Smuxi Issues [FROZEN ARCHIVE] - Bug # 1063: "Typing" animation in XMPP causes the unread message co

Status:	New		**Priority:**	Normal
Author:	Carlos Martín Nieto		**Category:**	Engine XMPP (Jabber)
Created:	05/28/2015		**Assigned to:**	Oliver Schneider
Updated:	05/28/2015		**Due date:**	
Complexity:	Medium			
Found in Version:				
Subject:	"Typing" animation in XMPP causes the unread message count to raise			
Description:	When the person you're talking to in a XMPP chat is typing, we show three dots which appear and disappear. Each of these updates to the buffer makes the unread count on the tab raise, which means you have a constantly-rising number which is distracting and doesn't add anything. It does go back to the real unread message count when they do send the message, but you can't ever really trust the count.			

History

05/28/2015 10:01 PM - Mirco Bauer

- Target version changed from 1.0 to 1.0.1

- Complexity set to Medium

The issue is that the dots are inserted as a Smuxi message. IMHO it should do it directly to the TextBuffer instead, see:

https://github.com/meebey/smuxi/blob/master/src/Frontend-GNOME-XMPP/XmppPersonChatView.cs#L85

Files

2015-05-28-203110_98x75_scrot.png	1.6 KB	05/28/2015	Carlos Martín Nieto