Smuxi Issues [FROZEN ARCHIVE] - Feature # 569: Event-triggered commands

Status:	Rejected	**Priority:**	Normal
Author:	David Yip	**Category:**	
Created:	02/25/2011	**Assigned to:**	
Updated:	12/26/2013	**Due date:**	
Complexity:			
Subject:	Event-triggered commands		

Description:	Presently, Smuxi has a mechanism for issuing commands on connection to an IRC server. This command list might look like this:
	
	 <pre>
	/msg NickServ IDENTIFY ...
	/join #foo
	/join #bar
	</pre>
	
	 These commands are sent in sequence to the IRC server on connect, and no command blocks.
	
	 However, sometimes one needs to wait for a command to complete before sending another command. Some IRC bots, for example, will only accept messages from you if you're already in the channel. If you try to do this with Smuxi's on-connect mechanism, i.e.
	
	 <pre>
	/join #channel
	/msg ChannelBot do_something
	</pre>
	
	 it likely won't work, because the @/msg@ is sent before the @/join@ completes.
	
	 One way to tackle this is to issue commands in response to events. Mirco Bauer suggested something like this:
	
	 <pre>
	/on open_chat #channel /msg ChannelBot do_something
	/join #channel
	</pre>		

History

12/26/2013 02:00 PM - Mirco Bauer

- Status changed from New to Rejected

There are 2 solutions for this already in Smuxi:

<pre>
/msg NickServ IDENTIFY ...
/sleep 3000
/join #foo
</pre>

Or with Smuxi 0.10 by writing a hook which waits for the NickServ confirmation message and then sends the join commands, see https://smuxi.im/documentation/hooks/