

## Smuxi - 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 - Vsyache 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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