

LeechCraft - Feature #381

Segfault on offline room join

04/26/2011 08:46 PM - 0xd34df00d

| | | | |
|--|----------------|------------------------|------------|
| Status: | Rejected | Start date: | 04/26/2011 |
| Priority: | Normal | Due date: | |
| Assignee: | 0xd34df00d | % Done: | 100% |
| Category: | Plugins: Azoth | Estimated time: | 0.00 hour |
| Target version: | 0.4.75 | | |
| Description | | | |
| When trying to join a MUC if the account is offline, Azoth segfaults. It's better to come online or at least show an error in this case. | | | |

History

#1 - 05/01/2011 01:40 PM - 0xd34df00d

- Status changed from Assigned to Rejected
- % Done changed from 0 to 100
- Estimated time changed from 3.00 h to 0.00 h

Can't reproduce.