

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

<b>Status:</b>	Closed	<b>Priority:</b>	Normal
<b>Author:</b>	Lex Black	<b>Category:</b>	Frontend GNOME
<b>Created:</b>	05/28/2015	<b>Assigned to:</b>	Mirco Bauer
<b>Updated:</b>	06/07/2015	<b>Due date:</b>	
<b>Complexity:</b>			
<b>Found in Version:</b>	1.0.rc4.r28.g6991908-1 (master)		
<b>Subject:</b>	On reconnect to running smuxi-server the message counter is misleading		
<b>Description:</b>	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