a TARGET in ERR_ERRONEUSNICKNAME during registration phase:
// nick @
// :irc.scortum.moep.net 432 @ :Erroneous Nickname: Illegal characters
// correct server reply:
// :irc.scortum.moep.net 432 * @ :Erroneous Nickname: Illegal characters
emit displayMsg(Message::Error, "", tr("There is a nickname in your identity's nicklist which contains illegal characters"));
emit displayMsg(Message::Error, "", tr("Due to a bug in Unreal IRCd (and maybe other irc-servers too) we're unable to determine the erroneous nick"));
emit displayMsg(Message::Error, "", tr("Please use: /nick <othernick> to continue or clean up your nicklist"));
} else {
QString ernnick = params[0];
emit displayMsg(Message::Error, "", tr("Nick %1 contains illegal characters").arg(ernnick));
// if there is a problem while connecting to the server -> we handle it
// TODO rely on another source...
if(currentServer.isEmpty()) {
QStringList desiredNicks = identity["NickList"].toStringList();
int nextNick = desiredNicks.indexOf(ernnick) + 1;
if (desiredNicks.size() > nextNick) {
putCmd("NICK", QStringList(desiredNicks[nextNick]));
} else {
emit displayMsg(Message::Error, "", tr("No free and valid nicks in nicklist found. use: /nick <othernick> to continue"));
}
}
}
}
}
}

```

431 ERR_NONICKNAMEGIVEN and

436 ERR_NICKCOLLISION

don't need special treatment, since there is now way to encounter those errors and emptynicks aren't possible in preferred nicklist - at least I hope and suppose that it's not possible :)

#3 - 06/19/2007 10:11 PM - EgS

Fix has been live for a while...

No complaints so far -> close