

## Quassel IRC - Bug #1204

### Have an option to keep a buffer log, but not keep it in the channels tree

02/24/2013 03:18 AM - gry

<b>Status:</b>	New	<b>Start date:</b>	02/24/2013
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>		<b>OS:</b>	Any
<b>Version:</b>	0.9-pre		
<b>Description</b>			
<p>Situation: An /msg spam bot attack which involves hundreds of queries with same spam message (I got 300 messages in three batches today within one minute).</p> <p>Goals:</p> <ol style="list-style-type: none"><li>1) Save logs.</li><li>2) Delete the query from the tree in a way which:<ol style="list-style-type: none"><li>2.1) would have it re-appear if a same nick messages again</li><li>2.2) does not clutter channel tree (not even the show/hide channels one)</li></ol></li></ol> <p>Current solutions:</p> <ol style="list-style-type: none"><li>A) Rely on usermodes which block queries, so you have server buffer spammed with 'n!u@h messaged you but you have mode +g' -- with a risk of saving an IP of a legitimate query; or</li><li>B) Right click, delete chat - but logs aren't saved (see 1); or</li><li>C) Temporarily hide and enjoy seeing a 300 windows list every time I need to unhide a channel/query (see 2.2).</li></ol> <p>Ideal solution:</p> <p>Have a 'close buffer' button which erases the buffer item from the tree entirely, but keeps it in logs, so if the same nick messages again, the backlog is retrieved.</p>			