

Quassel IRC - Bug #39

Handle messages longer than 512 bytes

06/05/2007 03:55 PM - Sputnik

| | | | |
|---|--------------|------------------------|-----------|
| Status: | Resolved | Start date: | |
| Priority: | High | Due date: | |
| Assignee: | EgS | % Done: | 0% |
| Category: | Quassel Core | Estimated time: | 0.00 hour |
| Target version: | 0.2.0-rc1 | OS: | Any |
| Version: | 0.13.1 | | |
| Description | | | |
| The IRC protocol limits the size of a single message to 512 bytes. If we'd like to send longer messages, we therefore have to split. Preferably we should try to find a sensible spot for the split (i.e. a word boundary), rather than just cutting off at byte 511, as WeeChat currently does it. | | | |
| Related issues: | | | |
| Has duplicate Quassel IRC - Bug #133: Split long lines | | Resolved | |

Associated revisions

Revision b6ac38c2a3f094d03c54b98c4685ab6448f692b8 - 06/22/2008 04:26 PM - Marcus Eggenberger

Fixing BR #39 (splitting long messages)

Revision b6ac38c2 - 06/22/2008 04:26 PM - Marcus Eggenberger

Fixing BR #39 (splitting long messages)

Revision b2f26944f3b4109d22bb1571aed2a7e2e9efbb5a - 06/23/2008 01:07 PM - Marcus Eggenberger

Fixing BR #39 (splitting long messages)

Conflicts:

```
src/core/basichandler.cpp
  src/core/basichandler.h
```

Revision b2f26944 - 06/23/2008 01:07 PM - Marcus Eggenberger

Fixing BR #39 (splitting long messages)

Conflicts:

```
src/core/basichandler.cpp
  src/core/basichandler.h
```

History

#1 - 06/06/2008 05:39 PM - Sputnik

Still need to take into account the length of our hostmask (right now we have hardcoded a value), which should be easily available from our self IrcUser. Also we should issue a regular WHO on self to keep our own hostmask updated (might change without notice). Since autoWHO will probably be optional at some point, we shouldn't rely on that.

#2 - 06/07/2008 12:49 PM - shermann

Konversation has such a logic to split up the chatmessages to avoid the 512 byte limit :)

#3 - 06/23/2008 12:03 AM - EgS

fixed in current git