



# Planet SoC

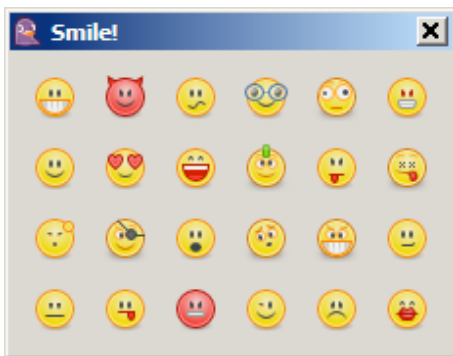
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## Week 11 Updates: Full Emoticon Support, Hyperlinks, Buddy Icons, Attention API

Tue, 08/14/2007 - 06:18 — [jeff](#)

Where to start?

First, I had Sean review my code, since we plan to merge it into mainline Pidgin/libpurple. I made extensive changes, including the use of tabs instead of spaces, opening braces on the same line as the statement, and the use of arrays of structures instead of parallel arrays. Arrays of structures, in particular, make the code much more maintainable, since the all the information for one unit is grouped together. This was practically important when I updated [msimprpl](#) to include the full set of MySpaceIM icons:



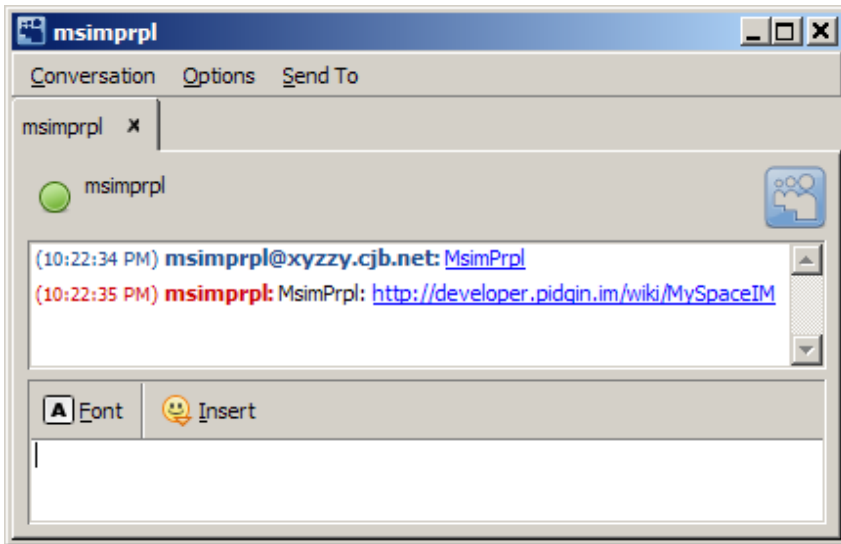
(With one exception: MySpaceIM has a geek and nerd icon, but Pidgin only has nerd.)

It turns out that Pidgin supports a ton of emoticons, but only a handful are enabled on unknown protocols by default. To enable [additional emoticons](#), they need to be added to a section for the specific protocol in the theme file. Hylke Bons designed new emoticons to fill in the gaps: sinister, sidefrown, pirate, mohawk, messed, and bulgy-eyes. With [msimprpl](#) 0.14, the additional icons and an updated theme file are included for you in the Win32 installer archive. Following a comment on my blog, I updated the Win32 archive so now it can simply be extracted to your Pidgin installation directory, and all the files will end up in the right place.

Another important change is that I now use the buddy list to lookup a username, given a numeric user ID. Why is this important? Each buddy message, be it an instant message, zap message, or whatever, reaches the client as coming from a user ID. But [msimprpl](#) refers to users by their username, so it is necessary to resolve the uid to a textual username. Previously, a lookup message was sent to the server every time, but now the result is cached and looked up with `msim_uid2username_from_blist()` so receiving messages is now noticeably faster (I checked).

Turns out that MySpaceIM supports hyperlinks in instant messages, even though this functionality is not exposed in the user interface. That's because it is automatic--URLs are automatically turned into links. Here's an example link: `<a href='http://developer.pidgin.im/wiki/MySpaceIM' />`. It will be displayed like this: <http://developer.pidgin.im/wiki/MySpaceIM>. Unlike HTML links, the text of the link is not user-specified. However, Pidgin allows text to be specified in the URL. To support this feature, I display the URL text before the URL, if it is not the same

as the URL itself:



