

LeechCraft - Bug #2032

Rich text message display and editor toolbar are controlled by a single option/toggle

01/10/2017 08:45 PM - krigstask

Status:	Closed	Start date:	01/10/2017
Priority:	Normal	Due date:	
Assignee:	0xd34df00d	% Done:	100%
Category:	Plugins: Azoth	Estimated time:	3.00 hours
Target version:	0.6.75		
Reported in:	master		

Description

I can toggle Rich Text toolbar by clicking "**Enable rich text**" button (which should have two states: pressed/released — enabled/disabled), but it works for current chat tab only.

I would like to disable it completely for all the chats. I somehow did have that configured, but recently Leechcraft lost all my GUI preferences.

P.S. "About > Authors" still has 2015 as final year:

Georg Rudoy aka 0xd34df00d
Lead developer and original author.
Years: 2006–2015

Associated revisions

Revision d5082cb3 - 06/10/2017 07:53 AM - 0xd34df00d

[Azoth] Toggle rich text display and editor separately.

Fixes #2032.

History

#1 - 01/29/2017 03:27 AM - 0xd34df00d

Azoth → Appearance → Chat windows → Show rich text message body (if available).

Yeah, that's a bit counter-intuitive this option both controls what it says it controls and the rich text editor, but I couldn't think of a better name for it.

#2 - 01/30/2017 12:32 PM - krigstask

Could you maybe split that into two options?

- "Show rich text body (if available)"
- "Use rich text mode for writing your messages"

That'd be much more intuitive. Also disabling the first option should disable (and make it "unenabable").

#3 - 01/31/2017 04:41 AM - 0xd34df00d

I thought about this, but IMO this means that the chat tab should also have two buttons doing the very same thing, but on the tab level. This seems clumsy.

#4 - 02/01/2017 05:11 PM - krigstask

0xd34df00d wrote:

I thought about this, but IMO this means that the chat tab should also have two buttons doing the very same thing, but on the tab level. This seems clumsy.

I don't think there's a reason to have per-tab "Display Rich Text" button, and unambiguosity of adding a checkbox for default rich text toolbar state is more important.

#5 - 06/05/2017 03:10 AM - 0xd34df00d

- Target version set to 0.6.75

- Assignee set to 0xd34df00d
- Status changed from New to Assigned
- Category set to Plugins: Azoth
- Subject changed from [Azoth] No way to hide Rich Text toolbar for all chat tabs/windows to No way to hide Rich Text toolbar for all chat tabs/windows

#6 - 06/05/2017 03:13 AM - 0xd34df00d

I don't think there's a reason to have per-tab "Display Rich Text" button

Personally I have this enabled for the Point's XMPP bot, and disabled for most if not all of the other chats. And having a rich text editor for Point doesn't make much sense, so here's at least one usecase proving the reverse :)

I actually think of making those two checkboxes independent — if one wants to disable displaying rich contents but still have rich text editor, I assume they know what they're doing.

#7 - 06/10/2017 01:57 AM - 0xd34df00d

- Subject changed from No way to hide Rich Text toolbar for all chat tabs/windows to Rich text message display and editor toolbar are controlled by a single option/toggle

#8 - 06/10/2017 01:57 AM - 0xd34df00d

- Estimated time set to 3.00 h

#9 - 06/10/2017 08:38 AM - 0xd34df00d

- % Done changed from 0 to 100
- Status changed from Assigned to Resolved

Applied in changeset [main|d5082cb3b3fbbf1cc1956b9d1729039956683f03](#).

#10 - 06/11/2017 06:51 PM - 0xd34df00d

- Status changed from Resolved to Closed

Let's say it's fixed.