

Smuxi - Bug # 382: /window is an unknown command when in on connect

Status:	Rejected	Priority:	Normal
Author:	qq w	Category:	Frontend GNOME
Created:	06/10/2010	Assigned to:	
Updated:	06/25/2013	Due date:	
Complexity:	Low		
Found in Version:			
Subject:	/window is an unknown command when in on connect		
Description:	When using /window in the On Connect Commands settings, smuxi (Windows 0.7.1 release) reports the following error: > [421 (ErrorUnknownCommand) window] Unknown command Duplication: In Preferences > Servers > [server], have the following lines in On Connect Commands: > /join #channel > /window #channel Intended effect: On connection, join a channel and focus on its window.		

History

06/10/2010 05:46 PM - Mirco Bauer

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<pre>
19:43:51 <meebey> and indeed the /window command is purely a frontend feature
19:44:21 <meebey> and yes thats by design, but maybe an acceptable compromise is to change focus for any newly opened/joined chat
19:44:34 <meebey> and making it an setting of course
19:44:38 <meebey> as I dont like that :)
19:44:56 <meebey> "switch to newly opened chats"
19:45:04 <meebey> "automaticly switch to newly opened chats"
19:45:13 <meebey> that would be simple to add
</pre>
```

Would be that acceptable for you?

06/11/2010 12:13 AM - qq w

That will be fine, thanks.

06/11/2010 12:27 AM - qq w

Additionally, while I don't any private messages, other people who might conceivably use this feature might; it would be a good idea to let people control which chats get automatic focus -- something as simple as a checkbox for channels and a checkbox for private conversations ought to do.

06/11/2010 12:20 PM - Mirco Bauer

- Category set to Frontend GNOME
- Status changed from New to Feedback
- Complexity set to Low

Ok, say making 2 new options:

"automatically switch to newly opened group chats"
"automatically switch to newly opened person chats"

It will not make any distinction which channel or which query, is that sufficient for you?

06/11/2010 02:23 PM - qq w

Yes.

06/11/2010 04:15 PM - Mirco Bauer

- *Status changed from Feedback to Rejected*

- *% Done changed from 0 to 100*

Ok, so there is no bug but instead a feature request see #385