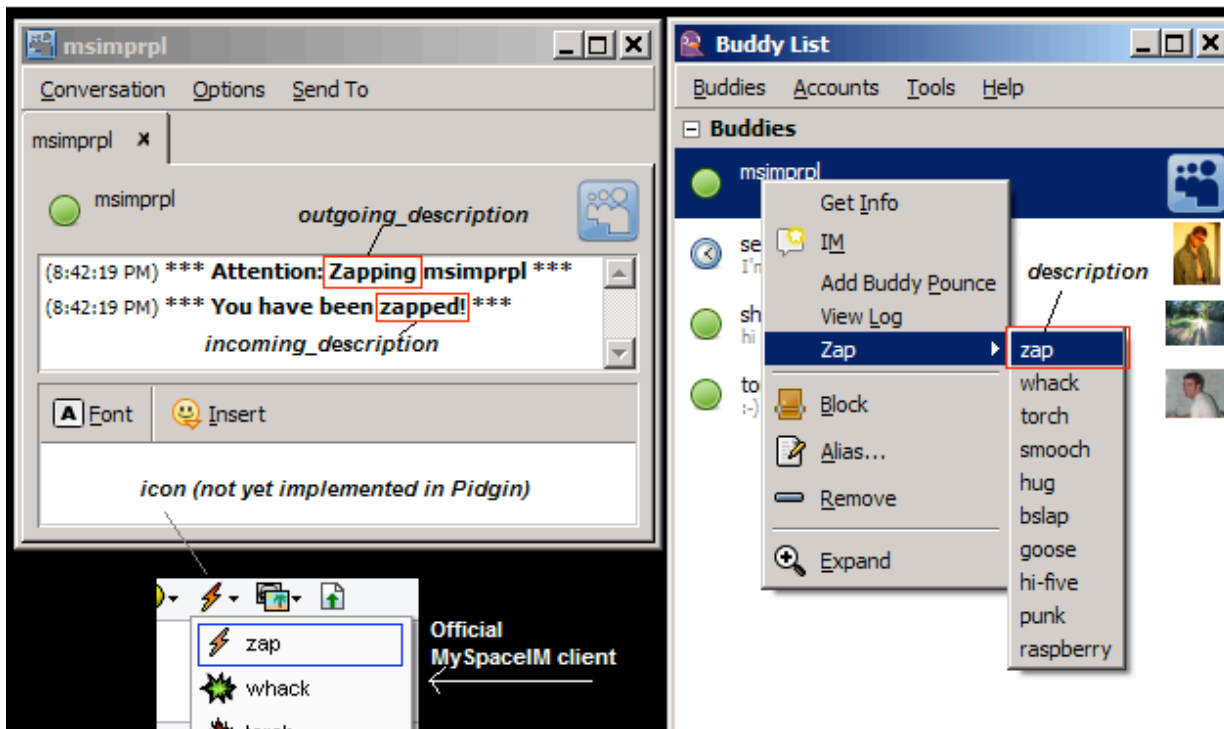
I fixed a few more bugs, as usual. For #2521, I fixed protocol message escaping so it works correctly in all cases. #2520 was more subtle. If a plugin (or client) did anything in the signed-on signal handler, msimprpl would crash. I was indicating to libpurple that the user signed on, before the MsimSession structure was completely initialized. Moving the code in the proper order fixed the problem.

I added a new data type: MsimUser. This structure is used to hold most of the information about a user. Previously, all user information was stored in the buddy list node and persisted to blist.xml. Now, only the user ID is stored on disk, and ephemeral information goes in MsimUser (of the PurpleBuddy proto\_data field) where it belongs. While I was at it, I refactored the functions that display tooltip text and buddy profiles.

Added support for viewing a user's buddy icons. This was surprisingly simple, requiring only a few lines of code.

Lastly, I worked on designing an attention API for libpurple. The API is still in flux, but here's a screenshot of some of the elements of my [initial attention API proposal](#):

### PurpleAttentionType - Proposed Fields



This API would unify MySpaceIM's zaps, Yahoo's buzzes, and MSN's nudges. All these protocol features basically do the same thing, so it would be in the spirit of libpurple to have them all accessible through the same interface. (Of course, the buddy node list would not be the best place to access the attention API functionality - this screenshot is only a proof-of-concept).

These changes would have to wait for the next minor version, at least, since they change the API. But if all goes well, msimprpl should make it into an official Pidgin release before then.

Tags: [msimprpl](#) [Pidgin](#)  
 Source: [jeff's blog](#)  
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## Comments

Awesome.

Tue, 08/14/2007 - 09:32 — Anonymous

You mentioned win32, but what about us \*nix users? I'd love to have all of myspace IM work "out of the box" with pidgin in Gutsy.... Thanks for your work man! This is long over due!!

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Great work!!!

Sun, 08/19/2007 - 04:01 — Anonymous

I compiled msimprpl-0.14 with the pidgin-2.1.0 source but I just copied over libmyspace.so to the /usr/lib/purple-2 directory and started the default install of pidgin 2.0.2 install on PCLOS. Everything seems to work so far. I wonder if just packaging libmyspace.so and the icons would work for other people on other linux distros.

Do you know of any work being done for msim protocol for kopete? If not, Would it be a difficult endeavor?

Again great work. Things like this help migrate people off of windows/junkware and on to FOSS.

mdawkins

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