Smuxi - Bug # 868: Don't write broadcast/PMs in logs of unrelated channels

Status:	Closed	**Priority:**	Normal
Author:	Infinity Zero	**Category:**	Engine IRC
Created:	08/12/2013	**Assigned to:**	Mirco Bauer
Updated:	05/21/2015	**Due date:**	
Complexity:	Low		
Found in Version:			
Subject:	Don't write broadcast/PMs in logs of unrelated channels		
Description:	At the moment, broadcast notices such as the below are displayed in some channel windows[1], to make the notice obvious. <pre>23:04:40 -ChanServ (ChanServ@services.)- [#gnu] Welcome to #gnu, the official channel of the GNU Project. Please read and follow http://www.gnu.org/server/irc-rules.html. </pre> However these show up in logs too. This is unnecessary, being redundant and irrelevant, and makes the logs potentially confusing. In fact I would go as far to not display these messages in unrelated channels at all; instead display them in the server channel window and set a highlight for the user. [1] I can't work out how smuxi chooses which channels to display this message in; it's less than "all channels" but greater than "the channel that's currently displayed".		

Associated revisions

05/21/2015 04:56 PM - Mirco Bauer

Engine-IRC: don't show notices on shared channels for Nick/ChanServ (closes: #868)

This "show notices on shared channels" feature was introduced in #38 but became

annoying with Nick/ChanServ which send channel welcome messages or other

replies which then got spammed to all channels.

History

08/18/2013 01:25 PM - Mirco Bauer

- *Category set to Engine IRC*

<pre>

- Notices from users you share channels with will also be shown on the

channel and the server tab to make it easier to see their notices.

(closes: #38)

</pre>

Services are a special case I guess and are indeed a bit annoying. Smuxi should try to detect them (or hardcode some known nicks) and not do this.

For the messages from services I agree.

05/02/2014 12:41 PM - Mirco Bauer

- *Complexity set to Low*

07/21/2014 09:07 PM - Jim C K Flaten

It would be nice if we could configure where notices went. They currently go to all channels that you have in common with the sender, I believe, which

gets pretty bad when communicating with network services. The options to route these messages should include at least:

* Display in all common channels (current behavior).

* If there is only one channel in common, display in that channel.

* Display in currently selected channel.

* Display only in the server tab.

Some people might prefer a mix of these options, so perhaps allowing multiple of them to be selected would be good. To make it even more complex, this could be implemented as a set of rules, where you always have a default rule, but can add new ones that change the behavior of a specific server or user.

<pre>
|---|
Rule name	Network	Source	Common	Single	Active	Server
Default	*	*	X			
Services	*	ChanServ, NickServ				X
...
</pre>

05/14/2015 08:36 AM - Mirco Bauer

- Assigned to set to Mirco Bauer

- Target version set to 1.0

I think for a quick fix NickServ@ and ChanServ@ should be blacklisted to be shown on "common/shared channels"

05/21/2015 05:16 PM - Mirco Bauer

- Status changed from New to Closed

- % Done changed from 0 to 100

Applied in changeset commit:"e4ced9a61f46b86a203c04d1058caf9fd5e7a201".