

## Quassel IRC - Feature #1433

### Allow hiding join/mode-change/nick-change/quit/part messages of users who haven't talked in a while

03/24/2017 05:13 PM - counterpillow

<b>Status:</b>	New	<b>Start date:</b>	03/24/2017
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>	Quassel Client	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>			
<b>OS:</b>	Any		
<b>Description</b>			
<p>While hiding all join/quit/part messages is a good solution in large channels in which many people have bouncers anyway, it's useful to see join and quit messages in small channels. However, there usually is that one guy with a potato connection ruining it all, so ideally the quassel client would have a feature to only show those types of messages if the user has talked recently.</p> <p>Additionally, if the user talks, the past few lines in the backlog should be searched through to see if there is a hidden join message nearby, so said join message can be unhidden by the client to give context.</p> <p>All of this would best be implemented with configurable constants, such as length someone hasn't talked to get hidden, and number of messages to backtrack for un hiding previously hidden lines should the user talk.</p> <p>The kinds of messages that should be hidden are:</p> <ul style="list-style-type: none"><li>• Join</li><li>• Part</li><li>• Quit</li><li>• User mode change</li><li>• Nick change</li></ul> <p>The kinds of messages that should <b>not</b> be hidden, but are not regular PRIVMSGs sent by the user either, are:</p> <ul style="list-style-type: none"><li>• WHOIS responses to a WHOIS request</li><li>• CTCP requests</li><li>• Invites</li><li>• Kicks?</li></ul>			