

## Smuxi Issues [FROZEN ARCHIVE] - Feature # 756: sleep command

<b>Status:</b>	Closed	<b>Priority:</b>	Normal
<b>Author:</b>	Kevin Richard	<b>Category:</b>	Engine IRC
<b>Created:</b>	09/09/2012	<b>Assigned to:</b>	Mirco Bauer
<b>Updated:</b>	08/23/2015	<b>Due date:</b>	
<b>Complexity:</b>	Low		
<b>Subject:</b>	sleep command		
<b>Description:</b>	Add /sleep command for autojoining channels and issuing commands after NickServ		

### Associated revisions

#### 09/09/2012 08:50 PM - Mirco Bauer

[Engine-IRC] Implemented /sleep command to workaround a race condition with NickServ auth (closes: #756)

### History

#### 09/09/2012 08:29 PM - Mirco Bauer

- Category set to Engine
- Assigned to set to Mirco Bauer
- Target version set to 0.8.11
- Complexity set to Low

#### 09/09/2012 08:51 PM - Mirco Bauer

- Category changed from Engine to Engine IRC

#### 09/09/2012 08:51 PM - Mirco Bauer

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

Applied in changeset commit:"c250a7bd759a84f8850b3a1191ce8acd6f3a9bd4".

#### 08/23/2015 05:11 PM - Vsyahe Puz

It's not obvious from this issue description, but /sleep command have a parameter - delay in milliseconds

<https://smuxi.im/repositories/entry/smuxi/src/Engine-IRC/Protocols/Irc/IrcProtocolManager.cs?rev=c250a7bd759a84f8850b3a1191ce8acd6f3a9bd4#L8>

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