

## Smuxi Issues [FROZEN ARCHIVE] - Bug # 921: smuxi doesn't re-join some channels correctly

<b>Status:</b>	Closed	<b>Priority:</b>	Normal
<b>Author:</b>	Infinity Zero	<b>Category:</b>	Engine IRC
<b>Created:</b>	12/23/2013	<b>Assigned to:</b>	Mirco Bauer
<b>Updated:</b>	12/26/2013	<b>Due date:</b>	
<b>Complexity:</b>			
<b>Found in Version:</b>	2:0.11+dev.bzr388~ubuntu13.04.1		
<b>Subject:</b>	smuxi doesn't re-join some channels correctly		
<b>Description:</b>	<p>I've observed this behaviour for #tor-status and #tor-internal (private) on irc.oftc.net, but no other channels.</p> <p>When my internet connection goes down, and smuxi reconnects, it tries to re-join this channel and thinks it has succeeded. However, the user list is empty (not even I am in there) and I get no message updates. There is no indication of this, I only notice afterwards when I manually switch to the tab.</p> <p>Then, when I try to manually /join the channel again, smuxi thinks I am already in the channel and declines to send that command. I need to ctrl-W the channel tab, then issue a /join command.</p> <p>My on-join commands are like this:</p> <pre>&lt;pre&gt; /msg NickServ regain infinity0 *** /msg NickServ identify *** infinity0 /sleep 3000 /sleep 3000 /sleep 2000 /j ** other channels **, #tor-status, ** other channels ** /j ** other channels ** &lt;/pre&gt;</pre> <p>I haven't observed this bug for any other channel.</p>		

### Associated revisions

**12/26/2013 01:50 PM - Mirco Bauer**

Engine-IRC: fixed already joined detection of /join command (closes: #921)

### History

**12/23/2013 04:54 PM - Infinity Zero**

(The /sleep stuff is to wait for the regain/identify stuff to complete on the server, then re-join the channels.)

**12/26/2013 01:52 PM - Mirco Bauer**

- Category set to Engine IRC
- Assigned to set to Mirco Bauer
- Target version set to 0.10.1

**12/26/2013 02:35 PM - Mirco Bauer**

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

Applied in changeset commit:"d0d457aebf6fdffa582cd612c9e33d0a2834ba66".