

Quassel IRC - Bug #1218

Channel's un-hidden status doesn't stay between client restarts

04/28/2013 12:20 PM - Darky

Status:	Resolved	Start date:	04/28/2013
Priority:	Normal	Due date:	
Assignee:		% Done:	100%
Category:	Quassel Client	Estimated time:	0.00 hour
Target version:		OS:	Any
Version:	0.9-pre		

Description

To get this effect, you have to follow these steps:

1. Hide channel temporarily
2. Part channel
3. Join channel (it will now be visible again, at the bottom of that network's buffer list)
Optional: talk in the channel, get other people to talk, etc but the buffer must not be blue (new message(s)) when you proceed next
4. Quit the client
5. When you'll restart it, the channel will be temporarily hidden again

Associated revisions

Revision f5071c58 - 09/14/2014 04:41 PM - ramz

Retains Channel UnHidden Status after client Restart.

Steps to Reproduce:

1. Hide channel temporarily
2. Part channel
3. Join channel (it will now be visible again, at the bottom of that network's buffer list)
Optional: talk in the channel, get other people to talk, etc but the buffer must not be blue (new message(s)) when you proceed next
4. Quit the client
5. When you'll restart it, the channel will be temporarily hidden again

Root Cause:

After step 3, we are not saving the bufferviewconfig synchronizable object right.

Fix:

Save the bufferviewconfig object correctly.

Fixes #1218.

Revision f83c60b2 - 09/14/2014 10:12 PM - ramz

Retains Channel UnHidden Status after client Restart.

Steps to Reproduce:

1. Hide channel temporarily
2. Part channel
3. Join channel (it will now be visible again, at the bottom of that network's buffer list)
Optional: talk in the channel, get other people to talk, etc but the buffer must not be blue (new message(s)) when you proceed next
4. Quit the client
5. When you'll restart it, the channel will be temporarily hidden again

Root Cause:

After step 3, we are not saving the bufferviewconfig synchronizable object right.

Fix:

Save the bufferviewconfig object correctly.

Fixes #1218.

History

#1 - 04/28/2013 11:29 PM - DevUrandom

I can confirm this problem using client version 0.8.0.

#2 - 09/14/2014 04:44 PM - ramz

- *Status changed from New to Resolved*

- *% Done changed from 0 to 100*

Applied in changeset [quassel/f5071c58ed73bdacddfe270dfede25b70eb0d363](#).