

Quassel IRC - Bug #746

Quassel unsets default modes set by server upon first connect

07/15/2009 10:51 AM - niekie

Status:	Resolved	Start date:	07/15/2009
Priority:	Normal	Due date:	
Assignee:		% Done:	100%
Category:		Estimated time:	0.00 hour
Target version:	0.6.2	OS:	Any
Version:	0.4.1		
Description			
Quassel appears to unset the default modes set by a server upon the first connect.			
Steps to reproduce:			
1. Connect to an IRC network which by default sets modes on connect (like UnrealIRCd based networks, which set mode +x (host cloaking) by default)			
2. Notice default modes being set by the server, and unset by the client:			
[10:22:27] * Mode niekie +iwrX by niekie			
[10:22:27] * Mode niekie -iwrX by niekie			
Workaround:			
Setting back these modes manually will make Quassel remember them, however, and it will not unset them the next time you connect.			
Expected behaviour:			
Quassel should either not unset modes that are being forced upon it by the server (this may also prevent issues in case a server keeps setting modes if a client unsets them) or should "cache" the modes that are being forced upon it on first connect and only unset them if the client manually unsets them.			

Associated revisions

Revision 63bc3c3a34a0df70cad72b1f36d4fb7b8245d79c - 05/13/2010 02:03 PM - Marcus Eggenberger

Fixes #746 - Quassel unsets default modes set by server upon first connect
Quassel now uses a saner approach and only keeps track of the mode changes you really issued and also were confirmed by the server.
You can reset the auto restore modes via "/mode -reset". This command gives currently no userfeedback as it would introduce new strings and this patch is intended to be backported.

Revision 63bc3c3a - 05/13/2010 02:03 PM - Marcus Eggenberger

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Revision a2e242f1796406f13f5aa77413180ea1b2f6c607 - 05/13/2010 02:07 PM - Marcus Eggenberger

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Revision a2e242f1 - 05/13/2010 02:07 PM - Marcus Eggenberger

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History

#1 - 08/12/2009 10:46 PM - dalbers

- File 0001-fixes-746-Quassel-unsets-default-modes.patch added

The attached patch is untested and pretty cruel, but may be a good starting point for someone else looking into this issue.

#2 - 02/05/2010 01:36 AM - ktr

Problems with the auto usermodes after reconnect.
(all encountered on quakenet)

quassel is set to use usermode +x. this cloaks your host to **auth**.users.quakenet.org if logged in.

but if you want to use auth without cloaking and quassel has set +x before on quakenet, there is no way to remove the +x on connect (if you disconnect, remove the auth from perform and even set "/mode nick -x" in the perform).
it always sets +x after a while.

could recreate this bug(?) on another core. just connected to quakenet, set usermode +x without using the qauth, wrote "mode nick -x" in the perform and restarted the core.

after connecting with the client, usermode was set again to +x.

if i tried to disconnect from the core just after it reconnected to the ircd, the client even froze.

client is the same (from datafreak quasselclient[shared, 3.feb.2010]) tested cores are static0.5-0.1 and a core built from the git on 23.jan.2010.

#3 - 02/05/2010 01:52 AM - ktr

just after sending the report i "found" smth like a solution.
tested successfully with both cores:

added a few lines "/mode nick -x" in the perform to spam the ircd on connect.

connected, confirmed that it does not set +x (just the, i guess default, +i on quakenet, had to be quick, in recent tries it showed, that i had only around 5-10sec until +x comes around) and immediately disconnected the core from the ircd.

again connected the core to the network and disconnected the client from the core (again a freeze here).

this somehow didnt set +x.

#4 - 05/13/2010 02:46 PM - EgS

- Status changed from New to Resolved

- % Done changed from 0 to 100

Applied in changeset [a2e242f1796406f13f5aa77413180ea1b2f6c607](#).

#5 - 05/14/2010 11:25 AM - johu

- Target version set to 0.6.2

Files

0001-fixes-746-Quassel-unsets-default-modes.patch	1.72 KB	08/12/2009	dalbers
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