

## Quassel IRC - Bug #339

### InputLine behaviour is sometimes unexpected

10/07/2008 06:09 PM - al

<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 Client	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	0.3.1	<b>OS:</b>	Any
<b>Version:</b>	0.13.1		
<b>Description</b>			
- The InputLine is cleared on KeyUp/Down events when a history entry is changed - Changed InputLine history entries are immediately appended to the history, regardless of actually getting sent			
<b>Additional information:</b>			
The attached patch does the following:			
- The InputLine isn't cleared as often (KeyUp/Down)			
- Changed InputLine history entries are preserved until a line is sent			
- As soon as a new line is sent, changed history entries are replaced by the unchanged lines and			
- the sent line gets appended to the history			

#### History

##### #1 - 10/12/2008 05:24 PM - al

0001-also-preserve-temporary-history-entries-on-the-last2.patch replaces 0001-also-preserve-temporary-history-entries-on-the-last.patch

##### #2 - 10/13/2008 12:09 PM - al

0001-clear-InputLine-on-Key\_Down.patch:

If the user is on the most recent tempHistory line (== history.count() + 1) and presses Key\_Down, reset InputLine.  
The content of this line gets deleted.

##### #3 - 10/19/2008 01:50 PM - al

0001-InputLine-history-handling-improved\_betterthenever.patch attached  
This patch obsoletes all other patches in this BR :->

##### #4 - 10/19/2008 01:56 PM - EgS

applied 0001-InputLine-history-handling-improved\_betterthenever.patch.

#### Files

0001-InputLine-history-handling-improved.patch	3.85 KB	10/07/2008	admin
0001-also-preserve-temporary-history-entries-on-the-last.patch	873 Bytes	10/10/2008	admin
0001-also-preserve-temporary-history-entries-on-the-last2.patch	873 Bytes	10/12/2008	admin
0001-clear-InputLine-on-Key_Down.patch	1.48 KB	10/13/2008	admin
0001-InputLine-history-handling-improved_betterthenever.patch	4.15 KB	10/19/2008	admin