

Quassel IRC - Feature #276

Please provide some way of discerning between identified and non identified users in the nick list

08/13/2008 01:29 PM - jussi01

<b>Status:</b>	Resolved	<b>Start date:</b>	
<b>Priority:</b>	High	<b>Due date:</b>	
<b>Assignee:</b>	EgS	<b>% Done:</b>	0%
<b>Category:</b>	Quassel Client	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>			
<b>OS:</b>	Any		
<b>Description</b>			
Colours maybe? or small icons?			
<b>Related issues:</b>			
Is duplicate of Quassel IRC - Feature #356: Add CAPAB IDENTIFY-MSG ability			New

History

#1 - 08/13/2008 01:36 PM - TerrorBite

Note that different IRCds use different usermodes to indicate a registered user. The standard Unreal IRCd uses usermode +r to indicate a registered user, whereas Freenode's IRCd use +e. This feature would need to identify the type of server to work correctly. And I could be wrong, it could be the services software that determines the usermode, in which case things become a lot more difficult.