

BEEM - Android XMPP - Bug #244

Messages from other party not received when chat started from Beem

02/16/2010 06:10 PM - James Blair

Status:	Closed	Start date:	02/16/2010
Priority:	Normal	Due date:	
Assignee:	Nikita Kozlov	% Done:	80%
Category:	XMPP	Estimated time:	0.00 hour
Target version:	0.1.3	Locale:	
Affected version:	hg		
Description			
When I start a chat from Beem, I don't receive messages from the other party, but if the other party starts a chat, it works fine.			
To reproduce:			
<ol style="list-style-type: none">1. Start Beem and log in2. Click on a contact to start a chat3. Send a message (the contact will receive this)4. Any response from the contact will not show up			
I added some debug messages and re-compiled, and I believe this is what is happening:			
When a chat is started with Beem, the participant passed to smack is " user@example.com ", with no resource appended. When the user replies, smack starts a new chat with the participant " user@example.com/resource ". Beem strips the resource when it looks up the existing chat, so it knows not to start a new chat. However, the problem is that smack has created two chats, and Beem has only associated its chat object with smack's first chat object (the one created for the outgoing chat with no resource appended).			
If, however, the remote user starts the chat, then only one chat object is created (for the incoming message from " user@example.com/resource ") and everything works.			
I added a debugging message to BeemChatManager.ChatListener.chatCreated that shows what's going on:			
(click on contact in Beem to start chat)			
D/BeemChatManager(1103): Get chat key = user@example.com			
V/BeemChatManager(1103): chat created locally org.jivesoftware.smack.Chat@437c5090 participant user@example.com			
I/ActivityManager(570): Displayed activity com.beem.project.beem/.ui.Chat: 284 ms			
(remote user sends a message)			
V/BeemChatManager(1103): chat created non-locally org.jivesoftware.smack.Chat@437f7cd0 participant user@example.com			
/resource			
I tested this with a locally compiled Beem from revision 673, ejabberd, and pidgin.			
Related issues:			
Related to Bug #243: Unable to receive messages after contact logout		Closed	02/15/2010

Associated revisions

Revision 675:764eded78962 - 02/18/2010 06:34 PM - Frédéric Barthéléry

Fixes #244 #243

Revision 675:764eded78962 - 02/18/2010 06:34 PM - Da Risk

Fixes #244 #243

Revision 675:764eded78962 - 02/18/2010 06:34 PM - Da Risk

Fixes #244 #243

History

#1 - 02/16/2010 06:33 PM - Frédéric Barthéléry

- Status changed from New to Assigned
- Assignee set to Frédéric Barthéléry

I was debugging on this yesterday. It is exactly what is happening.

We should not create the Chat before sending a message to the user. (Note : if we send a message the problem doesn't appear). However I have not figure yet how to deal properly with open chat window. For example :

- we open the chat activity for contact user@example.com
- user@example.com/res send us a message. We should display it on the open chat activity instead of displaying a notification.

#2 - 02/18/2010 07:19 PM - Frédéric Barthéléry

- Status changed from Assigned to Resolved
- % Done changed from 0 to 100

Applied in changeset [r675](#).

#3 - 02/18/2010 08:57 PM - Jerome M.

Hello,

It seems like the bug is still present for me... :(

#4 - 02/18/2010 09:36 PM - Nikita Kozlov

jer mar wrote:

Hello,

It seems like the bug is still present for me... :(

Are you sure that you have the last repository version ?

#5 - 02/18/2010 09:52 PM - Jerome M.

well, I triple checked that, verified md5sum of built and installed packages... I'm pretty sure now...

#6 - 02/19/2010 12:23 AM - Frédéric Barthéléry

- Status changed from Resolved to Feedback
- Target version set to 0.2
- % Done changed from 100 to 80

From the [r675](#) changeset, there is normally only one chat created.

The chat activity now create the smack Chat object only when we are sending a message first.

I cannot reproduce your bug anymore. Could you try to get a little more details on this ?

#7 - 02/20/2010 01:47 PM - Jerome M.

It seems like the problem is the same as described by James regarding the resource when creating the chat. One is created locally when sending the first message from beam, and another one is created when replying from the other client (empathy here) Here is an extract of my logs:

```
I/ActivityManager( 108): Displayed activity com.beem.project.beem/.ui.Chat: 266 ms (total 266 ms)
D/BeemChatManager( 760): Get chat key = jahrome@server
D/BeemChatManager( 760): Chatorg.jivesoftware.smack.Chat@45f36048 created locally true with jahrome@server
I/FieldContext( 198): Bundle = Bundle[{imeOptions=1073741828, packageName=com.beem.project.beem, inputType=163905, hint=Type your message, label=, fieldName=, fieldId=2131361809, singleLine=false}]
D/BeemChatManager( 760): Chatorg.jivesoftware.smack.Chat@45f87e60 created locally false with jahrome@server/Telepathy.572f9ef8
D/dalvikvm( 542): GC freed 2673 objects / 139120 bytes in 91ms
```

#8 - 02/20/2010 02:13 PM - Frédéric Barthéléry

Can you check the jabber log of empathy and see if empathy responds to beam with a message containing the samedi thread element. If not this may be a bug in empathy.

