

## Quassel IRC - Bug #54

### signalproxy.cpp lacks any possibility of detaching objects

09/10/2007 08:58 PM - EgS

<b>Status:</b>	Closed	<b>Start date:</b>	
<b>Priority:</b>	Immediate	<b>Due date:</b>	
<b>Assignee:</b>	Sputnick	<b>% Done:</b>	0%
<b>Category:</b>	Quassel Client	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	0.2.0-alpha1	<b>OS:</b>	Any
<b>Version:</b>	0.13.1		
<b>Description</b>			
<p>I really really need to be able to detach objects from the proxy. at least in client mode.</p> <p>with this nice Q_ASSERT(false) my chances are a bit slim at the time beeing...</p> <p>signalproxy.cpp Line 88 ff: void SignalProxy::detachObject(QObject* obj) { Q_ASSERT(false); // not done yet</p>			

### History

#### #1 - 09/10/2007 09:18 PM - Sputnick

Done. Please test.

#### #2 - 09/14/2007 07:59 PM - EgS

Though Detach Object seems to work, there seems to be a problem somewhere else in the SignalProxy

I got crashes when I exited Quassel. The crash happend while iterating over the connections in SignalProxy::detachObject(). I added a simple qDebug:

```
void SignalProxy::detachObject(QObject* obj) {  
qDebug() << "Number of peers:" << peers.count();
```

result:  
Number of peers: 81133568

#### #3 - 09/18/2007 04:12 PM - Sputnick

Mac apparently deletes the children of Client in another order, thus causing crashes. We'll do that slightly differently to avoid this issue now.

#### #4 - 12/02/2007 08:39 PM - EgS

Fixed with the all new signalproxy