

## Quassel IRC - Bug #84

### Handle network disconnects

01/22/2008 02:48 PM - Sputnik

<b>Status:</b>	Closed	<b>Start date:</b>	
<b>Priority:</b>	High	<b>Due date:</b>	
<b>Assignee:</b>	Sputnick	<b>% Done:</b>	0%
<b>Category:</b>	Quassel Core	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	0.2.0-alpha1	<b>OS:</b>	Any
<b>Version:</b>	0.13.1		
<b>Description</b>			
Network disconnects need to be recognized (ping/pong) and taken care of by an automatic reconnect (plus channel rejoin) if possible. With the new core arch, we should be able to put everything in NetworkConnection (which must store which channels to rejoin though).			
NetworkConnections should only go away on explicit disconnect (/quit), and stay alive otherwise.			

### History

#### #1 - 01/22/2008 03:53 PM - EgS

I think QUITs only don't suffice.

If the Server explicitly tells you to go away, then it doesn't make sense to endless loop in a reconnecting process.

I don't know from my head how G-Lining, K-Lining and Stuff are propagated to the Client, but at least a KILL is quite verbose ;)