Smuxi - Feature # 1008: Auto-rejoin on kick

Status:	Rejected	Priority:	Low
Author:	Noname Noname	Category:	
Created:	01/03/2015	Assigned to:	
Updated:	01/05/2015	Due date:	
Complexity:			
Subject:	Auto-rejoin on kick		
Description:	Some of us like to be in social chans in which ops like to kick people jokingly. In such situations auto-rejoin on kick is very useful and saves a lot of time.		

History

01/05/2015 02:49 PM - Mirco Bauer

- Status changed from New to Rejected

Kicking for fun is anti social. If the client auto rejoins how should it know if it was fun or not? There can be serve technical reasons to remove someone from a channel, e.g. for flooding.

01/05/2015 05:15 PM - Noname Noname

> Kicking for fun is anti social.

Not in social channels it's not. It specially if the people involved are drunk.

> If the client auto rejoins how should it know if it was fun or not?

Reaction? Hangouts or other type of outside IRC environment?

> There can be serve technical reasons to remove someone from a channel, e.g. for flooding.

Kicking stops the flood, and most clients (fun fact - pretty much all major clients have this function) just stop sending messages after rejoining. If someone truly wanted to flood, they could just write their own client to do so (IRC's protocol is easy). If you truly need to get rid of someone, one needs to actually ban the person anyway.