basysKom

Open Issues with the Telepathy-libkopete-Wrapper

1. GUI-Calls at the libkopete-protocol-implementations

In the implementation of libkopete are direct calls to the Graphical User Interface in some places e.g. error case on wrong password input. An other error case example is the failed connection to an account.

To use the Wrapper a patch was developed, that comments out the critical sections of the source code of libkopete. The patch may be incomplete.

A better solution is to use signals/slots instead. These can then get connected to the Graphical User Interface instead to direct call commands from the GUI.

The error handling can get improved because the signal can be handled from the Wrapper, too.

This idea should be discussed with the libkopete community first, because it is a design change.

2. Parameters to connect to an account

The global „KConfigGroup" object holds the parameters required to connect to an account.
This implies that they are automatically stored persistent in the „Config folder" of the user that has started Kopete.

In Telepathy world these parameters are passed to the connection manager each time a connection is requested. These parameters are passed in the form of a QVariantMap.

In my implementation the problem has been solved by mapping this QVariantMap into a KConfigGroup object stored in a file. This file is deleted at prorgam startup and termination.

A better approach would be a memory based KConfigGroup object. This is populated with the data from the QVariantMap and not stored on disk.

3. Error Handling

In some cornercases a proper error handling is not possible:
– if wrong account data is provided (password, user name, server) there is no feedpack why the process has failed.
– if a message can not be send successfully there is no feedback that an error occured
For both cases no oiption for user notification was found in the patched libkopete APIs.
If there are Signals in Kopete that will be send as described in section 1 a better error handling is possible

4. Text messaages to rooms

Altough chat rooms are implemented correctly (as stated by people at the Kopete community) using the libkopete APIs it is not possible to use this functionality at this time. It is not possible to interact with chat rooms.

5. Tests of different communication protocols

The only protocol, that passed all tests successfully (connect, send, receive text messages) is the Jabber protocol.

With other protocols such as ICQ, AIM, MSN the connection was not always possible. Sending of text messages failed.

All protocols should be tested and fixed. One possible source of the observed problems are incorrect parameters for account setup.

6. missing interfaces

Some interfaces are yet not implemented

– optional interfaces of the connection (Aliasing, Presence, ...)
– additional channel types such as ContactList, StreamedMedia, ...
– Properties-Interface