

## Quassel IRC - Bug #235

### Filtering to "New Messages" also is triggered by "other activity"

07/31/2008 03:04 PM - ZRegis

<b>Status:</b>	Resolved	<b>Start date:</b>	
<b>Priority:</b>	High	<b>Due date:</b>	
<b>Assignee:</b>	EgS	<b>% Done:</b>	0%
<b>Category:</b>	Quassel Core	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>		<b>OS:</b>	Any
<b>Version:</b>	0.13.1		
<b>Description</b>			
Each user auto mode by a bot mark the chan as a new message:			
Ex:			
[10:13:59] *** Mode #amo +v Archaeopteryx par ChanServ			
Decrease activity for 'Mode change' to 'another Activity' type.			
To prevent wrong highlight of chan			

#### History

##### #1 - 08/01/2008 04:24 PM - EgS

mode changes don't increase the activity level to "new message".

from the sources:

```
ActivityLevel level = activityLevel() | OtherActivity;
if(msg.type() & (Message::Plain | Message::Notice | Message::Action))
    level |= NewMessage;
```

I also was not able to reproduce the effect.

##### #2 - 08/02/2008 12:17 AM - ZRegis

My settings are Minimal Activity: New Message:

so how can this can select the chan every Mode ?

```
[01:14:22] --> fligtar (fligtar@moz-D5CF9ABA.westin.whistler.moz08) a rejoint #addons
[01:14:22] *** Mode #addons +o fligtar par ChanServ
[01:17:50] <- stephend (stephend@moz-D5CF9ABA.westin.whistler.moz08) a quitté (Quit: stephend)
```

(edited by EgS: chopped for readability)

##### #3 - 08/02/2008 03:31 AM - EgS

Thanks for the feedback. This is a whole different thing.  
I changed the subject to the BR to reflect the issue. I will look into it this weekend.

##### #4 - 08/02/2008 12:27 PM - EgS

hmm... even that I couldn't reproduce...  
could you please attach a screenshot to this bugreport? Please make sure, that it's one screenshot where the following stuff is visible:  
1) the buffer view with the channel having a activity level lower then "new message"  
2) the buffer view settings page with the config of that particular buffer view being shown.

##### #5 - 10/22/2008 12:04 AM - EgS

as I've heard nothing new in this issue, I'm marking this as unable to reproduce