

## Smuxi - Bug # 301: Highlights are not shown when connecting to remote engine

<b>Status:</b>	Closed	<b>Priority:</b>	Urgent
<b>Author:</b>	Bianca Mix	<b>Category:</b>	Frontend GNOME
<b>Created:</b>	01/15/2010	<b>Assigned to:</b>	
<b>Updated:</b>	01/29/2010	<b>Due date:</b>	
<b>Complexity:</b>	High		
<b>Subject:</b>	Highlights are not shown when connecting to remote engine		
<b>Description:</b>	When connection to a remote engine smuxi does not highlight any old highlights anymore though they were not seen yet as the frontend had been disconnected.		

### Associated revisions

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#### 01/29/2010 12:05 AM - Mirco Bauer

Remember seen highlights correctly (closes: #301)

### History

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#### 01/15/2010 11:55 PM - Bianca Mix

Meant is the tab-colorization, the text is still highlighted

#### 01/16/2010 12:08 AM - Mirco Bauer

- *Category set to Frontend GNOME*
- *Target version set to 0.7.1*
- *Complexity set to High*

#### 01/17/2010 01:29 PM - Mirco Bauer

- *Priority changed from Normal to Urgent*

#### 01/28/2010 12:31 PM - Mirco Bauer

```
<pre>
01:08:23 <meebey> I am doing an == compare between 2 objects from the GUI thread
01:08:38 <meebey> and I wonder if I need to marshall that into the GUI thread
12:55:15 <robertj> you better use Object.ReferenceEquals. just in case they override ==.
</pre>
```

#### 01/29/2010 12:07 AM - Mirco Bauer

- *Status changed from New to Closed*
- *% Done changed from 0 to 100*

Applied in changeset commit:"4c7865a969107638de1045d8ed725446b3fa4610".