

## Quassel IRC - Bug #1116

### Hiding main toolbar on OSX not persistent

10/25/2011 08:22 AM - mattwb65

<b>Status:</b>	Feedback	<b>Start date:</b>	10/25/2011
<b>Priority:</b>	High	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	100%
<b>Category:</b>	Quassel Client	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	0.9.3	<b>OS:</b>	Mac OS X
<b>Version:</b>	0.7.2		
<b>Description</b>			
Removing main toolbar doesn't save after restart of client on OS X.			
<b>Related issues:</b>			
Related to Quassel IRC - Bug #1224: Main window does not restore size on Mac ...			<b>New</b> <b>05/23/2013</b>

#### Associated revisions

##### Revision e49189fd - 01/22/2014 08:42 PM - Ycros

Save Main ToolBar state when not built against KDE. Fixes #1116

##### Revision 91c03b98 - 01/22/2014 08:47 PM - Ycros

Save Main ToolBar state when not built against KDE. Fixes #1116

#### History

##### #1 - 03/01/2012 11:34 AM - Anonymous

- Subject changed from Main toolbar to Hiding main toolbar on OSX not persistent

- OS changed from Any to Mac OS X

##### #2 - 06/05/2013 02:56 PM - sdboyer

Giant +1 to fixing this.

it seems to me that, with a persistent daemon/bouncer like quasselcore, it's reasonable to assume that the common use pattern is to simply sit, constantly, in the same set of IRC rooms. at least, that's my use pattern. it thus strikes me as odd that one would sacrifice so much vertical screen real estate for buttons that are almost never used.

if making it persistent is hard, then maybe just making the main toolbar default to being off would be a workable interim solution.

for the record, i created a bugtracker account **specifically** and **exclusively** for this bug.

##### #3 - 01/17/2014 02:28 PM - Ycros

I have a pull request that works around the issue by storing the state manually using QtUiSettings - <https://github.com/quassel/quassel/pull/53>

The actual bug is caused by setUnifiedTitleAndToolBarOnMac(true);, and this Qt bug: <https://bugreports.qt-project.org/browse/QTBUG-23285>

Given the list of unresolved Qt bugs around the setUnifiedTitleAndToolBarOnMac ( <https://bugreports.qt-project.org/issues/?jql=text%20~%20%22setUnifiedTitleAndToolBarOnMac%22%20AND%20resolution%20%3D%20Unresolved> ), maybe the better and simpler fix is to simply remove that call and have a normal Qt toolbat instead.

##### #4 - 01/17/2014 02:31 PM - Ycros

This is also likely causing [#1224](#)

##### #5 - 01/17/2014 08:14 PM - Sputnik

Ycros wrote:

This is also likely causing [#1224](#)

Have you tried out if your PR fixes that issue as well, or could you do it please?

**#6 - 01/19/2014 05:10 AM - Ycros**

Sputnick wrote:

Ycros wrote:

This is also likely causing [#1224](#)

Have you tried out if your PR fixes that issue as well, or could you do it please?

My PR won't, but I've just tested it with removing the call to `setUnifiedTitleAndToolBarOnMac(true)`; and it does fix it.

It means Quassel goes from looking like this (more OSX-like):

[https://dl.dropboxusercontent.com/u/125278/Screenshots/Quassel/Quassel\\_-\\_1116\\_-\\_unified\\_toolbar\\_current\\_-2.png](https://dl.dropboxusercontent.com/u/125278/Screenshots/Quassel/Quassel_-_1116_-_unified_toolbar_current_-2.png)

To this: [https://dl.dropboxusercontent.com/u/125278/Screenshots/Quassel/Quassel\\_-\\_1116\\_-\\_non\\_unified\\_toolbar.png](https://dl.dropboxusercontent.com/u/125278/Screenshots/Quassel/Quassel_-_1116_-_non_unified_toolbar.png)

My PR fixes saving the hidden/visible state of the toolbar when the unified toolbar is enabled. If you'd like I could alternatively submit a PR to remove the unified toolbar instead, it's a smaller change and it might fix more things, but it will look slightly worse on OSX (I personally don't care because I always have it hidden). It's also possible that Qt5 might fix some of these things (they also added native fullscreen support in 5, which would be nice).

**#7 - 01/22/2014 08:38 PM - Sputnick**

In this case I would prefer merging your workaround for now without deteriorating the visuals for the other problem, and maybe revisit [#1224](#) once we have Qt5 in (I would assume that the Mac builds would switch to Qt5 quite soonish then, considering they don't need KDE integration which is going to hold back Qt5 for Linux for a while).

**#8 - 01/22/2014 08:40 PM - Sputnick**

- Target version set to 0.9.3

**#9 - 01/22/2014 08:48 PM - Ycros**

- Status changed from New to Resolved

- % Done changed from 0 to 100

Applied in changeset quassel|commit:91c03b989493223b3969ba1da9a8a2e676000a5d.

**#10 - 01/27/2014 04:19 PM - Ycros**

- Status changed from Resolved to Feedback

So I didn't notice right away, but apparently my change to `#ifdef Q_WS_MAC` breaks my fix - if I comment it out from the `mainwin.h` then everything works, otherwise it can't find the slot.

What's odd is that if I introduce a deliberate syntax error, compilation does fail on a few files - so it's like parts of the build have it defined, and other parts don't. I'm not familiar enough with the build system to work out why.

I could leave the slot in there, and just keep the code that hooks up to it `#ifdef'd`.

**#11 - 02/03/2014 06:28 AM - Bombe**

I compiled latest master (bb584446aa5e60086ec3a7d14069681f3cfb17fa) yesterday, and when starting up quasselclient it tells me:

```
Object::connect: No such slot MainWin::saveMainToolBarStatus(bool)
```

```
Object::connect: (sender name: 'MainToolBar')
```

and shows the toolbar again even though I hide it every time.