

Quassel IRC - Bug #1431

Database: buffer.lastseenmsgid is greater than the most recent messageid actually recorded for said buffer.

03/03/2017 08:33 PM - ReimuHakurei

Status:	Resolved	Start date:	03/03/2017
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:	Quassel Core	Estimated time:	0.00 hour
Target version:		OS:	Any
Version:	0.12.4		

Description

While working on fixing [#1249](#), I discovered that buffer.lastseenmsgid will often be set to a value higher than the most recent actual message.

This causes the unread messages backlog fetcher to be much slower than it would otherwise be.

This issue has been confirmed by me to exist in both my current PostgreSQL database, as well as in an SQLite3 database dump of my core from 2016-02-28.

Others in #quassel have reported the same thing.

You can check if this is the case in your database with the following query (works in both SQLite and PostgreSQL):

```
SELECT * FROM buffer WHERE lastseenmsgid > (SELECT messageid FROM backlog WHERE backlog.bufferid = buffer.bufferid ORDER BY messageid DESC LIMIT 1);
```

If that query returns any rows, your database suffers from this issue.

History

#1 - 03/03/2017 08:34 PM - ReimuHakurei

Er, typo. Meant to say while working on fixing [#1429](#).

#2 - 03/03/2017 09:27 PM - EgS

- Subject changed from Database: buffer.lastseenmsgid is greater than the most recent messageid actually recoeded for said buffer. to Database: buffer.lastseenmsgid is greater than the most recent messageid actually recorded for said buffer.

From a functional point of view, this is not a bug. At least, to the best of my knowledge. :)

If I recall correctly, the lastseenmsgid is simply set according to the largest value of the message model in the client. At the time this is done, all messages in the respective buffer have been seen, and since message ids are monotonically increasing, no new message with a lower message id can be added to /any/ buffer. Accordingly, this will not lead to incorrectly mark messages as already seen.

However, I from a performance point of view it makes sense as the index will not match. So, perhaps someone **cough** want's to supply a patch for this. :) I'm happy to merge an according pull request. Just give me a poke here, via mail, or via github.

Cheers,
Marcus

#3 - 03/03/2017 09:27 PM - EgS

- Category changed from Quassel Core to Quassel Client

#4 - 03/04/2017 05:07 AM - ReimuHakurei

This, and [#1429](#), should be fixed in my pull request here:

<https://github.com/quassel/quassel/pull/273>

#5 - 03/04/2017 03:40 PM - EgS

- Category changed from Quassel Client to Quassel Core

- Status changed from New to Resolved

Merged <https://github.com/quassel/quassel/pull/273>