

## Quassel IRC - Bug #343

### Initial nicknames are not randomized correctly

10/09/2008 11:05 AM - seezer

<b>Status:</b>	Rejected	<b>Start date:</b>	
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>	General / Unspecified	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>		<b>OS:</b>	Any
<b>Version:</b>	0.3.1+		
<b>Description</b>			
Code already states "FIXME" - so here is a patch.			

#### History

##### #1 - 10/19/2008 10:03 PM - Sputnik

Hmm, we do `qsrand()` at startup already (in the Quassel class' ctor, `quassel.cpp`). Works fine for me too, but still `quassel251` seems to be a quite common "random" nick for others. I wonder if moving the seeding into Identity and calling it every time we need a random number really fixes the problem...

##### #2 - 12/28/2008 01:51 AM - Sputnik

- Priority changed from High to Normal

##### #3 - 02/07/2009 08:54 PM - EgS

- Status changed from New to Rejected

- Version set to 0.3.1+

In regards of [#516](#) this BR doesn't make any more sense.

-> rejected

#### Files

0001-Default-nicknames-are-now-randomized-correctly-tm.patch	1.01 KB	10/09/2008	admin
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