

## Smuxi Issues [FROZEN ARCHIVE] - Bug # 868: Don't write broadcast/PMs in logs of unrelated channels

<b>Status:</b>	Closed	<b>Priority:</b>	Normal			
<b>Author:</b>	Infinity Zero	<b>Category:</b>	Engine IRC			
<b>Created:</b>	08/12/2013	<b>Assigned to:</b>	Mirco Bauer			
<b>Updated:</b>	05/21/2015	<b>Due date:</b>				
<b>Complexity:</b>	Low					
<b>Found in Version:</b>						
<b>Subject:</b>	Don't write broadcast/PMs in logs of unrelated channels					
<b>Description:</b>	At the moment, broadcast notices such as the below are displayed in some channel windows[1], to make the notice obvious.					
<pre>&lt;pre&gt;23:04:40 -ChanServ (ChanServ@services.)- [#gnu] Welcome to #gnu, the official channel of the GNU Project. Please read and follow http://www.gnu.org/server/irc-rules.html. &lt;/pre&gt;</pre>						
However these show up in logs too. This is unnecessary, being redundant and irrelevant, and makes the logs potentially confusing.						
In fact I would go as far to not display these messages in unrelated channels at all; instead display them in the server channel window and set a highlight for the user.						
[1] I can't work out how smuxi chooses which channels to display this message in; it's less than "all channels" but greater than "the channel that's currently displayed".						

### Associated revisions

**05/21/2015 04:56 PM - Mirco Bauer**

Engine-IRC: don't show notices on shared channels for Nick/ChanServ (closes: #868)

This "show notices on shared channels" feature was introduced in #38 but became annoying with Nick/ChanServ which send channel welcome messages or other replies which then got spammed to all channels.

### History

**08/18/2013 01:25 PM - Mirco Bauer**

- Category set to Engine IRC

<pre>

- Notices from users you share channels with will also be shown on the channel and the server tab to make it easier to see their notices.

(closes: #38)

</pre>

Services are a special case I guess and are indeed a bit annoying. Smuxi should try to detect them (or hardcode some known nicks) and not do this. For the messages from services I agree.

**05/02/2014 12:41 PM - Mirco Bauer**

- Complexity set to Low

**07/21/2014 09:07 PM - Jim C K Flaten**

It would be nice if we could configure where notices went. They currently go to all channels that you have in common with the sender, I believe, which gets pretty bad when communicating with network services. The options to route these messages should include at least:

\* Display in all common channels (current behavior).

\* If there is only one channel in common, display in that channel.

\* Display in currently selected channel.

\* Display only in the server tab.

Some people might prefer a mix of these options, so perhaps allowing multiple of them to be selected would be good. To make it even more complex, this could be implemented as a set of rules, where you always have a default rule, but can add new ones that change the behavior of a specific server or user.

```
<pre>
|-----
| Rule name | Network | Source      | Common | Single | Active | Server |
|-----|
| Default  | *      | *          | X      |   |   |   |
| Services | *      | ChanServ, NickServ |   |   | X   |   |
| ...      |         |             |       |   |   |
</pre>
```

**05/14/2015 08:36 AM - Mirco Bauer**

- Assigned to set to Mirco Bauer

- Target version set to 1.0

I think for a quick fix NickServ@ and ChanServ@ should be blacklisted to be shown on "common/shared channels"

**05/21/2015 05:16 PM - Mirco Bauer**

- Status changed from New to Closed

- % Done changed from 0 to 100

Applied in changeset commit:"e4ced9a61f46b86a203c04d1058caf9fd5e7a201".