

Quassel IRC - Feature #840

Implement "quick buffer switch" for buffer navigation with keyboard

10/25/2009 05:05 PM - milian

Status:	Resolved	Start date:	10/25/2009
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
OS:	Any		

Description

Just had a quick chat with Sput about the lack of keyboard navigation in Quassel. I got his point that "next/pref" buffer shortcuts are not really applicable to quassel with its flexible buffer views (since you never know which view is the "current" one).

Instead, I'd like to see a "quick buffer switch". You hit a shortcut, it opens a little dialog with a search lineedit at the top, and the buffer view below that. Of course, keyboard navigation should be easy in this dialog. Enter focuses the selected buffer, escape exits the dialog.

This is not a new idea and has been implemented various times:

- Quick Dokument Switch plugin for Kate (shortcut: ctrl + 1)
- Jump to Folder in Kmail (shortcut: j)
- Quick Open in KDevelop (shortcut e.g. ctrl + alt + o)
- ??? in Qt Creator (Sput told me they have something similar)

As far as I can see, this should be *very* easy to implement, as you'd just have to put the buffer view into a dialog and put a little lineedit with a filter action on top...

You could also put this "search line" on top of the buffer view and add a shortcut that simply focuses it. Assuming TAB would switch to the buffer list and you could navigate there this would work fine for me as well and would not introduce a modal dialog. Of course note that right now, when you focus the buffer view, hitting "up/down" focuses the next/pref buffer but activates it right-away which makes navigation useless.

History

#1 - 02/29/2012 10:22 PM - Anonymous

- Status changed from *New* to *Feedback*

I think that with the current prev/next implementation [which turned out to be possible after all ;)] and the hotkeys available, this would be overkill and actually a more complex method of switching.

#2 - 12/24/2013 10:22 AM - Anonymous

- Status changed from *Feedback* to *Resolved*