

Smuxi - Feature # 984: Consistent highlight counter (color and text)

Status:	Closed	Priority:	Normal
Author:	Faheem Mitha	Category:	Frontend GNOME
Created:	08/30/2014	Assigned to:	Mirco Bauer
Updated:	01/21/2015	Due date:	
Complexity:	Low		
Subject:	Consistent highlight counter (color and text)		
Description:	<p>In 0.11 (Debian wheezy backport) when someone typed your nick, the sidebar would show the number of times this had occurred in red, like so</p> <p>#mercurial (2)</p> <p>where the 2 corresponded to two instances.</p> <p>However, in 0.12-dev, this appears to have disappeared. Now just the name of that channel becomes red. I liked seeing the number there, it gave me an idea of how many instances of my nick I needed to look for. Can this be restored?</p>		

History

08/30/2014 08:59 PM - Faheem Mitha

I just saw a (2), so I think I was mistaken about this. I guess I should close it.

08/30/2014 08:59 PM - Faheem Mitha

Faheem Mitha wrote:

> I just saw a (2), so I think I was mistaken about this. I guess I should close it, but I don't see a way to do so.

01/21/2015 08:38 PM - Mirco Bauer

- Category set to *Frontend GNOME*
- Status changed from *New* to *Closed*
- Assigned to set to *Mirco Bauer*

This behavior was indeed not consistent. It showed a number if it was ≥ 2 , but for 1 it showed indeed no number. I have already changed this (when adding the message counters) in commit:e352d54944fd7fc2d56ca832d443f8bd61cf10ff

PS: I have seen this ticket just now for the first time, probably because it was unassigned and had no category.

01/21/2015 08:39 PM - Mirco Bauer

- Subject changed from *Notification feature change from 0.11 to 0.12-dev to Inconsistent highlight counter*
- % Done changed from 0 to 100

01/21/2015 08:42 PM - Mirco Bauer

- Subject changed from *Inconsistent highlight counter to Consistent highlight counter (color and text)*

PPS: this had to be changed as it relying on colors only was not barrier-free (for color blind people).

01/21/2015 08:42 PM - Mirco Bauer

- Target version set to *1.0*
- Complexity set to *Low*