

## Smuxi - Feature # 975: Low-bandwidth mode should prompt to download any important buffers

<b>Status:</b>	New	<b>Priority:</b>	Normal
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<b>Created:</b>	07/15/2014	<b>Assigned to:</b>	
<b>Updated:</b>	05/14/2015	<b>Due date:</b>	
<b>Complexity:</b>			
<b>Subject:</b>	Low-bandwidth mode should prompt to download any important buffers		
<b>Description:</b>	<p>When you're in a low-bandwidth situation, you want to use Smuxi in low bandwidth mode, but this means that you miss any pings/mentions or private messages that were sent to you to smuxi's server while you were away.</p> <p>In low-bandwidth mode, smuxi-server should at least store in a flag whether there were pings/mentions/privateChats in the previous session, and if they were, Smuxi GUI should ask if they should be retrieved (but in case the user chooses to retrieve them, it would only retrieve the buffers from the channels were the user was pinged/mentioned, not all of them).</p>		

### History

#### 05/14/2015 09:00 AM - Mirco Bauer

This is an very interesting feature idea. The Smuxi engine could provide a filtered list of messages that contain highlights via ChatModel.Highlights which walks through unseen messages via MessageBuffer or Messages.

#### 05/14/2015 09:01 AM - Mirco Bauer

But I wouldn't prompt for it, I doubt people will have that much highlights that it defeats the purpose of the "low bandwidth mode".

Alternative would be to do the same thing as described above using a command: /highlights or so