

Smuxi Issues [FROZEN ARCHIVE] - Bug # 1085: nick pane doesn't keep its width in tiling wm

Status:	New	Priority:	Low
Author:	Stepan Salenikovich	Category:	Frontend GNOME
Created:	01/27/2016	Assigned to:	
Updated:	01/27/2016	Due date:	
Complexity:			
Found in Version:	1.0.0.0		
Subject:	nick pane doesn't keep its width in tiling wm		
Description:	Hi, I'm using the dwm tiling window manager. If I resize the smuxi window via the shortcut keys or by moving it around or by inserting or removing other (tiled) windows, the pane showing the list of nicks seems to get resized a bit randomly, sometimes becoming much narrower sometimes wider. I noticed that if I put it in floating mode and resize fluidly using the mouse, then it seems to always keep its width. I'm currently on version 1.0. I'm not sure, but I don't seem to recall this behaviour on older versions which were packaged in ubuntu.		

History

01/27/2016 06:00 PM - Mirco Bauer

- Category set to *Frontend GNOME*

Can you make a short screencast of this behavior? I think this commit maybe fixes this behavior:
<https://github.com/meebey/smuxi/commit/48294b217477dce937714db859be1945da4cc1f8>

01/27/2016 06:03 PM - Mirco Bauer

Since you are on Ubuntu, you should be using the smuxi-stable repo from here:

<https://launchpad.net/~meebey/+archive/ubuntu/smuxi-stable>

That stable repo includes the potential fix which I have linked above.

01/27/2016 06:25 PM - Stepan Salenikovich

- File *smuxi_1.jpg* added

- File *smuxi_2.jpg* added

- File *smuxi_3.jpg* added

Yes, I'm using this ppa, and the behaviour is still there.

I've attached images of a sequence when I bring in a new window and then switch the windows.

Files

smuxi_1.jpg	379.8 KB	01/27/2016	Stepan Salenikovich
smuxi_2.jpg	305.8 KB	01/27/2016	Stepan Salenikovich
smuxi_3.jpg	520.2 KB	01/27/2016	Stepan Salenikovich