

Smuxi Issues [FROZEN ARCHIVE] - Bug # 311: /join suddenly stops working

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|---------------------|---|---------------------|-------------|
| Status: | Closed | Priority: | Immediate |
| Author: | Ingo Saitz | Category: | Engine IRC |
| Created: | 01/22/2010 | Assigned to: | Mirco Bauer |
| Updated: | 01/31/2010 | Due date: | |
| Complexity: | Medium | | |
| Subject: | /join suddenly stops working | | |
| Description: | after closing a tab by clicking it with the middle mouse button (which probably was not the trigger), i could not /join any channel on all ircnets i was connected to. /reconnect did not help to fix the problem, only closing the server tab with all its channels and reopening it using quick connect from the menu. after that i could use /join again on the new server connection but still not on the old server connections. /quote join #channel worked nevertheless. | | |

Associated revisions

01/31/2010 08:17 PM - Mirco Bauer

Reset the join queue when disconnecting and be verbose when the delay kicks in (closes: #311)

The /join command sometimes stopped completely working.

A netsplit -> excess flood -> rejoins -> excess flood could leave old and unfinished join attempts in _ActiveChannelJoinList behind causing the join queue to block forever.

History

01/23/2010 11:04 AM - Mirco Bauer

- Category set to Engine IRC
- Assigned to set to Mirco Bauer
- Target version set to 0.7.2
- Complexity set to Medium

Ok, I could track this issue down to this:

<http://git.qnetp.net/?p=smuxi.git;a=blob;f=src/Engine-IRC/Protocols/Irc/IrcProtocolManager.cs;h=e969dc314e55bb931d34b83b3f63c762b6a3d0d7;hb=HEAD#l2618>

The NAMES reply event can be raised multiple times for big channels, leaving duplicate entries in _JoinChannelList behind. The next join attempt will then believe there are still on-going joins and thus never happens.

01/30/2010 12:13 AM - Mirco Bauer

- Priority changed from Normal to Immediate
- Target version changed from 0.7.2 to 0.7.1

01/31/2010 08:25 PM - Mirco Bauer

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

Applied in changeset commit:"1ab5cca803ac70499d721c7ebef82d8009a99b39".