

Quassel IRC - Feature #840

Implement "quick buffer switch" for buffer navigation with keyboard

10/25/2009 05:05 PM - milian

Status:	Resolved	Start date:	10/25/2009
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
OS:	Any		
Description			
<p>Just had a quick chat with Sput about the lack of keyboard navigation in Quassel. I got his point that "next/pref" buffer shortcuts are not really applicable to quassel with its flexible buffer views (since you never know which view is the "current" one).</p> <p>Instead, I'd like to see a "quick buffer switch". You hit a shortcut, it opens a little dialog with a search lineedit at the top, and the buffer view below that. Of course, keyboard navigation should be easy in this dialog. Enter focuses the selected buffer, escape exits the dialog.</p> <p>This is not a new idea and has been implemented various times:</p> <ul style="list-style-type: none">- Quick Dokument Switch plugin for Kate (shortcut: ctrl + 1)- Jump to Folder in Kmail (shortcut: j)- Quick Open in KDevelop (shortcut e.g. ctrl + alt + o)- ??? in Qt Creator (Sput told me they have something similar) <p>As far as I can see, this should be <i>very</i> easy to implement, as you'd just have to put the buffer view into a dialog and put a little lineedit with a filter action on top...</p> <p>You could also put this "search line" on top of the buffer view and add a shortcut that simply focuses it. Assuming TAB would switch to the buffer list and you could navigate there this would work fine for me as well and would not introduce a modal dialog. Of course note that right now, when you focus the buffer view, hitting "up/down" focuses the next/pref buffer but activates it right-away which makes navigation useless.</p>			

History

#1 - 02/29/2012 10:22 PM - Anonymous

- Status changed from New to Feedback

I think that with the current prev/next implementation [which turned out to be possible after all ;)] and the hotkeys available, this would be overkill and actually a more complex method of switching.

#2 - 12/24/2013 10:22 AM - Anonymous

- Status changed from Feedback to Resolved