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Week 8 Updates: Zaps and Emoticons

Tue, 07/24/2007 - 04:23 — [jeff](#)

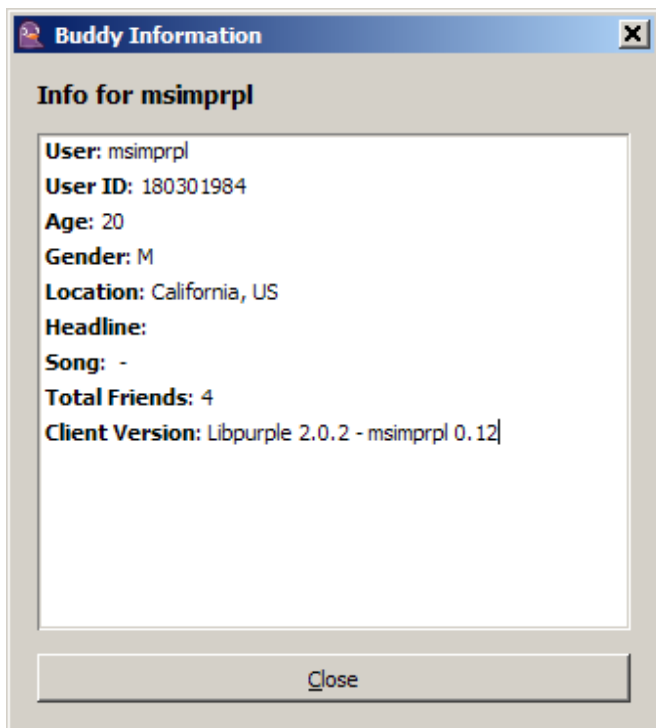
Several new features were added last week, in summary:

- Client version is now shown in buddy profiles

- Zap support

- Emoticon support

In his [Miranda IM plugin](#) for MySpaceIM, Scott Ellis used buddy message code 200 to communicate the plugin version between other Miranda clients. (Buddy messages are used for instant messages, typing notifications, and zaps, among other things.) Unrecognized buddy message codes are ignored by the official MySpaceIM client but are passed through by the server, so this scheme works well. I followed suit in msimprpl and used buddy message code 200 to report the libpurple and msimprpl version to other users:

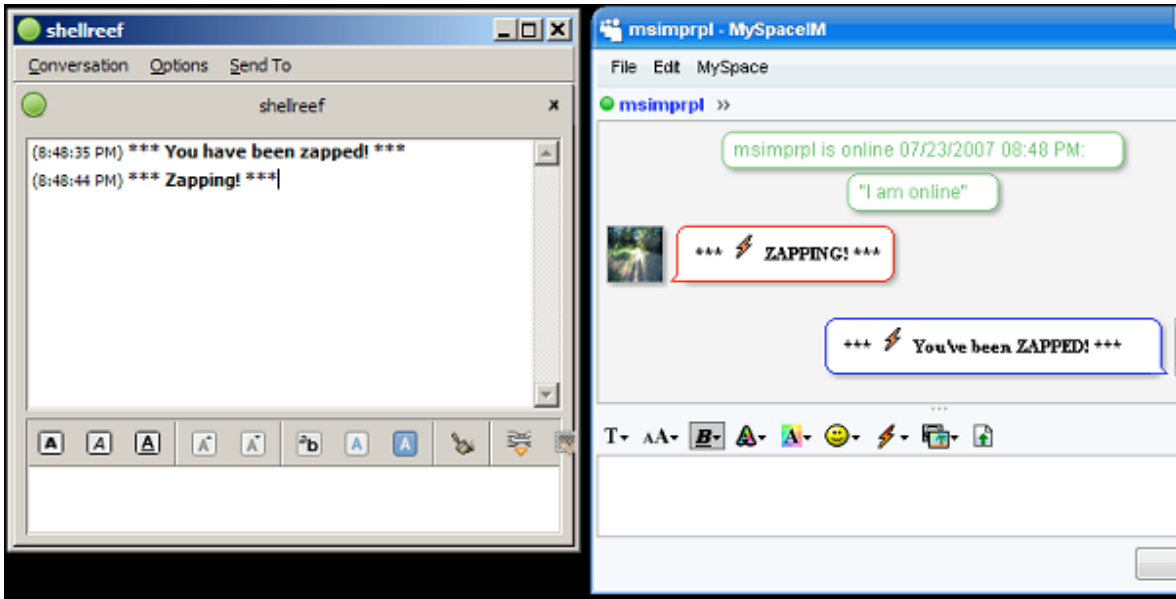


You can also use view the build number if the buddy is using the official MySpaceIM client.

I increased the message read buffer to support larger messages. I was having some problems with it overflowing if I ran Pidgin with debugging messages enabled: since the purple_debug_info()'s slowed down the program, it did not have enough time to empty the buffer. The larger buffer should help fix these problems.

