

## Smuxi Issues [FROZEN ARCHIVE] - Bug # 332: Messages may be send to the wrong network

<b>Status:</b>	Closed	<b>Priority:</b>	Immediate
<b>Author:</b>	Michael Schmitt	<b>Category:</b>	Frontend
<b>Created:</b>	02/02/2010	<b>Assigned to:</b>	Mirco Bauer
<b>Updated:</b>	02/03/2010	<b>Due date:</b>	
<b>Complexity:</b>	High		
<b>Subject:</b>	Messages may be send to the wrong network		
<b>Description:</b>	With lag between frontend and engine it is most likely that messages will go to the wrong network. I talked to one in #debian.de@ircnet (irssi-proxy in between) but folks on #debian.de@oftc got the messages.		

### Associated revisions

**02/03/2010 01:24 AM - Mirco Bauer**

Fixed race condition when sending commands to the protocol manager (closes: #332)

Don't rely on the synced state in the FrontendManager, as that lacks behind when there a significant latency between frontend and engine (smuxi-server).

### History

**02/02/2010 06:56 PM - Mirco Bauer**

- Category set to Frontend GNOME
- Target version set to 0.7.2
- Complexity set to High

That's for sure a race condition related to the background thread feature introduced in #233 and the entry command queue #242 that needs to be analyzed.

**02/03/2010 12:55 AM - Mirco Bauer**

Issue sits here:

<http://git.qnetp.net/?p=smuxi.git;a=blob;f=src/Frontend/CommandManager.cs;h=816d34c2d42896dd05cbfc2ade833a9d179e4f33;hb=HEAD#l121>

**02/03/2010 01:32 AM - Mirco Bauer**

- Category changed from Frontend GNOME to Frontend

**02/03/2010 01:32 AM - Mirco Bauer**

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

Applied in changeset commit:"b864e978c32eef628baa3ef92a5ec28ea121aaa6".