

BEEM - Android XMPP - Feature #460

XMPP feature "XEP-0079" to handle lost messages

11/07/2012 03:15 PM - kolA flash

Status:	New	Start date:	11/07/2012
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:	XMPP	Estimated time:	0.00 hour
Target version:			
Description			
<p>Hi,</p> <p>my Android phone I use BEEM with is usually connected via wireless network (802.11 wlan) or umts. Those connections often just drop or the ip address changes when switching from wlan to umts or the other way around. This results in a broken connection to the XMPP server.</p> <p>In that case it can happen that somebody sends me a message an I'll never get it, because usual XMPP doesn't includes that the client acknowledges message receptions to the server. So until my client reconnects to the server or the connection to the server times out all messages will be lost. The server won't store the messages for later sending because it doesn't knows the client didn't received them (no reception acknowledgment).</p> <p>To handle this, there is the "XEP-0079" extension for XMPP. http://xmpp.org/extensions/xep-0079.html</p> <p>Can you please implement this for BEEM? Currently the Tigase XMPP server and maybe some more servers provide this feature. http://www.tigase.org/content/xep-0079-advanced-message-processing-support-tigase https://projects.tigase.org/projects/tigase-server/files</p> <p>Tigase also has an own server running their Tigase server software. http://tigase.im</p> <p>Please do not consider this as just an enhancement. In some way it's a bug in the XMPP protocol and it leads to very unforeseeable behavior.</p> <p>Additionally it would be nice if BEEM tells me if my server currently supports the feature.</p> <p>Thanks! kolAflash</p>			