

## Smuxi - Feature # 616: Engine-less nickname completion

<b>Status:</b>	Closed	<b>Priority:</b>	High
<b>Author:</b>	Mirco Bauer	<b>Category:</b>	Frontend GNOME
<b>Created:</b>	08/02/2011	<b>Assigned to:</b>	Andrew Kannan
<b>Updated:</b>	12/06/2011	<b>Due date:</b>	
<b>Complexity:</b>			
<b>Subject:</b>	Engine-less nickname completion		
<b>Description:</b>	Right now the nickname completion (using the tab key) is done with a engine call which can hang the GUI if the engine is remote and a high latency network in between. This should be replaced with a local lookup as the frontend knows all nicks anyhow.		

### Associated revisions

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**12/06/2011 04:00 PM - Andrew Kannan**

[Frontend-GNOME] Changed to use Frontend instead of Engine to perform tab completion, (closes: #616)

### History

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**11/01/2011 11:45 PM - Mirco Bauer**

- Priority changed from Normal to High
- Target version set to 0.8.9

**11/20/2011 11:39 PM - Mirco Bauer**

- Assigned to changed from Mirco Bauer to Andrew Kannan

**12/06/2011 04:40 AM - Andrew Kannan**

Merge request for this issue submitted: [https://gitorious.org/smuxi/smuxi/merge\\_requests/12](https://gitorious.org/smuxi/smuxi/merge_requests/12)

**12/06/2011 04:10 PM - Andrew Kannan**

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

Applied in changeset commit:"6da1ebfa028ffdfbe4c72a1140996f855e17b372".