

## Quassel IRC - Bug #151

### Deleting and Readding a Network in the same step leads to unpleasant side effects

04/19/2008 02:42 PM - EgS

<b>Status:</b>	Resolved	<b>Start date:</b>	
<b>Priority:</b>	High	<b>Due date:</b>	
<b>Assignee:</b>	Sputnick	<b>% Done:</b>	0%
<b>Category:</b>	General / Unspecified	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	0.2.0-rc1	<b>OS:</b>	Any
<b>Version:</b>	0.13.1		
<b>Description</b> the sync to core dialog hangs and strange side effects may happen... basically it crashed the client after I tried to readd the net again			
<b>Steps to reproduce:</b> <ul style="list-style-type: none"><li>- Delete a network</li><li>- Add a network with the same name</li><li>- Click Apply</li></ul>			

#### History

##### #1 - 06/27/2008 01:25 AM - Sputnick

This is actually caused by a problem in SqliteStorage. createNetwork() will not create a new network if a net with the same already exists, at least as far as I can see, this is the only place where NetworkName actually has any significance (the insert\_network query doesn't seem to check for different network IDs).

Workarounded this problem in the NetworksSettingsPage by reordering operations such that removals will be done before nets are created; still I think this problem needs to be fixed in storage as well.

Reassigning this to EgS, who is our storage wizard :)

##### #2 - 06/27/2008 12:07 PM - EgS

I think this would be faulty design.

Calling createWhatever(name, parameters) this should never *delete* and create something new with the same name. The only proper way is to issue a delete to the storage backend and then call a create.