

Quassel IRC - Feature #318

keyboard shortcut to switch between channels

09/15/2008 12:14 AM - apaku

Status:	Resolved	Start date:	
Priority:	High	Due date:	
Assignee:	EgS	% Done:	0%
Category:	Quassel GUI (Qt)	Estimated time:	0.00 hour
Target version:			
OS:	Any		
Description			
<p>Currently when I've joined multiple channels and/or multiple servers I always have to go to the mouse to switch to another channel. This is tedious for people writing messages on IRC, so it would be good to have keyboard shortcuts to switch through channels. From konversation and other tab-using apps I'm using to Alt+Left/Right, but maybe for the tree-like view quassel uses it may be better to use Alt+Up/Down. or something like that.</p> <p>And in general more keyboard shortcuts and a config dialog for them would be cool ;)</p>			
Related issues:			
Related to Quassel IRC - Feature #79: Implement keyboard shortcuts		Resolved	

History

#1 - 09/15/2008 12:32 AM - Sputnik

We know this, of course, and that will come for sure once we finally get around to implement keyboard shortcuts in general (BR [#79](#)) :)

#2 - 09/20/2008 11:12 AM - Sputnik

We now have Action and ActionCollection, so fixing this should just have become much easier.

Assigning this to EgS since he knows the BufferView much better than me :)
Basically, it needs just to add actions to the global `QtUi::actionCollection()`.

I'd suggest the following:

- Alt+CRSR Up/Down for going up and down
- Alt+A for the next active (similar to WeeChat, ordered by prio and FIFO)
- The current RTS shortcuts should move in here too, so we can get rid of that hack
- Maybe we can now properly implement buffer hiding (and possibly buffer deletion), without requiring clicking first? Alt+Backspace for hiding and Alt+Del for deleting come to mind here.

In general, we need to think about how to handle multiple bufferviews, I guess... one should be flagged as the reference for keyboard navigation, me thinks. Could easily do that via context menu or even an icon in the dock title.

#3 - 09/22/2008 02:00 PM - EgS

The big question is: what is the next and previous channel if you have multiple views?

#4 - 02/09/2009 03:17 AM - catastrophe

could be done with:

1. have an "active bufferview" and only switch the channels in there, could be changed with a shortcut too, like ctrl+h or something.
2. switch through every visible bufferview by alphabet. like first All buffers, second My buffer and so on.

#5 - 03/28/2009 07:04 PM - daskreech

One option would be to have a shortcut that cycles through lists of channels based upon how they are highlighted. high importance (ones where someone said something to you or you had a server message directed to you) Normal importance (something was said but never towards you) Low importance (parts/joins) No importance (Just cycle through the channels in the order they are placed in)

Of course if there is a shortcut to jump through Servers then the shortcut keys that walk through a set of channels sequentially should probably be relegated to only go through ones within the current server. However the shortcut that jumps through channels by priority could probably have a toggle to ignore server distinctions.

#6 - 02/05/2010 12:27 AM - sergiodj

Hi guys,

So, I would like to know what's the status of this activity. I'm really missing the keyboard shortcuts...

Thanks!

#7 - 02/25/2010 12:34 AM - nirik

I would think the option [#2](#) from comment [#5](#) above might be easy enough to implement. prev/next channel in each buffer view in some alpha order or the like.

Perhaps a 2 tiered setup could be used:

alt-1 -> first bufferview active

alt-2 -> second bufferview active

control pageup -> previous channel/query in active bufferview

control pagedown -> next channel/query in active bufferview.

It is nice to be able to assign the alt-N keys to channels, and it's also nice to have the 'next hot channel' switch, but I still would like to see a way to go through channels one by one.

#8 - 02/29/2012 10:51 PM - Anonymous

- Status changed from Assigned to Resolved

Has been implemented.