Smuxi - Feature # 242: Entry Command Queue

Status:	Closed	**Priority:**	High
Author:	Mirco Bauer	**Category:**	Frontend GNOME
Created:	11/29/2009	**Assigned to:**	Mirco Bauer
Updated:	01/07/2010	**Due date:**	
Complexity:	High		
Subject:	Entry Command Queue		
Description:	The entry is currently doing calls to the (remote) engine which waits for the command to be processed. When using Smuxi in high latency networks (say UMTS or a busy DSL line) it will block the output and also stops you from writing more messages. This is annoying for the user experience. A solution to this problem would be to use a command queue rather than sending each command directly to the engine and process the queue in a background thread. The frontend could also show a progress bar and even a lag-indicator for the queued commands.		

Associated revisions

01/07/2010 08:58 AM - Mirco Bauer

Process commands in a queue (closes: #242)

The Entry field now uses the CommandManager class with is processing the

entered commands in a queue using a thread.

History

01/05/2010 02:33 AM - Mirco Bauer

- Complexity set to High

01/07/2010 09:21 AM - Mirco Bauer

- Status changed from New to Closed

- % Done changed from 0 to 100

Applied in changeset commit:"d2533d47ad65d591afa2ec93faf9a6e7f38d98d3".