

Quassel IRC - Bug #73

Handle mode changes in serverhandler

01/15/2008 03:19 PM - Sputnik

<b>Status:</b>	Resolved	<b>Start date:</b>	
<b>Priority:</b>	High	<b>Due date:</b>	
<b>Assignee:</b>	EgS	<b>% Done:</b>	0%
<b>Category:</b>	Quassel Core	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	0.2.0-rc1		
<b>Version:</b>	0.13.1	<b>OS:</b>	Any
<b>Description</b>			
/mode messages are not yet all properly parsed and propagated.			

History

#1 - 02/18/2008 02:21 PM - EgS

The Modechanges are now displayed properly.

Channel User modes are already handled correctly (like +o)

Stuff like the Banlist isn't yet done. As it has low priority I'm removing this bug from the roadmap.

#2 - 06/16/2008 05:02 PM - EgS

all mode changes are now handled properly.

Currently only simple channel modes are shown in the tooltip of a channel buffer.

One might implment a graphical system for ban managing. /me eyes phon..