# Smuxi Issues [FROZEN ARCHIVE] - Bug # 1064: On reconnect to running smuxi-server the message counter

Status:	Closed	Priority:	Normal		
Author:	Lex Black	Category:	Frontend GNOME		
Created:	05/28/2015	Assigned to:	Mirco Bauer		
Updated:	06/07/2015	Due date:			
Complexity:		-			
Found in Version:	1.0.rc4.r28.g6991908-1 (master)				
Subject:	On reconnect to running smuxi-server the message counter is misleading				
Description: Dunno how to describe it properly.					
	Visit all channels, close frontend, and reconnect.				
Now on all channels the red bar ("last visit") jumped one message up, If it's not a status messa					
	on the treelist will appear				

#### **Associated revisions**

#### 06/07/2015 11:53 AM - Mirco Bauer

Engine: use millisecond precision for storing last seen message and highlight (closes: #1064)

DateTime.ToString("u") only has second precision while Smuxi messages have sub-second precision. This caused that the last already seen Smuxi message was shown as unseen as the sub-second data got lost when it was stored in the SQLite database. ss.mmmm > ss.0 and thus it was newer/unseen.

## **History**

## 05/28/2015 11:42 PM - Mirco Bauer

Ok, do you agree that looks like off-by-one-error?

#### 05/28/2015 11:48 PM - Lex Black

Most likely. Instead of  $\boldsymbol{x}$  it represents  $\boldsymbol{x}\text{-}1$ 

### 05/29/2015 04:27 PM - Mirco Bauer

- Category set to Frontend GNOME
- Assigned to set to Mirco Bauer
- Target version set to 1.0

#### 06/03/2015 10:34 PM - Mirco Bauer

I can reproduce this issue.

#### 06/07/2015 11:53 AM - Mirco Bauer

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

Applied in changeset commit: "5d192fe9f970a80ccfbd72522b10293d8d2be5f0".

## **Files**

smuxi-part1.png	259.8 KB	05/28/2015	Lex Black
smuxi-part2.png	162.1 KB	05/28/2015	Lex Black
smuxi-part3.png	275.7 KB	05/28/2015	Lex Black

11/04/2025 1/1