Smuxi Issues [FROZEN ARCHIVE] - Task # 1039: History of messages should be persisted (and reloaded afte

Status:	Closed	Priority:	Normal
Author:	Vsyache Puz	Category:	Engine
Created:	04/24/2015	Assigned to:	Mirco Bauer
Updated:	05/21/2015	Due date:	
Complexity:	High		
Subject:	History of messages should be persisted (and reloaded after restart)		
Description:	This is especially important for private channels. See also https://smuxi.im/issues/show/1038 A possible variant is to store messages into local sqlite database		

Associated revisions

05/21/2015 11:38 PM - Mirco Bauer

Engine, Frontend-GNOME: changed default message buffer backend to SQLite (closes: #1039, #1041)

History

05/07/2015 03:17 AM - Super Puissant

Vsyache Puz wrote:

> This is especially important for private channels.

>

> See also https://smuxi.im/issues/show/1038

>

> A possible variant is to store messages into local sqlite database

Need update !

05/14/2015 08:41 AM - Mirco Bauer

- Category changed from Common to Engine

- Target version set to 1.0

This has been implemented with Db4o and SQLite. SQLite will be the default for the upcoming Smuxi 1.0 release.

05/14/2015 08:41 AM - Mirco Bauer

- Status changed from New to Closed

- % Done changed from 0 to 100

05/14/2015 08:42 AM - Mirco Bauer

Or do you mean messages you have entered into the message box instead of the received messages?

05/14/2015 08:42 AM - Mirco Bauer

- Status changed from Closed to Feedback

- % Done changed from 100 to 0

05/21/2015 07:01 PM - Mirco Bauer

<pre>

18:58:29 <meebey> VsyachePuz: do you mean the chat history or messages/commands you entered

18:58:48 <VsyachePuz> meebey: chat history

</pre>

Ok, so Smuxi 1.0 will come with chat history, even if you rejoin channels or re-open queries / private chats. Even after restarting Smuxi.

05/21/2015 07:01 PM - Mirco Bauer

- Status changed from Feedback to Assigned

- % Done changed from 0 to 90

- Complexity changed from Low to High

05/21/2015 11:48 PM - Mirco Bauer

- Status changed from Assigned to Closed

- % Done changed from 90 to 100

Applied in changeset commit:"382ec844d97652892184f15887a222e45643139e".

05/21/2015 07:01 PM - Mirco Bauer

- Status changed from Feedback to Assigned

- % Done changed from 0 to 90

- Complexity changed from Low to High