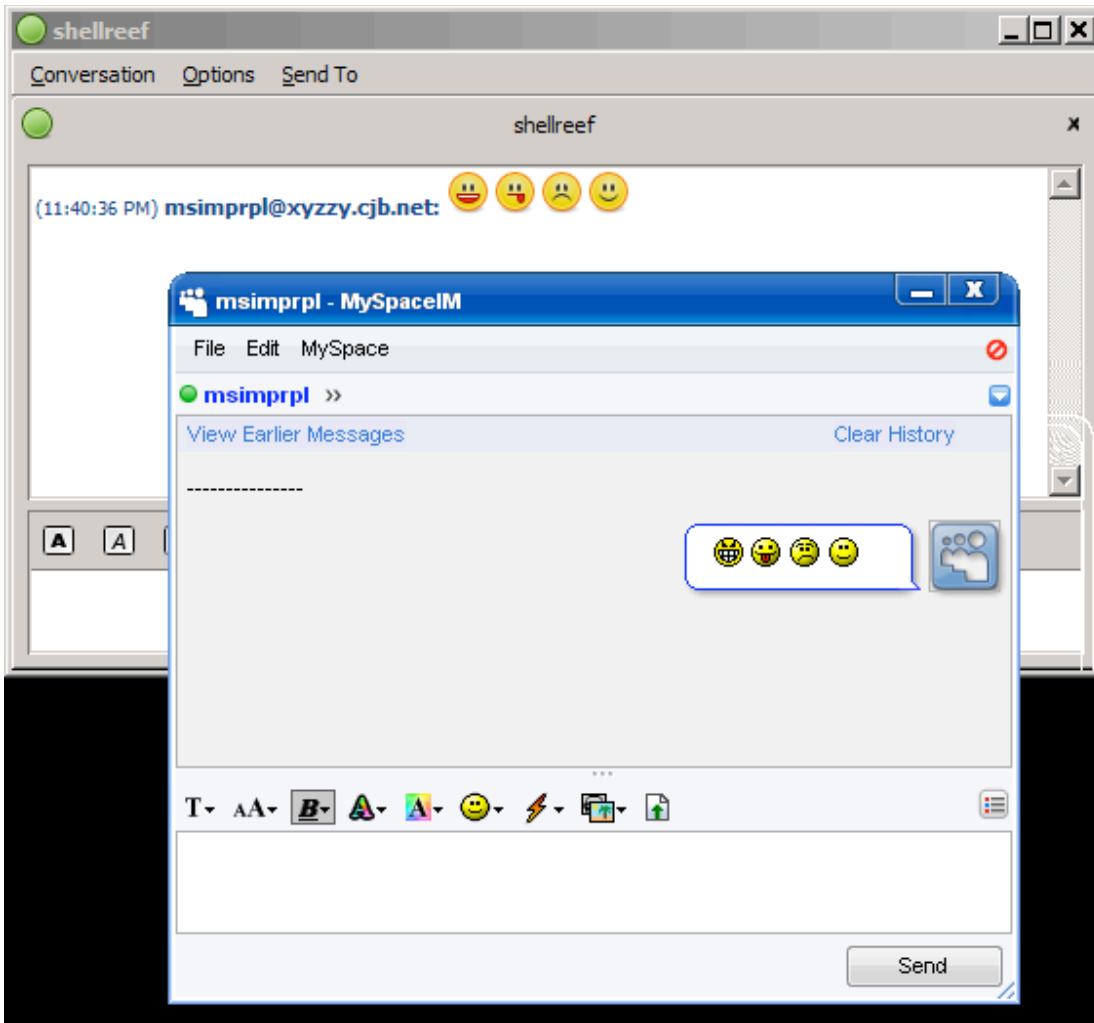
I added a "list" type to MsimMessage. This is currently only used in incoming status messages, which are |-separated. A dictionary type would be useful, too.

You can now zap and be zapped. Zaps are action messages that let you express your desire to zap, whack, torch, goose, hi-five, etc. your buddy you are talking to. It is not much to look at (msimprpl with Pidgin on the left):



Any graphic artists want to help out?

I also added emoticon support, compatible with the official client. MySpaceIM has a myriad of supported emoticons that I loosely map onto Pidgin's supported emoticons. Unlike in Pidgin, MySpaceIM emoticons are sent in markup. I added functions to convert back and forth between the markup and symbolic representation. Everyone loves screenshots, so here are some emoticons (msimprpl with Pidgin on bottom):



The official client supports many emoticon symbols, such as Q), :G, P), etc. that Pidgin does not support, but all emoticon should go through even if they do not exactly match. There was some talk on devel about custom emoticons, but I haven't implemented this in msimprpl. (The official MySpaceIM client lets you create your own emoticons and define their keyboard shortcut.)

Emoticons have the potential to interfere with normal text, so I offer the option to disable emoticons in account preferences.

I plan to take a break this week (week 9) since my birthday is coming up, but coding will resume in week 10. See you then.

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