

Smuxi - Bug # 1064: On reconnect to running smuxi-server the message counter is misleading

Status:	Closed	Priority:	Normal
Author:	Lex Black	Category:	Frontend GNOME
Created:	05/28/2015	Assigned to:	Mirco Bauer
Updated:	06/07/2015	Due date:	
Complexity:			
Found in Version:	1.0.rc4.r28.g6991908-1 (master)		
Subject:	On reconnect to running smuxi-server the message counter is misleading		
Description:	Dunno how to describe it properly. Visit all channels, close frontend, and reconnect. Now on all channels the red bar ("last visit") jumped one message up, If it's not a status message the counter on the treelist will appear		

Associated revisions

06/07/2015 11:53 AM - Mirco Bauer

Engine: use millisecond precision for storing last seen message and highlight (closes: #1064)

DateTime.ToString("u") only has second precision while Smuxi messages have sub-second precision. This caused that the last already seen Smuxi message was shown as unseen as the sub-second data got lost when it was stored in the SQLite database. ss.mmmm > ss.0 and thus it was newer/unseen.

History

05/28/2015 11:42 PM - Mirco Bauer

Ok, do you agree that looks like off-by-one-error?

05/28/2015 11:48 PM - Lex Black

Most likely. Instead of x it represents x-1

05/29/2015 04:27 PM - Mirco Bauer

- Category set to Frontend GNOME
- Assigned to set to Mirco Bauer
- Target version set to 1.0

06/03/2015 10:34 PM - Mirco Bauer

I can reproduce this issue.

06/07/2015 11:53 AM - Mirco Bauer

- Status changed from New to Closed
- % Done changed from 0 to 100

Applied in changeset commit:"5d192fe9f970a80ccfbd72522b10293d8d2be5f0".

Files

smuxi-part1.png	259.8 KB	05/28/2015	Lex Black
smuxi-part2.png	162.1 KB	05/28/2015	Lex Black
smuxi-part3.png	275.7 KB	05/28/2015	Lex Black