Smuxi Issues [FROZEN ARCHIVE] - Feature # 428: Multi identity support

Status:	Closed	**Priority:**	High
Author:	Clément Bourgeois	**Category:**	Engine
Created:	08/01/2010	**Assigned to:**	Mirco Bauer
Updated:	02/09/2014	**Due date:**	
Complexity:	Medium		
Subject:	Multi identity support		
Description:	Currently, Smuxi has only the ability to handle one identity per connection. If you want to be connected to IRC with different ident/username/nick(s) you have to create one user per identity in the core then start one frontend per identity. It would be better if Smuxi was able to handle multiple identities natively.		

Associated revisions

11/21/2011 02:40 AM - Mirco Bauer

[Engine/Engine-*] Refactored IProtocolManager.Connect() to use ServerModel

Cleanly pass all connection parameters to the protocol manager using the
ServerModel class. This way it is no longer needed to add and save a server
before making use of SSL options.

Also it will make it easier to add multi-identity support (references: #428),
different encoding per server (references: #27),
client certificates (references: #96) and SASL support (references: #98).

02/09/2014 08:34 PM - Mirco Bauer

Engine(-IRC|-XMPP), Frontend-GNOME: implemented multi identity support (closes: #428)

01/12/2015 10:55 PM - Mirco Bauer

Engine: read Nickname field when de-serializing ServerModels

This broke multi identity support by always using the global nickname when
ran on a smuxi-server. (refs: #428)

History

10/25/2010 03:42 AM - Jimmie E

- Assigned to changed from Mirco Bauer to Jimmie E

- Complexity set to Medium

A complicated solution is to be able to create more identities, and then let each server have a default identity to use. When there only is 1 the option could be hidden in the server-configuration (or link to create a new). Quick connect could then also give the option to temporarily connect with a different identity.

Or it may just be enough to just have a "Nicknames" property on every server that, if filled in, overrides the default/main nicknames+realname for that server.

Is there more to a identity than nickname and realname? (username/password already exists)

11/18/2010 06:39 PM - Mirco Bauer

Jimmie E wrote:

> A complicated solution is to be able to create more identities, and then let each server have a default identity to use. When there only is 1 the option could be hidden in the server-configuration (or link to create a new). Quick connect could then also give the option to temporarily connect with a different identity.

>

> Or it may just be enough to just have a "Nicknames" property on every server that, if filled in, overrides the default/main nicknames+realname for that server.

>

> Is there more to a identity than nickname and realname? (username/password already exists)

I would say overriding the nick and realname in the server property is sufficient to archive multi identity support. A new question in this matter is when and how should the currently used nick shown (when the main identity gets overridden)?

04/17/2011 06:37 PM - Pavlos Touboulidis

Here you go.

For the server:
https://gitorious.org/hacking-smuxi/hacking-smuxi/commit/1ac2908902cfc89f2d2e719db4ab547d998e71ec/diffs

For the GNOME front-end:
https://gitorious.org/hacking-smuxi/hacking-smuxi/commit/5a8171ffeb7feee872b5fd788c8909827a819fbc/diffs

11/13/2011 02:41 PM - Mirco Bauer

Thanks for submitting that patch but it needs 3 things need to be done before I can merge it:

1) rebase on master

2) apply Smuxi's Coding Standards (no extra newline for opening curly brackets for if ()s for example)

3) discard the IProtocolManager changes and instead fetch the realname and nicknames values from the config, see ApplyConfig(): http://git.qnetp.net/?p=smuxi.git;a=blob;f=src/Engine-IRC/Protocols/Irc/IrcProtocolManager.cs;h=0efe2e100b0ba4fb85ca9c37cfbc74b81557f9d5;hb=HEAD#l2098

The ServerModel needs to be extended then of course, but that is easy to do

11/13/2011 02:42 PM - Mirco Bauer

- Assigned to changed from Jimmie E to Bianca Mix

Bianca said on IRC she wants to look into this

11/13/2011 02:52 PM - Mirco Bauer

The branch of Pavlos can be found on gitorious and should be used as base branch: https://gitorious.org/hacking-smuxi/hacking-smuxi/commits/feature/override_identity_per_server

01/01/2012 02:19 PM - Mirco Bauer

- Assigned to deleted (Bianca Mix)

This feature need some bigger refactoring in the frontend as it needs to deal with protocol specific settings like realname and nicks for IRC

01/15/2012 10:50 AM - Mirco Bauer

- Target version set to 0.8.10

05/27/2012 01:44 PM - Mirco Bauer

- Target version changed from 0.8.10 to 0.9

03/19/2013 11:14 AM - Oliver Schneider

isn't this fixed by servers being identified by ids instead of hostnames?

06/02/2013 11:07 AM - Mirco Bauer

Oliver Schneider wrote:

> isn't this fixed by servers being identified by ids instead of hostnames?

Nope, this is about having different nickname/realname per server. It needs new IRC-specific settings UI.

08/18/2013 01:32 PM - Mirco Bauer

- Target version changed from 0.9 to 0.10

12/06/2013 12:25 AM - Mirco Bauer

- Target version changed from 0.10 to TBD

12/12/2013 08:40 PM - Mirco Bauer

quoting friendly parser: https://github.com/cdhowie/Cdh.Toolkit/blob/master/Cdh.Toolkit.CommandService/ShellCommandArgumentParser.cs

01/03/2014 03:38 PM - Mirco Bauer

- Assigned to set to Mirco Bauer

- Target version changed from TBD to 0.11

01/03/2014 03:39 PM - Mirco Bauer

- Priority changed from Normal to High

02/09/2014 11:54 AM - Mirco Bauer

Alternative is to abuse the JSON serializer and deserializer here

02/09/2014 08:35 PM - Mirco Bauer

- Status changed from New to Closed

- % Done changed from 0 to 100

Applied in changeset commit:"823c66815eef41600c4683aff056cf78d0b83e34".