

Quassel IRC - Bug #188

collapsed networks are expanded when switching to the buffer of another channel

06/17/2008 07:37 PM - luisbg

Status:	Resolved	Start date:	
Priority:	High	Due date:	
Assignee:	EgS	% Done:	0%
Category:	Quassel Client	Estimated time:	0.00 hour
Target version:	0.2.0-rc1	OS:	Any
Version:	0.13.1		
Description			
If I click in a network name to hide all the contents, when I click in a channel of an other network the hidden stuff pops back out. I (as many others) am in 3 networks, loads of channels and using bitlbee it would be very nice to be able to hide the networks I listen to less, to not have to scroll in the channels/chats column.			

Associated revisions

Revision b15d188c72ddbfbab83884377b682db1ec24ba530 - 06/24/2008 01:01 AM - Marcus Eggenberger

Fixing BR #188. This might fix X Errors (BadDrawable) aswell

Revision b15d188c - 06/24/2008 01:01 AM - Marcus Eggenberger

Fixing BR #188. This might fix X Errors (BadDrawable) aswell

Revision 39920494900e7d321677dee5e14f63408e07bcd0 - 06/24/2008 01:01 AM - Marcus Eggenberger

Fixing BR #188. This might fix X Errors (BadDrawable) aswell

Revision 39920494 - 06/24/2008 01:01 AM - Marcus Eggenberger

Fixing BR #188. This might fix X Errors (BadDrawable) aswell

History

#1 - 06/24/2008 01:01 AM - EgS

fixed in current git

#2 - 06/24/2008 01:34 AM - EgS

only partially fixed (for inactive networks...)

#3 - 06/24/2008 03:04 PM - EgS

BufferView doesn't react anymore on layoutChanged().

-> fixed