

Hecate - Bug #96

Update the handshake module to handle reconnections

September 25, 2011 08:57 PM - Chalamius

Status:	Resolved	Start date:	September 25, 2011
Priority:	High	Due date:	
Assignee:	AltaDeSaxa	% Done:	0%
Category:	Module	Estimated time:	0.00 hour
Target version:	0.1 (Enodia)		
Description			
The handshake module needs to be able to react to the events we send out when re-establishing a connection so that we can register ourselves to the IRCd again			
Related issues:			
Blocks Hecate - Bug #95: Reconnecting fails due to missing logic		Resolved	September 25, 2011

History

#1 - September 25, 2011 09:02 PM - Chalamius

- Category set to Module
- Status changed from New to Assigned
- Priority changed from Normal to High

#2 - October 22, 2011 05:05 PM - Chalamius

- Status changed from Assigned to Feedback
- Assignee changed from Chalamius to AltaDeSaxa

#3 - October 27, 2011 08:33 PM - Chalamius

- Status changed from Feedback to Resolved

The handshake module will now be triggered each time a connected event occurs