

## Quassel IRC - Feature #467

### Split view

01/05/2009 04:43 PM - apachelogger

<b>Status:</b>	New	<b>Start date:</b>	01/05/2009
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>	General / Unspecified	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>			
<b>OS:</b>	Any		
<b>Description</b>			
Split view (having multiple chat views at the same time) is a very interesting feature and certainly to be considered ;-)			
What I have in mind:			
<ul style="list-style-type: none"><li>• Split vertical or horizontal should do for starters (former is probably more important than the latter)</li><li>• Eventually share the input line and send input to focused widget<ul style="list-style-type: none"><li>+ That has the disadvantage that one can easily write in wrong channel if focused widget is not marked properly (properly = blinking stars and dancing ponies)</li><li>+ Another approach to work around this problem is to assign colors to the chatview widgets and colorize the input line in the same color to make them easily associated</li><li>+ Last option would be to have every chatview have it's own input line (which doesn't look very well but is productive)</li></ul></li><li>• Buffer list controls current focused widget<ul style="list-style-type: none"><li>+ Maybe also add context menu items to apply a buffer change to a specific widget (e.g. right click -&gt; apply to widget # 1 ... even though widget # 2 is focused)</li></ul></li></ul>			
Advanced stuff I have in mind (very very doubtful of common use):			
<ul style="list-style-type: none"><li>• Split the input line if only vertical splits are present, changing focus depending on where you click on that input line "[ Input to Widget # 1   Input to Widget # 2 ]"<ul style="list-style-type: none"><li>+ add a faint line between areas and text for the areas which are not used</li><li>+ This could probably be implemented by a custom input widget that can be stacked to each other, overlapping each other if necessary</li><li>+ That way it still looks like one input line but the user has the power of 3 input lines</li></ul></li><li>• Widget should, as always, be freely movable</li><li>• Dragging channels from the buffer list to a chatview widget should change it's buffer</li><li>• Automatic reordering: if only one input line is available (by design or by user setting), the focused widget should always closest to left border of input line (or right in a RTL environment), maybe reorder the widget with some fancy graphical effect (qtdemo has very nice movement animations)</li></ul>			
<b>Related issues:</b>			
Related to Quassel IRC - Feature #1195: Multiple chat panes		<b>New</b>	<b>11/23/2012</b>