

Smuxi - Feature # 509: Nick colors based on ident@host

Status:	Rejected	Priority:	Normal
Author:	Mirco Bauer	Category:	Engine IRC
Created:	09/27/2010	Assigned to:	Mirco Bauer
Updated:	01/28/2011	Due date:	
Complexity:	Medium		
Subject:	Nick colors based on ident@host		
Description:	<p>Currently the nick colors are based on the nick itself for IRC which leads to issues as the nickname can be changed at any time on IRC and also people like to use "stateful nicks" (e.g. foo afk) which is a bad thing though.</p> <p>While this idea is not new see #215 grendel still provided good points to make the switch.</p> <pre><pre> 00:15:23 <grendel> would you consider changing it to use user@host of the user instead? 00:15:32 <grendel> that way when a user changes their nick, the color would stay the same 00:16:22 <meebey> grendel: hm, interesting idea 00:17:31 <meebey> grendel: the color couldnt change during the lifetime of the session... as changing user or host needs a new connection 00:17:36 <sorear> What about folks on dynamic IPs without stable RDNS? 00:17:45 <grendel> sorear: doesn't matter 00:17:51 <grendel> it will be username@ip 00:17:52 <meebey> yeah that doesnt matter 00:18:04 <meebey> actually 00:18:10 <meebey> IRC is fucked in that regard 00:18:11 <grendel> meebey: it would also be the same if one has several sessions from the same host 00:18:14 <meebey> so it matters :/ 00:18:23 <meebey> you cant get the IP that user is really using 00:18:37 <grendel> meebey: that doesn't really matter 00:18:38 <meebey> you would need to make a lookup of the hostname 00:18:44 <grendel> what matters is the info your client gets 00:18:48 <meebey> and that could resolve to a different IP than the one actually used 00:18:48 <grendel> and that's usually consistent 00:18:55 <meebey> correct 00:19:00 <meebey> well 00:19:07 <meebey> it should use the string value then 00:19:09 <meebey> instead of IP 00:19:12 <grendel> exactly 00:19:15 <meebey> that is consistent for all users 00:19:20 <meebey> on the IRC network 00:19:22 <meebey> good point 00:19:32 <grendel> and ignore the tilde 00:19:37 <grendel> if the user has no identd running 00:20:03 <meebey> grendel: then it leaves a small room for cheating, different user could use an unchecked ident 00:20:07 <meebey> grendel: from the same box 00:20:15 <meebey> grendel: but thats a minor issue IMHO 00:20:25 <grendel> I agree, it's irrelevant 00:20:31 <meebey> ack 00:20:37 <meebey> grendel: I like this idea! 00:20:43 <grendel> in 99% of cases it will be very useful </pre></pre>		

History

01/28/2011 12:12 AM - Mirco Bauer

While this seems to be a great idea it actually has a big issue at the same time :(Most IRC users are using dial-up internet connections and with that changing their IP address and hostname. This means there is no way to get used to a nick-color for the same person using the same nick as he will have a different color the next day he connects to IRC :/

01/28/2011 12:31 AM - Mirco Bauer

<pre>

01:19:22 <brajkovic> meebey: There should be an invariant portion to most IP's.

01:19:49 <brajkovic> meebey: Generally speaking, even very dynamic IP's should have a non-variant, like <dynamic-portion>.provider.tld.

01:20:10 <brajkovic> You have to do some very heuristic parsing of the host to get this right though.

01:20:18 <meebey> brajkovic: so you suggest to use the common part of hostnames?

01:20:38 <brajkovic> Along with the GECOS.

01:20:53 <brajkovic> So it'd be user + invariant portion of the hostname.

01:21:12 <meebey> thats tricky... I am thinking of something in the other direction

01:27:18 <meebey> I think stronger nickname normalizing will give better results and will be less complex than all the other options

01:27:39 <meebey> s/normalizing/normalization/

01:27:46 <meebey> e.g. grendel|away becomes grendel

01:28:19 <meebey> just need to match for the first non-letter followed by letters I guess and use that

01:28:39 <meebey> I do that already for trailing underscores

01:28:52 <meebey> e.g. robertj has the same color as robertj_

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01/28/2011 03:26 PM - Mirco Bauer

- Status changed from New to Rejected

- Target version deleted (0.10)