**#20784** - <https://redmine.vnc.biz/issues/20784>

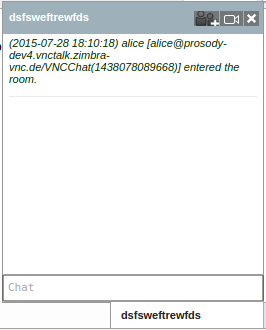
1. **Description**:

Just like pidgin and other clients, display status messages in the groupchat window.

Messages like, user entered or left the room. Disconnects from client and topic change.

Example:

($TIMESTAMP) $USER\_FULLJID left the room. (2015-07-20 16:48:28) rainer.schuth [rainer.schuth@vnc.biz/Reipad] entered the room. (2015-07-20 18:34:40) rainer.schuth left the room (Disconnected: closed). (2015-07-22 11:28:28) quy.dang [quy.dang@vnc.biz/pidgin] entered the room. (2015-07-22 11:28:35) phuong.vu [phuong.vu@vnc.biz/jitsi-2kk1siq] entered the room.





1. **Analytic**
   1. **Root cause**:

* Have a small problem: When user bob create room chat and also invite user alice. Then, user alice accept. Groupchat window of bob not display status message join room of alice
  1. **Solutions**:
* Edit function self.displayPresence to display status messages in the groupchat window when user entered the room, user left the room and user offline.
* Edit function self.handleMessage to display status messages in the groupchat window when owner changed subject room on chat client.
* Debug Room creation process, I see it set "data-init" delay too long. Reduce delay time.

1. **Implementation**
   1. **Code:**

* Edit function self.displayPresence to display status messages in the groupchat window when user entered the room, user left the room and user offline.

|  |
| --- |
| self.displayPresence = function(xid) { ...  var itemNode =$(xml).find('item');  var jid = "";  ...  // Groupchat buddy presence (not me)  if(resource != JappixCommon.unescapeQuotes(jQuery(groupchat\_path).attr('data-nick'))) { ...  var date = "";  if (null != xml.lastModified) {  var timestamp = new Date(xml.lastModified);  date = timestamp.getFormatDate().htmlEnc();  };  if (null != itemNode.attr('jid')) {  jid = itemNode.attr('jid').htmlEnc();  }; ...   if(show == 'unavailable') {  // Remove from roster view  self.removeBuddy(hash, groupchat);   // Generate log message  var messageLeft = "(" + date + ") " + resource.htmlEnc();  log\_message = JappixCommon.printf(JappixCommon.\_e("%s left the room (Disconnected: closed)."), messageLeft);   } else {  // Add to roster view  self.addBuddy(xid, hash, resource, groupchat);   // Generate log message  var messageJoin = "(" + date + ") " + resource.htmlEnc() + " [" + jid + "]";  log\_message = JappixCommon.printf(JappixCommon.\_e("%s entered the room."), messageJoin );   } ... } |

* Edit function self.handleMessage to display status messages in the groupchat window when owner changed subject room on chat client.

|  |
| --- |
| self.handleMessage = function(msg) { ...  var xml = msg.getDoc();  var time = "";  if (null != xml.lastModified) {  var date = new Date(xml.lastModified);  time = date.getFormatDate();  };  var fromJid = msg.getFromJID();  var jid = "";  if (null != fromJid) {  jid = fromJid.\_resource;  };  if ("" != subject) {  subject = "(" + time + ")" + jid +" has set the subject to: " + subject;  }; ... } |

* Reduce delay time:

|  |
| --- |
| self.handleMUC = function(pr) {  …  // Handle normal presence  else {  // Start the initial timer  jQuery('#jappix\_mini #chat-' + hash).oneTime('5s', function() {  jQuery(this).attr('data-init', 'true');  });  // Trigger presence handler  self.handlePresence(pr);  }  …  } |