Planet SoC

Final Update: MsimPrpl's Future

Tue, 08/21/2007 - 05:02 — jeff

Seems like GSoC '07 just started, but its already over! But rather than focusing on summarizing what I've done, in this blog entry I'm going to concentrate on the future of msimprpl.

Pidgin 2.1.1 just came out, so I propagated my msimprpl-specific branch into the main im.pidgin.pidgin branch, which will become Pidgin 2.1.2. So for all you Linux users that want out-of-the-box support for MySpaceIM in Pidgin, it is coming soon (if all goes well). And Windows users, too, won't need to download anything extra to use MySpaceIM with Pidgin. Just like the other protocols, msimprpl will be distributed with libpurple, rather than being a separate download.

Friend importing is another major feature I'm working on. One of the clear benefits of using MySpaceIM is integration with the MySpace web site, and by supporting adding your MySpace friends to your MySpaceIM buddy list, msimprpl will be a lot more useful.

I mostly reverse-engineered how the "add my friends from myspace.com" feature in the official client operates. It is fairly simple: the client sends a persistence request with command 2, dsn 14, lid 21 (it is funny to think that after all these months of with the MySpaceIM protocol, I still have no idea what "dsn" and "lid" stand for (-: …) to add all your friends. The server sends back a reply with a body of Completed=True if everything went well, and the client requests all the contacts from the server. Currently, server-side contacts are not very well supported, but this is an area to address in the future.

I haven't even begun to implement myim: URL or web challenge support, which would offer an even tighter integration with the website. Web challenge support, in particular, would allow links to the the site to automatically log you in. This is a major task as it requires reversing the authentication scheme used by the client. Reversing the login scheme was hard enough. Anyone want to help? :)

I'm filing tickets for each of these features to keep track of them. I didn't use the Trac ticket tracker much during the summer (I closed 15 tickets) but it will be useful to keep track of the remaining issues and enhancements. Despite all the work I've done, there is plenty of things left to do!

I thought it might be interesting to quantify how much I've done. So I ran SLOCCount on libpurple/protocols/myspace/*.[ch]:

```
Total Physical Source Lines of Code (SLOC)              = 3,797
Development Effort Estimate, Person-Years (Person-Months) = 0.81 (9.74)
(Basic COCOMO model, Person-Months = 2.4 * (KSLOC * * 1.05))
Schedule Estimate, Years (Months)                        = 0.49 (5.94)
(Basic COCOMO model, Months = 2.5 * (person-months * * 0.38))
Estimated Average Number of Developers (Effort/Schedule)  = 1.64
Total Estimated Cost to Develop                          = $ 109,662
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(average salary = $56,286/year, overhead = 2.40).
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Please credit this data as "generated using David A. Wheeler's 'SLOCCount'."
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SLOCCount widely overestimates. Actual development time was about 4 months so far.

So that's about it for me. I had a great time working with the Pidgin folks and developing a new protocol plugin. Developing any protocol plugin from scratch is a large project, especially if the protocol is undocumented, but I hope my work provided a solid beginning. Although I'll be busy in the future and won't be able to contribute as much time to msimprpl as before, I'll still help with msimprpl when I can. Any additional help is welcome.

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dude!   Tue, 09/04/2007 - 08:24 — Anonymous

you're awesome man! thanks for the dedication!

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