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Pidgin MySpaceIM Protocol Plugin Proposal

Tue, 04/24/2007 - 02:36 — [jeff](#)

My [proposal](#) for a MySpaceIM protocol plugin for Pidgin (at the time, Pidgin was known as Gaim) has been accepted for GSoc '07. There has been [some discussion](#) on the summer-discuss mailing list about freeing your proposals, so here mine is. I hope this information will be useful for future applicants.

I applied to GSoc last year, proposing that I continue to develop one of my own projects ([SUMI](#), a file transfer program), but was rejected. So this year I researched more and put a better effort into developing an application.

I loosely followed the outline of [Google/PSU Summer of Code](#), and took the advice in [HOWTO: Write a Summer of Code application](#) and especially

[Google's Summer of Code 2005: Experience of One Mentor, Stanislav Shalunov, June 2005](#) to heart. The hardest part was (as it always is) choosing a project. Last year, submitting one of my own projects was a hard sell. So this year I decided to browse each mentoring organization's ideas for what I found most interesting.

I looked at each and every [mentoring organization](#) accepted by Google. I could go with an organization whose projects I've used - Ubuntu, FreeBSD, Nmap, MediaWiki (Wikimedia), Python, AbiSource, Wine, Gaim - or an organization whose projects I've never used but found interesting as well: Git, LLVM, OLPC, Plan 9, RockBox, Umit, Internet2, etc. Any of these projects could have been interesting but a suggested idea on Gaim's website stood out: reverse-engineering the new MySpaceIM instant messaging program and developing a compatible protocol plugin. So that is what I proposed.

I made sure to include a proof-of-concept snippet of code to parse the protocol, as Stanislav emphasized including code in your application. After clicking submit, I continued to reverse-engineer and added comments to my application, keeping the mentors up-to-date on my progress. Before the acceptance deadline, I had a working proof-of-concept MySpaceIM protocol plugin for Gaim 2.0.0 beta 6. This certainly couldn't hurt my chances.

So what has happened since I've been accepted almost two weeks ago? I'm taking this additional time Google has built into the program to learn the [Monotone](#) distributed revision control system. There has been a lot of changes in the Pidgin community recently - the move from [gaim.sourceforge.net](#) to [pidgin.im](#), from Subversion to Monotone, SourceForge to Trac. Monotone is the most interesting because it is a dramatic departure from the commonplace central revision control systems I've used. So far, I like it. Full history at my finger tips, effortless branching, no network access needed to commit — I much prefer mtn over svn.

Tags: [gsoc](#) [myspace](#) [msimprpl](#) [pidgin](#) [Pidgin](#)

Source: [jeff's blog](#)

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Comments

Awesome work on this so far,

Fri, 05/04/2007 - 10:46 — <http://neojima...>

Awesome work on this so far, Jeff. I look forward to your finished project. Thanks from those of us who like to keep in touch with our friends, but don't care to use proprietary software.

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Thanks

Wed, 05/16/2007 - 13:11 — Anonymous

Looking forward to having MySpaceIM on Pidgin.

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Keep up the great work

Sat, 05/26/2007 - 17:37 — Anonymous

My wife uses the horrible MySpaceIM client (because her friends are on it). Keep up the great work, a pidgin plugin will relieve much pain.

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DVCS

Sat, 06/02/2007 - 04:18 — [aluink](#)

yes, i have to totally agree, i've used Mercurial before, but the idea of a central revision control system will never work with me again. i much prefer MTN over SVN.

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a Myspace plug-in for PidGin

Wed, 07/18/2007 - 10:19 — Anonymous

a Myspace plug-in for PidGin would make you a man among men. It would be great to be able to IM myspace users from my favorite IM client! Keep up the good work :-)

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I'm in the exact same boat

Tue, 07/31/2007 - 14:46 — Anonymous

I'm in the exact same boat - my wife only uses the miserable MySpace IM client (which I refuse to install on my machines). So - thanks for this!

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Easy windows install.

Tue, 08/07/2007 - 18:52 — Anonymous

I just uploaded this for those who may not know exactly where to put everything such as the icons. You can simply extract the files into the Pidgin folder on a windows system to install this plugin.

I wish the developer would pack the win32 binary archive like this. It took me a little bit of time to figure out exactly where I needed to place the icons. I made this archive for all those out there who just want to install it without having

to figure things out (you know like everyone pretty much).

<http://developer.pidgin.im/attachment/wiki/MySpaceIM/msimprpl-0.13-win32...>

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Re: Easy windows install.

Wed, 08/08/2007 - 04:33 — Anonymous

Thanks, that is a good idea. I've updated my release script to create the directory structure you used in your archive. I also translated the readme, licenses, and changes text files to use DOS line endings so you can view them in Notepad, and added the emotes theme file to the archive (revision e2632db6f1f142fbbe34194220f65d31e3fdcec9, but it will make it in the next release). -Jeff

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