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## BC module 2.3 guest chat count

Posted by Veronis - 2008/03/11 00:48

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As an example, right now the BC module states "We have 2 guests and 1 member chatting" - I have guest access turned off right now, and there's no one in any of the chat rooms except me (not even members in the chat area but outside of chat rooms e.g. sitting at the Rooms list). Just me.

I don't know how it's counting guests, but I don't believe it's correct.

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## Re:BC module 2.3 guest chat count

Posted by Prutkar - 2008/03/11 01:03

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### Guests:

Module is counting only chatters based on your client side updates (it does not connect to blastchat server to retrieve latest update)

i.e.:

1. guest comes to your website and clicks chat
2. blastchat client inserts this guest into chat session as chatting into local server database
3. blastchat server forbids access for guest to enter your rooms, but guest is inside chat and if global features are enabled, this guest can enter global rooms
4. if guest does not click signoff but leaves chat (close browser, navigate browser to another URL), module will count this guest as inside chat for 125 seconds (this guest will stay as visiting guest of your website for another 15 minutes (at least that is default length of session))

### Members:

exactly same applies to your members (you were the 1 member chatting)

Does this makes sense to you? Module is not accurate on a millisecond, even if chatter clicks signoff, other users inside chat, other users watching module will see this propagated on next refresh. (this is http based chat, so there is no server to client push, only client pull from server)

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## Re:BC module 2.3 guest chat count

Posted by Veronis - 2008/03/11 01:14

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Perfect sense; I like having a better understanding of functionality, so I'm glad you take the time to explain things. Very doubtful that this is a bug.

Thanks.

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## Re:BC module 2.3 guest chat count

Posted by Prutkar - 2008/03/11 01:17

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As long as it makes sense to you :-) I am glad I could help.

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