

## Smuxi - Bug # 285: Almost all IRC commands might suffer from a race condition

<b>Status:</b>	Closed	<b>Priority:</b>	Urgent
<b>Author:</b>	Mirco Bauer	<b>Category:</b>	Engine IRC
<b>Created:</b>	01/09/2010	<b>Assigned to:</b>	Mirco Bauer
<b>Updated:</b>	01/09/2010	<b>Due date:</b>	
<b>Complexity:</b>	High		
<b>Subject:</b>	Almost all IRC commands might suffer from a race condition		
<b>Description:</b>	Many IRC commands (in IrcProtocolManager) rely on CommandModel.FrontendManager.CurrentChat which is just wrong. As that property might not be up-to-date, it could be lacking behind or suddenly change which the result that those commands are using the wrong target (say channel or query)! All commands need to use the chat object that was used when the command was issued, which simply is: CommandModel.Chat		

### Associated revisions

**01/09/2010 06:08 PM - Mirco Bauer**

Marked FrontendManager.AddTextToCurrentChat() and .AddMessageToCurrentChat() as obsolete as they are unsafe! (refs: #285)

**01/09/2010 08:33 PM - Mirco Bauer**

Fixed CurrentChat race conditions in all engine and frontends commands (closes: #285)

- Replaced all cd.FrontendManager.CurrentChat calls with cd.Chat
- Replaced all fm.AddTextToCurrentChat() calls with fm.AddTextToChat(cd.Chat, ...)

### History

**01/09/2010 04:33 PM - Mirco Bauer**

The most used IRC command (Say) is not affected by this issue, which is probably the reason it wasn't noticed by anyone (yet).

**01/09/2010 08:38 PM - Mirco Bauer**

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

Applied in changeset commit:"6931c2c0442d2038b53c1064c3a9a15826db27d7".