# Quassel IRC - Bug #746

# Quassel unsets default modes set by server upon first connect

07/15/2009 10:51 AM - niekie

Status:	Resolved	Start date:	07/15/2009
Priority:	Normal	Due date:	
Assignee:		% Done:	100%
Category:		Estimated time:	0.00 hour
Target version:	0.6.2		
Version:	0.4.1	os:	Any

### Description

Quassel appears to unset the default modes set by a server upon the first connect.

Steps to reproduce:

- 1. Connect to an IRC network which by default sets modes on connect (like UnrealIRCd based networks, which set mode +x (host cloaking) by default)
- 2. Notice default modes being set by the server, and unset by the client:

[10:22:27] \* Mode niekie +iwRx by niekie

[10:22:27] \* Mode niekie -iwRx by niekie

Workaround:

Setting back these modes manually will make Quassel remember them, however, and it will not unset them the next time you connect.

Expected behaviour:

Quassel should either not unset modes that are being forced upon it by the server (this may also prevent issues in case a server keeps setting modes if a client unsets them) or should "cache" the modes that are being forced upon it on first connect and only unset them if the client manually unsets them.

### **Associated revisions**

### Revision 63bc3c3a34a0df70cad72b1f36d4fb7b8245d79c - 05/13/2010 02:03 PM - Marcus Eggenberger

Fixes #746 - Quassel unsets default modes set by server upon first connect Quassel now uses a saner approach and only keeps track of the mode changes you really issued and also were confirmed by the server.

You can reset the auto restore modes via "/mode -reset". This command gives currently no userfeedback as it would introduce new strings and this patch is intended to be backported.

#### Revision 63bc3c3a - 05/13/2010 02:03 PM - Marcus Eggenberger

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## Revision a2e242f1796406f13f5aa77413180ea1b2f6c607 - 05/13/2010 02:07 PM - Marcus Eggenberger

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#### Revision a2e242f1 - 05/13/2010 02:07 PM - Marcus Eggenberger

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#### History

#### #1 - 08/12/2009 10:46 PM - dalbers

- File 0001-fixes-746-Quassel-unsets-default-modes.patch added

The attached patch is untested and pretty cruel, but may be a good starting point for someone else looking into this issue.

#### #2 - 02/05/2010 01:36 AM - ktr

Problems with the auto usermodes after reconnect. (all encountered on quakenet)

quassel is set to use usermode +x. this cloaks your host to auth.users.quakenet.org if logged in.

but if you want to use auth without cloaking and quassel has set +x before on quakenet, there is no way to remove the +x on connect (if you disconnect, remove the auth from perform and even set "/mode nick -x" in the perform). it always sets +x after a while.

could recreate this bug(?) on another core. just connected to quakenet, set usermode +x without using the qauth, wrote "mode nick -x" in the perform and restarted the core.

after connecting with the client, usermode was set again to +x.

if i tried to disconnect from the core just after it reconnected to the ircd, the client even froze.

client is the same (from datafreak quasselclient[shared, 3.feb.2010]) tested cores are static0.5-0.1 and a core built from the git on 23.jan.2010.

#### #3 - 02/05/2010 01:52 AM - ktr

just after sending the report i "found" smth like a solution. tested successfully with both cores:

added a few lines "/mode nick -x" in the perform to spam the ircd on connect.

connected, confirmed that it does not set +x (just the, i guess default, +i on quakenet, had to be quick, in recent tries it showed, that i had only around 5-10sec until +x comes around) and immediately disconnected the core from the ircd.

again connected the core to the network and disconnected the client from the core (again a freeze here).

this somehow didnt set +x.

#### #4 - 05/13/2010 02:46 PM - EgS

- Status changed from New to Resolved
- % Done changed from 0 to 100

Applied in changeset a2e242f1796406f13f5aa77413180ea1b2f6c607.

### #5 - 05/14/2010 11:25 AM - johu

- Target version set to 0.6.2

#### **Files**

0001-fixes-746-Quassel-unsets-default-modes.patch 1.72 KB 08/12/2009 dalbers

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