

## Smuxi Issues [FROZEN ARCHIVE] - Feature # 908: New message history backend: SQLite

<b>Status:</b>	Closed	<b>Priority:</b>	Normal
<b>Author:</b>	Mirco Bauer	<b>Category:</b>	Engine
<b>Created:</b>	11/27/2013	<b>Assigned to:</b>	Mirco Bauer
<b>Updated:</b>	03/01/2014	<b>Due date:</b>	
<b>Complexity:</b>	High		
<b>Subject:</b>	New message history backend: SQLite		
<b>Description:</b>	The experimental chat history feature in Smuxi, based on db4o has serious issues, see #673 for an example. The databases also like to corrupt and can no longer be read! This means data-loss and is not an acceptable. So Smuxi needs a new, fast and stable chat history backend: SQLite. LevelDB has the issue of not being very cross-platform, we could not ship and use it on Windows by default for example.		

### Associated revisions

**02/25/2014 11:54 PM - Mirco Bauer**

Engine(-Tests): initial SqliteMessageBuffer implementation (closes: #908)

### History

**01/03/2014 03:37 PM - Mirco Bauer**

- Target version changed from TBD to 0.11

**02/09/2014 08:38 PM - Mirco Bauer**

- Target version changed from 0.11 to 1.0

**02/23/2014 07:24 PM - Mirco Bauer**

Progress and branch can be found here:

<https://github.com/meebey/smuxi/tree/experiments/sqlite>

**03/01/2014 06:01 AM - Mirco Bauer**

- Status changed from New to Closed

- % Done changed from 0 to 100

Applied in changeset commit:"d43370523187518cbeeb0595007eb16b9f098a83".