

## Smuxi - Bug # 459: engine created without default

<b>Status:</b>	Closed	<b>Priority:</b>	High
<b>Author:</b>	Benjamin Hall	<b>Category:</b>	Frontend
<b>Created:</b>	08/31/2010	<b>Assigned to:</b>	Mirco Bauer
<b>Updated:</b>	09/01/2010	<b>Due date:</b>	
<b>Complexity:</b>	Low		
<b>Subject:</b>	engine created without default		
<b>Description:</b>	If no default engine is specified smuxi connects to local. The correct logic would be:  - no engine specified connect local. - engine(s) specified no default specified, prompt. - 1 engine specified default specified, connect to default - engines specified, prompt		

### Associated revisions

**09/01/2010 10:07 PM - Mirco Bauer**

Show remote engine selection if there are remote engines defined. (closes: #459)

### History

**08/31/2010 08:08 PM - Mirco Bauer**

- Priority changed from Urgent to High
- Target version changed from 0.7.2.2 to 0.8
- Complexity changed from Medium to Low

**09/01/2010 10:09 PM - Mirco Bauer**

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

Applied in changeset commit:"962a2d16b76f724ac58a737a8f0165bcb7c50d84".