

Quassel IRC - Feature #80

Buffer activity change needs to be stored in Core rather than in Client

01/15/2008 03:26 PM - Sputnik

Status:	Closed	Start date:	
Priority:	High	Due date:	
Assignee:	Sputnick	% Done:	0%
Category:	General / Unspecified	Estimated time:	0.00 hour
Target version:	0.2.0-alpha1		
OS:	Any		
Description			
Reconnecting a client must not invalidate the activity notification for the buffers. Thus, those need to be stored in the core (possibly as timestamps which are then compared by the client).			

History

#1 - 02/12/2008 02:49 PM - Sputnik

Activity states need to be stored in core, but synced between connected clients. If a buffer is selected in one client, this needs to be reflected in all other clients too. So it would be best to have a SyncableObject in the core for that, I guess...