

## Smuxi - Task # 1039: History of messages should be persisted (and reloaded after restart)

<b>Status:</b>	Closed	<b>Priority:</b>	Normal
<b>Author:</b>	Vsyache Puz	<b>Category:</b>	Engine
<b>Created:</b>	04/24/2015	<b>Assigned to:</b>	Mirco Bauer
<b>Updated:</b>	05/21/2015	<b>Due date:</b>	
<b>Complexity:</b>	High		
<b>Subject:</b>	History of messages should be persisted (and reloaded after restart)		
<b>Description:</b>	This is especially important for private channels.  See also <a href="https://smuxi.im/issues/show/1038">https://smuxi.im/issues/show/1038</a>  A possible variant is to store messages into local sqlite database		

### Associated revisions

#### 05/21/2015 11:38 PM - Mirco Bauer

Engine, Frontend-GNOME: changed default message buffer backend to SQLite (closes: #1039, #1041)

### History

#### 05/07/2015 03:17 AM - Super Puissant

Vsyache Puz wrote:

- > This is especially important for private channels.
- >
- > See also <https://smuxi.im/issues/show/1038>
- >
- > A possible variant is to store messages into local sqlite database

Need update !

#### 05/14/2015 08:41 AM - Mirco Bauer

- *Category changed from Common to Engine*

- *Target version set to 1.0*

This has been implemented with Db4o and SQLite. SQLite will be the default for the upcoming Smuxi 1.0 release.

#### 05/14/2015 08:41 AM - Mirco Bauer

- *Status changed from New to Closed*

- *% Done changed from 0 to 100*

#### 05/14/2015 08:42 AM - Mirco Bauer

Or do you mean messages you have entered into the message box instead of the received messages?

#### 05/14/2015 08:42 AM - Mirco Bauer

- *Status changed from Closed to Feedback*

- *% Done changed from 100 to 0*

#### 05/21/2015 07:01 PM - Mirco Bauer

<pre>

18:58:29 <meebey> VsyachePuz: do you mean the chat history or messages/commands you entered

18:58:48 <VsyachePuz> meebey: chat history

</pre>

Ok, so Smuxi 1.0 will come with chat history, even if you rejoin channels or re-open queries / private chats. Even after restarting Smuxi.

**05/21/2015 07:01 PM - Mirco Bauer**

- *Status changed from Feedback to Assigned*
- *% Done changed from 0 to 90*
- *Complexity changed from Low to High*

**05/21/2015 11:48 PM - Mirco Bauer**

- *Status changed from Assigned to Closed*
- *% Done changed from 90 to 100*

Applied in changeset commit:"382ec844d97652892184f15887a222e45643139e".