

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

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|---------------------|--|---------------------|-------------|
| 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.

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> 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".