

Smuxi - Bug # 500: Nick-color collisions

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|-------------------|---|--------------|-------------|
| Status: | New | Priority: | Low |
| Author: | Mirco Bauer | Category: | Engine |
| Created: | 09/16/2010 | Assigned to: | Mirco Bauer |
| Updated: | 11/26/2013 | Due date: | |
| Complexity: | Medium | | |
| Found in Version: | | | |
| Subject: | Nick-color collisions | | |
| Description: | <p>Even though switching to CRC32 based nick-color combinations there are still notable collisions. Using MD5 instead of CRC32 could help as it provides more entropy.</p> <p>Examples:</p> <p>Eltu collides with famille</p> <p>jhr collides with jonp</p> | | |

History

09/26/2010 09:00 PM - Mirco Bauer

More examples:
hello collides with Salz and ajmitch

Example nicks with the same fg color but different bg:
meebey JanJacobs phrozen77

10/06/2010 05:33 PM - Mirco Bauer

More examples:
laney collides with moopyk

11/26/2013 08:01 PM - Mirco Bauer

- Priority changed from Normal to Low
- Target version deleted (0.10)