#9 - 02/20/2010 02:38 PM - Jerome M.

I have troubles understanding what samedi is... could you clarify tis point ?
Empathy does not generate such logs, I tried with pidgin and it is the same issue as it appends a ressource id :

```
D/BeemChatManager( 949): Chatorg.jivesoftware.smack.Chat@45f9c258 created locally false with jahrome@server/24c480416ba8300d08edc50a743c0b4c60f7eb95
```

Hope this help

#10 - 02/20/2010 02:41 PM - Nikita Kozlov

jer mar wrote:

I have troubles understanding what samedi is... could you clarify tis point ?
Empathy does not generate such logs, I tried with pidgin and it is the same issue as it appends a ressource id :

```
D/BeemChatManager( 949): Chatorg.jivesoftware.smack.Chat@45f9c258 created locally false with jahrome@server/24c480416ba8300d08edc50a743c0b4c60f7eb95
```

Hope this help

samedi is the french word for saturday.

#11 - 02/20/2010 03:11 PM - Frédéric Barthéléry

jer mar wrote:

I have troubles understanding what samedi is... could you clarify tis point ?

Sorry completion error. I was thinking about the same thread. Pidgin haver a console that can display the XMPP message exchanged with the server. Maybe empathy got one too.

#12 - 02/20/2010 03:31 PM - Jerome M.

here is the jabber log from pidgin:

```
(15:28:14) jabber: Recv (278): <message xmlns='jabber:client' type='chat' from='test@server/Beem'
to='jahrome@server/045539a5bf1a21e3cbd97bd34f4a22d70e71f5d1' id='K2XDV-11'><subject/><body>test
message</body><thread>iCehk5</thread><active xmlns='http://jabber.org/protocol/chatstates'></message>
(15:28:19) jabber: Sending: <message type='chat' id='purpled922a18a' to='test@server/Beem'><composing
xmlns='http://jabber.org/protocol/chatstates'></message>
(15:28:20) jabber: Unable to find caps: nothing known about buddy
(15:28:20) jabber: Sending: <message type='chat' id='purpled922a18b' to='test@server/Beem'><active
xmlns='http://jabber.org/protocol/chatstates'><body>reply message</body></message>
(15:28:20) jabber: Sending: <message type='chat' id='purpled922a18c' to='test@server/Beem'><active
xmlns='http://jabber.org/protocol/chatstates'></message>
```

#13 - 02/23/2010 06:00 PM - Frédéric Barthéléry

So this is a little bug in pidgin and empathy, maybe in the libpurple.
According to the [rfc3921](#),

The value of the <thread/> element is generated by the sender and SHOULD be copied back in any replies.

They don't answer with the thread element so smack thinks it is another chat. I will make a little patch for smack to force it to deliver the message to the chat conversation for the same bare jid (without the resource).

#14 - 03/05/2010 05:23 AM - Frédéric Barthéléry

The bug should normally be fixed by the new asmack library with a custom patch in [r696](#)

#15 - 03/22/2010 02:15 AM - Anonymous

Same problem here. The problem only started after the last update. Could you please offer the previous version in the Market until this issue is fixed. The previous version was working fine for me.

Thanks.

#16 - 03/22/2010 11:10 AM - Nikita Kozlov

It's not surprising me since I make a lot of changes in chat's related classes. I will take a look on it this afternoon. I hope we will manage to fix this bug before the next release.

#17 - 03/22/2010 11:11 AM - Nikita Kozlov

- Status changed from *Feedback* to *Assigned*
- Assignee changed from *Frédéric Barthéléry* to *Nikita Kozlov*

#18 - 03/22/2010 02:49 PM - Frédéric Barthéléry

You can download the older version of Beem [here](#). You can install it with a file manager for Android or using the android sdk. You can also try the nightly build where the bug should be fixed : <http://dev.beem-project.com/Beem-debug.apk> Please report any change on this.

#19 - 03/31/2010 09:19 PM - Frédéric Barthéléry

- Status changed from *Assigned* to *Resolved*
- Target version changed from *0.2* to *0.1.3*

#20 - 04/07/2010 02:03 AM - Frédéric Barthéléry

- Status changed from *Resolved* to *Closed*