

## Smuxi Issues [FROZEN ARCHIVE] - Feature # 226: show global messages on server tab

<b>Status:</b>	Closed	<b>Priority:</b>	Normal
<b>Author:</b>	Evil Donkey	<b>Category:</b>	Engine IRC
<b>Created:</b>	10/31/2009	<b>Assigned to:</b>	Mirco Bauer
<b>Updated:</b>	12/21/2011	<b>Due date:</b>	
<b>Complexity:</b>	Low		
<b>Subject:</b>	show global messages on server tab		
<b>Description:</b>	<p>It would be nice to have an option to have global messages be shown in the server tab instead of in their own tabs.</p> <p>I'm usually connected to several servers and when my internet connection goes down I get all these extra tabs I have to close when it reconnects.</p> <p>This would help provide a cleaner interface.</p>		

### Associated revisions

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**12/04/2011 05:05 PM - Mirco Bauer**

[Engine-IRC] Reworked how private notices are handled

- A notice will no longer open new tabs, instead show the notice on the server tab. This avoids NickServ/ChanServ spam (closes: #554) and also IRCop tab spam (closes: #226)
- Notices from users you share channels with will also be shown on the channel and the server tab to make it easier to see their notices. (closes: #38)

### History

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**01/05/2010 02:50 AM - Mirco Bauer**

- *Complexity set to Low*

Yes those wallops messages are annoying, as they spam your tabs.... I also noticed this issue on freenode.

**08/28/2010 11:52 PM - Mirco Bauer**

- *Target version changed from 0.8 to TBD*

The question though is how to identify "global messages"? From a IRC client POV they are just regular notices or messages...

**12/04/2011 05:16 PM - Mirco Bauer**

- *Target version changed from TBD to 0.8.9*

**12/04/2011 05:17 PM - Mirco Bauer**

- *Status changed from New to Closed*

- *% Done changed from 0 to 100*

Applied in changeset commit:"cf1ef0dcd6475756eb82fab7e182bbecc29306e5".

**12/21/2011 11:21 AM - Mirco Bauer**

This change can be tested with a development build which can be obtained from here: <http://www.smuxi.org/documentation/running-from-git/>