

Quassel IRC - Bug #343

Initial nicknames are not randomized correctly

10/09/2008 11:05 AM - seezer

Status:	Rejected	Start date:	
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:	General / Unspecified	Estimated time:	0.00 hour
Target version:		OS:	Any
Version:	0.3.1+		
Description			
Code already states "FIXME" - so here is a patch.			

History

#1 - 10/19/2008 10:03 PM - Sputnik

Hmm, we do qsrand() at startup already (in the Quassel class' ctor, quassel.cpp). Works fine for me too, but still quassel251 seems to be a quite common "random" nick for others. I wonder if moving the seeding into Identity and calling it every time we need a random number really fixes the problem...

#2 - 12/28/2008 01:51 AM - Sputnik

- Priority changed from High to Normal

#3 - 02/07/2009 08:54 PM - EgS

- Status changed from New to Rejected

- Version set to 0.3.1+

In regards of [#516](#) this BR doesn't make any more sense.
-> rejected

Files

0001-Default-nicknames-are-now-randomized-correctly-tm.patch	1.01 KB	10/09/2008	admin
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