# Redmine - Feature #21788

## Chat Feature / Plugin for Redmine

2016-01-22 14:25 - Benjamin Schunn

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|---|---|---|---|---|
| **Status:** | New | | **Start date:** | |
| **Priority:** | Normal | | **Due date:** | |
| **Assignee:** | | | **% Done:** | 0% |
| **Category:** | Core Plugins | | **Estimated time:** | 0.00 hour |
| **Target version:** | | | | |
| **Resolution:** | | | | |

**Description**

I think it's really important to use a chat to communicate with other developers. There are few plugins (found 4) which provide a chat feature, but none of them works.

Important is, that a features like that should work without flash. Redmine is written in ruby, such a chat feature would work in the same environment.

## History

**#1 - 2016-01-22 14:42 - Benjamin Schunn**

Maybe it is possible to add a channel for every project I'm in. But the visibility should be configurable, I don't want 30 chat channels on the screen **gg**

**#2 - 2016-01-24 15:32 - Luis Blasco**

+1 Improving communication among project members is necessary, IMHO.

**#3 - 2016-02-02 19:06 - Benjamin Schunn**

I think it would be enough if you can use a view that connects to an IRC server to join several channels. So an Redminer hoster could also host an IRC server and for every project he can create irc channels if he want.

**#4 - 2016-02-03 18:59 - Benjamin Schunn**

It would be also a good feature, to combine redmine user accounts with that IRC server. There is no need for project member to register on a IRC server, if they are already registered on redmine.

**#5 - 2016-02-08 18:39 - Benjamin Schunn**

the client part could be done with kiwiirc (https://kiwiirc.com/). So probably it's just needed to integrate it in redmine and its user accounts.

Another solution could be implement a jabber web client like Converse.js (https://conversejs.org/). So you have to install a Jabber server and someone using his phone or desktop chatclient could also use the jabber server. But for these who have no jabber client the webclient in redmine integrated could help.

My favorite is the last one because it's more dynamically and maybe a audio feature could be implemented in Converse