

## Smuxi - Feature # 242: Entry Command Queue

<b>Status:</b>	Closed	<b>Priority:</b>	High
<b>Author:</b>	Mirco Bauer	<b>Category:</b>	Frontend GNOME
<b>Created:</b>	11/29/2009	<b>Assigned to:</b>	Mirco Bauer
<b>Updated:</b>	01/07/2010	<b>Due date:</b>	
<b>Complexity:</b>	High		
<b>Subject:</b>	Entry Command Queue		
<b>Description:</b>	<p>The entry is currently doing calls to the (remote) engine which waits for the command to be processed. When using Smuxi in high latency networks (say UMTS or a busy DSL line) it will block the output and also stops you from writing more messages. This is annoying for the user experience.</p> <p>A solution to this problem would be to use a command queue rather than sending each command directly to the engine and process the queue in a background thread. The frontend could also show a progress bar and even a lag-indicator for the queued commands.</p>		

### Associated revisions

#### 01/07/2010 08:58 AM - Mirco Bauer

Process commands in a queue (closes: #242)

The Entry field now uses the CommandManager class with is processing the entered commands in a queue using a thread.

### History

#### 01/05/2010 02:33 AM - Mirco Bauer

- *Complexity set to High*

#### 01/07/2010 09:21 AM - Mirco Bauer

- *Status changed from New to Closed*

- *% Done changed from 0 to 100*

Applied in changeset commit:"d2533d47ad65d591afa2ec93faf9a6e7f38d98d3".