

## Quassel IRC - Feature #1015

### show/hide the the inactive chats from the context menu

08/21/2010 05:37 PM - ale

<b>Status:</b>	New	<b>Start date:</b>	08/21/2010
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>	Quassel GUI (Qt)	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>			
<b>OS:</b>	Any		
<b>Description</b>			
normally, i only want to see the active ones, but when i want to activate an inactive one i want to see all of them... i don't think that the switch should be in the prefs			
(btw, i'm not sure if it's already implemented that way: inactive private chats with unread messages should be shown as if they were active...)			

### History

#### #1 - 08/22/2010 09:42 AM - ale

after having discussed with sph\_ on #quassel and having seen the howto in the wiki, i'm still convinced that the current way of reducing the number of displayed channels / private message is not really practical (at least not for the way i'm using quassel).

using the context menu to "show / hide chats" works ok for channels but not for private chats.

i've played with the current hiding functions a bit and -- as an example -- after having temporarily hidden a private chat, it didn't reappear as i got a message from that nick.

i still believe that having a fast way to show / hide the inactive chats would be the best way for me to keep an overview over my irc / bitlbee communication!

#### #2 - 10/17/2010 09:20 AM - ale

it should be possible to set the visibility per server.

my usecase is:

- i have lot of channels i've already used in the past and people with whom i had private chats
- there are several channels that i don't automatically join and even more buddies which are not currently online
- i've told quassel to hide the inactive channels
- i want to join a channel which is currently inactive
- i enable the viewing of the inactive channels in the settings
- a lot of channels are displayed.
- i join the channel
- back to the setting and hide the inactive channels