

Smuxi - Bug # 1095: Should not highlight your own nick (Slack)

Status:	Closed	Priority:	Normal
Author:	Andrés G. Aragonese	Category:	Engine IRC
Created:	10/17/2016	Assigned to:	Andrés G. Aragonese
Updated:	06/02/2017	Due date:	
Complexity:	Low		
Found in Version:			
Subject:	Should not highlight your own nick (Slack)		
Description:	Steps to reproduce: 1. Connected to Slack through Smuxi (with their IRC bridge) 2. Connect to Slack's web interface at the same time. 3. In the web interface, say something in a channel. Current results: smuxi highlights the message as if someone had mentioned you. Expected results: Should detect the message comes from yourself and not highlight it.		

Associated revisions

10/23/2016 06:01 PM - Andrés G. Aragonese

Engine(-IRC): prevent highlights from self (closes: #1095)

In theory, IRC is designed in a way in which all messages from your current handle are always sent from your own client.

However, with the advent of IRC bridges, such as the Slack one, it's feasible to use your IRC handle from 2 places: smuxi and the web (slack UI). In this case, when you sent a message using the latter, you would get a smuxi highlight on the former because the engine receives a message that contains your nick, which is essentially a false positive.

This can be workarounded by adding a comparison to Me's property in MessageBuilder class just before highlighting.

10/23/2016 06:35 PM - Mirco Bauer

Merge pull request #257 from knocte/slackHighlight

Engine(-IRC): prevent highlights from self (closes: #1095)

History

10/26/2016 05:06 PM - Andrés G. Aragonese

- Status changed from New to Resolved

Fixed in <https://github.com/meebey/smuxi/commit/ee6c3a26286fa736fef7e998903874c012cc81f7>

10/26/2016 05:50 PM - Andrés G. Aragonese

- Status changed from Resolved to Closed

- % Done changed from 0 to 100

Applied in changeset commit:"ee6c3a26286fa736fef7e998903874c012cc81f7".

06/02/2017 09:20 AM - Mirco Bauer

- *Category set to Engine IRC*
- *Assigned to set to Andrés G. Aragonese*
- *Target version set to 1.1*
- *Complexity set to Low*