Quassel IRC - Feature #276

Please provide some way of discerning between identified and non identified users in the nick list

08/13/2008 01:29 PM - jussi01

Status:	Resolved	**Start date:**	
Priority:	High	**Due date:**	
Assignee:	EgS	**% Done:**	0%
Category:	Quassel Client	**Estimated time:**	0.00 hour
Target version:			
OS:	Any		

Description
Colours maybe? or small icons?

Related issues:	
Is duplicate of Quassel IRC - Feature #356: Add CAPAB IDENTIFY-MSG ability	**New**

History

#1 - 08/13/2008 01:36 PM - TerrorBite

Note that different IRCds use different usermodes to indicate a registered user. The standard Unreal IRCd uses usermode +r to indicate a registered user, whereas Freenode's IRCd use +e. This feature would need to identify the type of server to work correctly.
And I could be wrong, it could be the services software that determines the usermode, in which case things become a lot more difficult.