

Quassel IRC - Bug #40

Set status buffers active

06/11/2007 04:07 PM - EgS

Status:	Closed	Start date:	
Priority:	High	Due date:	
Assignee:	Sputnick	% Done:	0%
Category:	General / Unspecified	Estimated time:	0.00 hour
Target version:	0.2.0-alpha1		
Version:	0.13.1	OS:	Any
Description Topic says it all: right now the status buffer of a network is never flagged active. Sputnick already suggested a solution -> assigned to Sputnik			
Related issues: Related to Quassel IRC - Bug #21: Disconnects aren't handled properly Closed			

Associated revisions

Revision b27b03c4 - 06/19/2007 11:37 AM - Manuel Nickschas

Setting status buffer active on connection (by creating a BufferId for it in Core before we try to access the corresponding Buffer in GUI), fixing BR #40.

History

#1 - 06/19/2007 12:53 AM - EgS

For future reference:

```
2007 Jun 11 15:12:35 <Sput> ich vermute, man sollte im core sobald man sich zum netzwerk verbindet einen statusbuffer anlegen bzw. die bufferid dafür ggf generieren und dann zur gui schicken
2007 Jun 11 15:13:43 <Sput> void Server::socketConnected( ) {
2007 Jun 11 15:13:44 <Sput>   emit connected(network);
2007 Jun 11 15:13:46 <Sput>   putRawLine(QString("NICK :%1").arg(identity["NickList"].toStringList()[0])); // FIXME: try more nicks if error
2007 Jun 11 15:13:48 <Sput>   occurs
2007 Jun 11 15:13:50 <Sput>   putRawLine(QString("USER %1 8 * :%2").arg(identity["Ident"].toString()).arg(identity["RealName"].toString()));
2007 Jun 11 15:13:52 <Sput> }
2007 Jun 11 15:14:03 <Sput> da gehört das dann wohl irgendwo rein, da muss man dann den core informieren, der wiederum holt/erzeugt die bufferid
2007 Jun 11 15:14:27 <Sput> und das sollte schon reichen, damit das automagisch in der GUI ankommt, denn das holen selbst schickt schon das benötigte signal :D
2007 Jun 11 15:15:28 <Sput> muss man also nur in core.cpp nen slot bauen, der server::connected() empfängt, und dann nen storage->getBufferId() macht
2007 Jun 11 15:16:25 <Sput> der rest müsste automatisch gehen.
```

#2 - 06/19/2007 11:38 AM - Sputnik

As expected, creating a BufferId (and adding the missing signal/slot connection for notifying all relevant parts of Quassel) and uncommenting the code already in MainWin fixed this.