

SWIFT-USER-6.0

Swift User Guide

Isode

Table of Contents

Chapter 1	Usage.....	1
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This guide is published in support of Swift 6.0. It may also be pertinent to later releases.

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Chapter 1 Usage

1.1 Signing in

As a user of Swift, the first step is to sign in. This requires supplying an XMPP user address and password on the Sign In screen and clicking "Sign In".

1.2 Changing and viewing status

Swift offers the ability to set and view status and optional status messages. This is sometimes known as "presence" and can be a useful way to gauge the availability of other users of the XMPP service. Statuses are presented in Swift in the chat list, alongside the avatar of each entry, as well as in the header of the chat. Status messages are presented in the header of the chat. To set your status in Swift you can click on your avatar in the top-left corner. Here you will be able to choose between three statuses; "Available", "Busy" and "Away". To set a status message in Swift you can click on the placeholder text below your username and type your message.

1.3 Managing notifications

When you first sign in to Swift, you will be presented with an option to enable system notifications at the top of the chat list. You will receive notifications when mentioned in rooms, or when receiving direct messages from other users of the XMPP service. If you choose to decline notifications, you can enable them later by clicking on your avatar in the top-left corner, and selecting "Preferences". Here you will find a toggle to enable notifications, and optionally notification sound. If these options are blocked by system permissions, a warning will be displayed under the option in question.

1.4 Managing chats

In order to add people or rooms to your chat list you can click on the "Add" button in the chat list (denoted by the plus icon). This will give you the option to either add an individual contact, or join a room. In either case, you will need to supply the XMPP address of the contact or room and click the add button. Once complete, the chat should now be visible in your Swift chat list. To initiate a chat with a user of a room, you can click on their nickname in the chat in order to view options to open a chat with them.

Some chats that you add may exist in a "pending" state until the other party chooses to either accept or decline your request to add them to your chat list. Similarly, you may receive requests from other users to add you to their chat list too. This is presented as a "Pending request" in the chat list, where you will have the option to either accept or decline their request. If you decline the request, the entry is removed from the chat list (the requestee will simply see the request as pending in this instance). If you accept the request, the "Pending" label is removed from the entry and the chat will persist in your chat list.

To search through your available chats, Swift provides a search palette in the top bar. Here you can type to filter through the chats in your chat list, and hit "Enter" to quickly switch to the highlighted result. There are also groupings available in the chat list that you can use to filter chats by type ("All", "People" and "Rooms").

To remove a chat from your chat list in Swift you can either select the chat, and then click on the menu icon in the top-right of the chat, or you can hover over the entry in your chat list and click on the menu icon there. Here you will find an option to exit the chat and remove it from your list of chats.

1.5 Participating in chat

In order to send or read messages in Swift, you first need to select the chat from the chat list. From here you will be able to read a log of recent messages in the chat, as well as send messages into the chat via the text input at the bottom. To send a message, simply type and hit "Enter" (or click on the send icon in the input).

When a user is participating in a one-to-one chat with another user, their typing activity is indicated to the other party via a typing hint below the chat input.

Messages that you receive that have not yet been read will be indicated in the chat list as "Unreads", along with a count of the unread messages. If you have the chat open and visible, or enter into an unread chat, visible unread messages will be marked as read. If the number of unread messages exceeds the available screen space, the chat will automatically scroll to the first unread, at which point you can either scroll to the bottom, or click "Mark all read" to immediately mark them as read.