Quassel IRC - Bug #128

State of NickList's AutoHide feature isn't correctly stored

03/21/2008 04:23 PM - EgS

Status:	Resolved		**Start date:**	
Priority:	High		**Due date:**	
Assignee:	EgS		**% Done:**	0%
Category:	Quassel GUI (Qt)		**Estimated time:**	0.00 hour
Target version:	0.2.0-alpha4			
Version:	0.13.1		**OS:**	Any

Description

When quassel is exited and the current buffer is a channel, the state to show the nicklist is set to false.

The nicklist is permanently deactivated, when the user closes it manually. This isn't particular easy to differ from autohides. Since the Nicklist is always hidden, when the current buffer is not a channel, the setting for always disabling the nicklist is set to false when the nickdock gets closed while a channel buffer is shown.

When Quassel is terminated dock is closed automatically. So when a channel was selected the state of the QAction gets messed up.

So the check in NickListWidget::changedVisibility does not suffice. Actually I have no clue how to fix this right now...

Additional information:

```
void NickListWidget::changedVisibility(bool visible) {
if(!selectionModel())
return;

QModelIndex currentIndex = selectionModel()->currentIndex();
  if(currentIndex.data(NetworkModel::BufferTypeRole) == BufferInfo::ChannelBuffer && !visible) {
    showNickListAction()->setChecked(false);
  }
}
```

Associated revisions

Revision 4e0445e459c690cfa6013c5ad574e94f9214827b - 03/27/2008 06:06 PM - Marcus Eggenberger

Fixing BR #128 (Nicklist state not saved correctly) and ci of my current work.

Revision 4e0445e4 - 03/27/2008 06:06 PM - Marcus Eggenberger

Fixing BR #128 (Nicklist state not saved correctly) and ci of my current work.

History

#1 - 03/27/2008 06:06 PM - EgS

fixed in r660