

## Audacious - OLD, PLEASE USE GITHUB DISCUSSIONS/ISSUES - Feature #837

### "Toggle Player Window" hotkey should activate/unminimize the window

October 29, 2018 04:56 - Chris Gahan

<b>Status:</b>	Rejected	<b>Start date:</b>	October 29, 2018
<b>Priority:</b>	Minor	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>	plugins/hotkey	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>			
<b>Affects version:</b>	3.10		
<b>Description</b>			
Hi there!			
I'm running the latest Audacious under XFCE4 on Arch Linux, and I found some edge cases with the "Toggle Player Window" hotkey:			
1) If Audacious is minimized, the <Toggle> key won't unminimize the window. You have to manually unminimize it to make it visible again			
2) If Audacious is behind another window, <Toggle> hides the window instead of bringing it to the front, which means you need two keypresses to make it visible			
(Expected behaviour: when the key is pressed, Audacious becomes visible)			
Are these hard to fix?			

#### History

##### #1 - November 01, 2018 04:12 - John Lindgren

- Target version deleted (3.10.1)

- Tracker changed from Bug to Feature

- Affects version deleted (3.0, 3.0.1, 3.0.2, 3.0.3, 3.0.4, 3.1, 3.1.1, 3.2-alpha1, 3.2-beta1, 3.1.2, 3.2-beta2, 3.2, 3.2.1, 3.2.2, 3.2.3, 3.3-alpha1, 3.2.4, 3.3-beta1, 3.3-beta2, 3.3, 3.4, 3.3.1, 3.3.2, 3.3.3, 3.3.4, 3.4-alpha1, 3.4-beta1, 3.4-beta2, 3.4.1, 3.4.2, 3.4.3, 3.5-alpha1, 3.5-beta1, 3.5, 3.5.1, 3.5.2, 3.6-alpha1, 3.6-beta1, 3.6, 3.6.1, 3.6.2, 3.7-alpha1, 3.7-beta1, 3.7, 3.7.1, 3.7.2, 3.8, 3.8.1, 3.8.2, 3.9, 3.10.1, 3.7.3, 3.9.1, 4.0)

It gets tricky under X11. I tried to make the behavior as you describe once before, but ran into some issues. One was, as I recall, that global hotkeys can make the active/focused window lose focus momentarily. So logic along the lines of "if active/focused, then hide, else activate" ended up never hiding the window. So that's why we have the current behavior of "if mapped, then hide, else map".

You may already be aware, but as an alternative, there is a "Raise Player Window" that should always make the window visible.

##### #2 - November 13, 2021 16:59 - John Lindgren

- Status changed from New to Rejected

Closing a few feature requests that have seen no activity in over 3 years.