

## Smuxi Issues [FROZEN ARCHIVE] - Feature # 788: Smuxi should save the increased send delay setting between engine restarts

<b>Status:</b>	New	<b>Priority:</b>	Normal
<b>Author:</b>	vith	<b>Category:</b>	Engine IRC
<b>Created:</b>	12/11/2012	<b>Assigned to:</b>	Mirco Bauer
<b>Updated:</b>	06/03/2015	<b>Due date:</b>	
<b>Complexity:</b>	Low		
<b>Found in Version:</b>	0.8.10		
<b>Subject:</b>	Smuxi should save the increased send delay setting between engine restarts		
<b>Description:</b>	Because the send delay setting is lost on restarts, users are not properly protected from Excess Flood disconnects, making #787 even worse.  <pre>12:38:27 Closing Link: vith by gameservers.nj.us.quakenet.org (Excess Flood) 12:38:27 -!- Increased send delay to 2000ms to avoid being flooded off the server again.</pre>		

### History

06/03/2015 10:49 PM - Mirco Bauer

- Target version set to *TBD*
- Complexity set to *Low*

Smuxi could try to save this information back to the config if the connection was initiated from a stored server in config.

06/03/2015 10:50 PM - Mirco Bauer

- Tracker changed from *Bug* to *Feature*

06/03/2015 10:51 PM - Mirco Bauer

- Subject changed from *Smuxi does not save the increased send delay setting between engine restarts* to *Smuxi should save the increased send delay setting between engine restarts*