Commits on Dec 6, 2020

1. [The error messages for the disconnected server are now properly displ...](#) ...

   ...ayed

   Anastasiia Evdokimova committed 11 minutes ago

2. [The app won't display the sender's name in the "private to" section a...](#) ...

   ...nymore + debug output removed

   Anastasiia Evdokimova committed 1 hour ago

3. [Fixed text wrapping issue, and added help option](#)

   ChristianBingman committed 3 hours ago

4. [Fixed the non-immediate disconnection and added syncronization locks ...](#) ...
5. ...on updating methods. All the "private to yourself" messages are now considered public
6.
7. Every disconnected now sends a null message and the server throws an error if it receives one.
   Need to add a little promt about how to DM

   Anastasiia Evdokimova committed 5 hours ago

8. [The messages are now sent properly, connected/disconnected alerts sho...](#) ...
9. ...w up
10.
11. Curse .writeUnshared mechanics :(
12.
    Still need to do "send to all" and fix the disconnection late alert

    Anastasiia Evdokimova committed 8 hours ago

13. [Users can now connect to the server, a list of checkboxes is filled w...](#) ...
14. ...ith connected users, the nicknames are forced to be unique
15.

```
(note: fix the fact that the server doesn't realize that the client has
disconnected)
```

Anastasiia Evdokimova committed 9 hours ago

Commits on Dec 4, 2020

1. [Added all scenes, their controller, the scene manager, and set them u...](#) ...

```
...p to work together. Cleaned up files. Ypa
```

ChristianBingman committed 2 days ago

Commits on Dec 2, 2020

1. [Usernames can be picked when you join, the messages are only sent to ...](#) ...
2. ...the users in the "recipients" list, every user gets data of the others joining/leaving
3.

```
For now, most of the "chosen" stuff is hardcoded, like the userName. And the
users only get the messages about other users joining - but they do
differentiate between joining/leaving, so it is the matter of replacing the
methods called. Also probably shouldn't allow same nicknames (force
difference by adding the number if it is already present?)
```

Anastasiia Evdokimova committed 5 days ago

Commits on Nov 29, 2020

1. [Initial setup](#)

Anastasiia Evdokimova committed 7 days ago

2. [Initial commit](#)

Anastasiia Evdokimova committed 7 days ago