

## Quassel IRC - Feature #80

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

01/15/2008 03:26 PM - Sputnik

<b>Status:</b>	Closed	<b>Start date:</b>	
<b>Priority:</b>	High	<b>Due date:</b>	
<b>Assignee:</b>	Sputnick	<b>% Done:</b>	0%
<b>Category:</b>	General / Unspecified	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	0.2.0-alpha1		
<b>OS:</b>	Any		
<b>Description</b>			
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...