

## Smuxi Issues [FROZEN ARCHIVE] - Feature # 177: Connection/Sync dialog when connecting to a remote engine

<b>Status:</b>	Rejected	<b>Priority:</b>	Normal
<b>Author:</b>	Mirco Bauer	<b>Category:</b>	Frontend GNOME
<b>Created:</b>	05/01/2009	<b>Assigned to:</b>	Mirco Bauer
<b>Updated:</b>	02/15/2016	<b>Due date:</b>	
<b>Complexity:</b>	High		
<b>Subject:</b>	Connection/Sync dialog when connecting to a remote engine		
<b>Description:</b>	When connecting to a remote engine the sync takes a while to complete. During the sync it should show a dialog with a progress bar instead of stalling the whole GUI.		

### History

#### 06/01/2009 03:46 PM - Mirco Bauer

- Target version set to 0.8

- % Done changed from 0 to 30

Started the implementation in GIT branch feature/#177\_sync\_dialog:

<http://git.qnexp.net/?p=smuxi.git;a=commit;h=aa4f364b7d71c47e85aa142fe0141d0fd521841c>

#### 06/01/2009 03:47 PM - Mirco Bauer

Postponed to 0.7 as this needs some major refactoring between Frontend, EngineManager, EngineManagerDialog and EngineConnectProgressDialog.

#### 01/05/2010 02:57 AM - Mirco Bauer

- Complexity set to High

#### 08/28/2010 11:53 PM - Mirco Bauer

- Target version changed from 0.8 to TBD

#### 11/21/2011 03:08 AM - Mirco Bauer

This is a bit obsolete now with the new background sync and sync progress bar see #624

But the pull-sync is still cleaner than the push-sync and should be looked into.

#### 06/03/2015 10:47 PM - Mirco Bauer

- Status changed from New to Rejected

This is really obsolete now, it simply makes no sense to show a progress dialog when it syncs in the background already, nothing to improve here.

#### 02/15/2016 11:38 AM - Mirco Bauer

- Target version deleted (TBD)