

## Smuxi - Bug # 553: can't add second server with same hostname

<b>Status:</b>	Closed	<b>Priority:</b>	Normal
<b>Author:</b>	Kissaki ?	<b>Category:</b>	Engine
<b>Created:</b>	12/13/2010	<b>Assigned to:</b>	
<b>Updated:</b>	12/28/2012	<b>Due date:</b>	
<b>Complexity:</b>	High		
<b>Found in Version:</b>			
<b>Subject:</b>	can't add second server with same hostname		
<b>Description:</b>	My use-case: add a server twice with different username to connect to 2 BNC accounts which run on the same server.  Adding a second server with same hostname and port will deny me though saying such a server already exists.  Even worse (usability) the window is closed, so one can't even change the data but has to start all over again.		

### Associated revisions

**12/28/2012 04:54 PM - Mirco Bauer**

[Engine(-XMPP), Frontend-GNOME] Use ServerModel.ServerID instead of Hostname as config key (closes: #553, #566)

### History

**12/16/2010 07:13 PM - Mirco Bauer**

This is currently a limitation of the configuration backend which uses the hostname as identifier for the connection. The only workaround currently is to use different hostnames for the same IP address. This can be done by using a DNS wildcard e.g.: \*.myserver.example.com or by adding entries to /etc/hosts. Both workarounds are not nice but there is no other option.

The use of a conventional BNC or IRC proxy with Smuxi was not the primary use-case at the time the config backend was designed. Nonetheless I do not want to limit the usability of Smuxi and thus a rewrite of the config backend is planned which will allow to add the same hostname more than once.

**12/16/2010 07:17 PM - Mirco Bauer**

- Category set to Engine

- Complexity set to High

**10/12/2011 05:34 AM - Eric Mangold**

This would be a very important feature for me too.

**12/28/2012 05:12 PM - Mirco Bauer**

- Status changed from New to Closed

- % Done changed from 0 to 100

Applied in changeset commit:"b8f7a9cffd65a33a559c355768ee2f3ca1c65040".

**12/28/2012 05:13 PM - Mirco Bauer**

- Target version set to 0.8.11