Smuxi - Feature # 235: Smuxi Server Manager

Status:	Closed	**Priority:**	Normal
Author:	Mirco Bauer	**Category:**	Server
Created:	11/16/2009	**Assigned to:**	Clément Bourgeois
Updated:	01/09/2010	**Due date:**	
Complexity:	Medium		
Subject:	Smuxi Server Manager		
Description:	Smuxi users should not need to touch the configuration files of Smuxi. In the case of the smuxi-server the user has to create a new user being edited the smuxi-engine.ini by hand which should NOT be needed. The smuxi-server binary should provide some command line options to add, change and delete users.		

Associated revisions

01/08/2010 03:04 AM - Clément Bourgeois

Implemented Feature #235 - Smuxi Server Manager (closes: #235)

Making use of NDesk.Options.cs for options parsing
Added a new classe in Engine "UserListController" that will help in the
future manage users of the engine.

MonoDevelop solutions and Makefiles modified
Modified POTFILES.in files to include new files were translatable strings are now present.

01/09/2010 02:09 PM - Mirco Bauer

Refactored option parsing and server manager (refs: #235)

UserListController:
- Renamed DelUser() to DeleteUser()

Main:
- Use exceptions for error handling
- Removed most option short cuts (spare them for common used ones)
- Fixed logger initialization
- Enhanced messages and parameter descriptions
- Updated copyright lines
- CS fixes

History

11/16/2009 10:39 PM - Mirco Bauer

As inspiration, parameters like this might be good:
<pre>
--add-user --user=meebey --password=foobar
</pre>

<pre>
--modify-user --user=meebey --password=barfoo
</pre>

<pre>
--delete-user --user=meebey
</pre>

01/05/2010 02:34 AM - Mirco Bauer

- Complexity set to Medium

01/05/2010 03:16 AM - Clément Bourgeois

- Assigned to changed from Mirco Bauer to Clément Bourgeois

01/07/2010 03:02 AM - Clément Bourgeois

- % Done changed from 0 to 100

The following changes since commit a5cd8f7ffaf48143cc96258b372ab4a6306dda37:

Mirco Bauer (1):

Only wait for pending channel joins if there is actually one happening and not for failed attempts for example. (closes: #251)

are available in the git repository at:

git://moonpyk.ath.cx/smuxi.git feature/#235_Smuxi_Server_Manager

Clement Bourgeois (1):

Implemented Feature #235 - Smuxi Server Manager (closes: #235)

```
src/Common/Common.mdp                        |    5 +-
src/Common/Makefile.am                       |    1 +
src/Common/NDesk.Options.cs                  | 1100 ++++++++++++++++++++++++
src/Engine/Config/UserListController.cs      |   99 ++
src/Engine/Engine.mdp                        |    1 +
src/Engine/Makefile.am                       |    1 +
src/Frontend-GNOME/Views/Chats/GroupChatView.cs |    2 +
src/Server/Main.cs                           |  185 ++++-
8 files changed, 1368 insertions(+), 26 deletions(-)
create mode 100644 src/Common/NDesk.Options.cs
create mode 100644 src/Engine/Config/UserListController.cs
```

01/07/2010 10:20 AM - Mirco Bauer

Here some comments regarding the changeset:

First, please follow the Coding Standards used in Smuxi, I know I haven't documented them (yet). So I will give examples which code is not following them:

<pre>
+ if(addUser || modUser) {
</pre>

Space is missing between if and (), as if is not method.

<pre>
+ } catch(OptionException) {}
</pre>

Space missing, see above (not a method).

<pre>
+ } else if(delUser) {
</pre>

See above

<pre>

```
+       private static void _ManageUsers (bool addUser, bool delUser, bool modUser, string username, string password)
</pre>
```

One space too much there, no extra spaces between method names and braces.

Ok, thats was all about Coding Standards. Now implementation comments:

```
<pre>
+                } catch(ArgumentException) {
+                    Console.WriteLine(
+                        "Error : Unable to add user \"$name\", it allready exists ! Did you mean -m|--modify-user ?"
+                            .Replace("$name", username)
+                    );
</pre>
```

Don't make such assumptions when dealing with exception types. If you expect an error (like in this case) and want to handle it, let the layer below report what the issue was. For instance:

```
+                } catch (ArgumentException ex) {
+                    Console.WriteLine("Unable to add user '{0}', error: {1}", username, ex.Message);
```

For all messages you need to use _() to mark it as translatable, if you need to combine it with variables use String.Format() around it.

In UserListController don't call for all operations Save(), the caller of that has to decide it if it's persistent or not. Simply call config.Save() at the end of _ManageUsers() if something was changed.

```
<pre>
   GroupChatView.cs : fixed a unprotected _Logger call that lead to compile
   fail in release mode (#if LOG4NET missing)
</pre>
```

No unrelated changes in topic-branches ;) strip that one from the branch.

Ok thats all for now, it looks pretty good!

Please address the issues from above and tell me when you pushed a new version.

01/08/2010 01:21 AM - Clément Bourgeois

Please merge git://moonpyk.ath.cx/smuxi.git -> feature/#235_Smuxi_Server_Manager

It makes now use of Console.Writeline() format, fixes a missing _() of previous commit.

01/08/2010 02:20 AM - Clément Bourgeois

I modified POTFILES.in too to include new files were translatable strings are now present.

01/09/2010 02:11 PM - Clément Bourgeois

- Status changed from New to Closed

Applied in changeset commit:"32ed9a57f3411d05e2a040ff7bf6aa21f1cb759d".