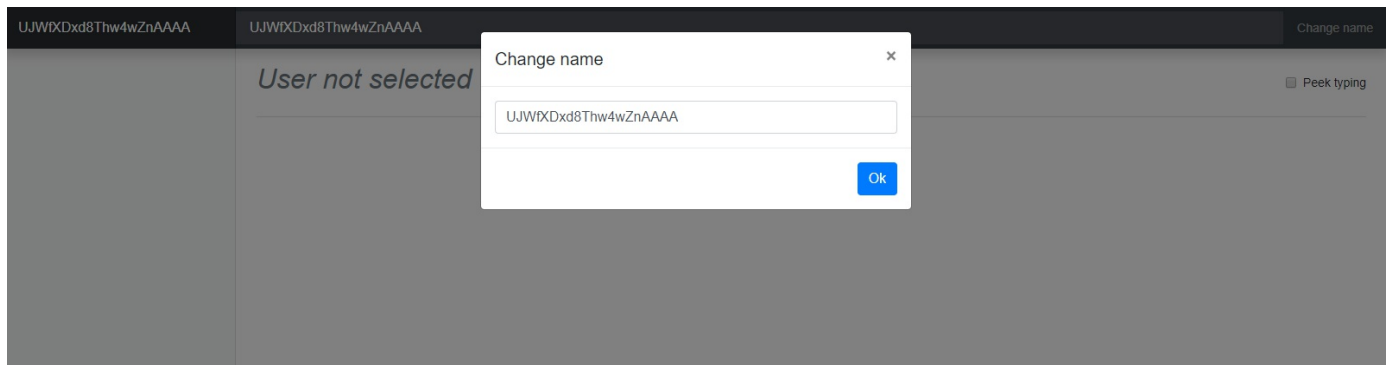


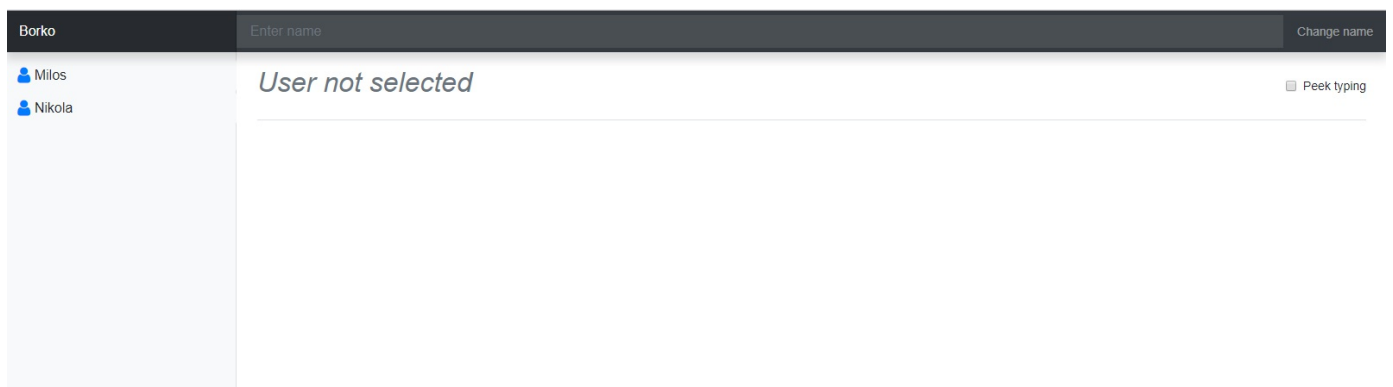
# First load

On first load, change name of the connected user



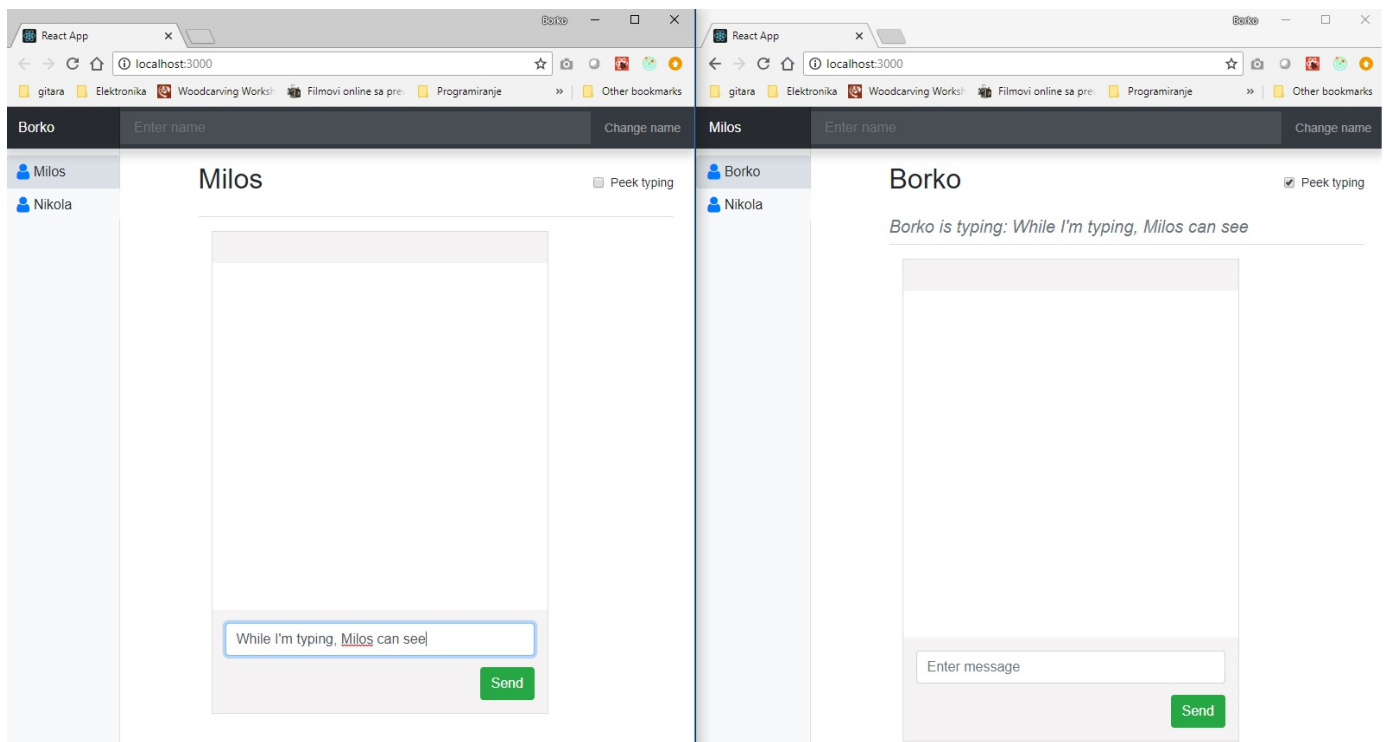
# Three people logged in

Each connected user will appear on the left side in blue color if active, or black if disconnected



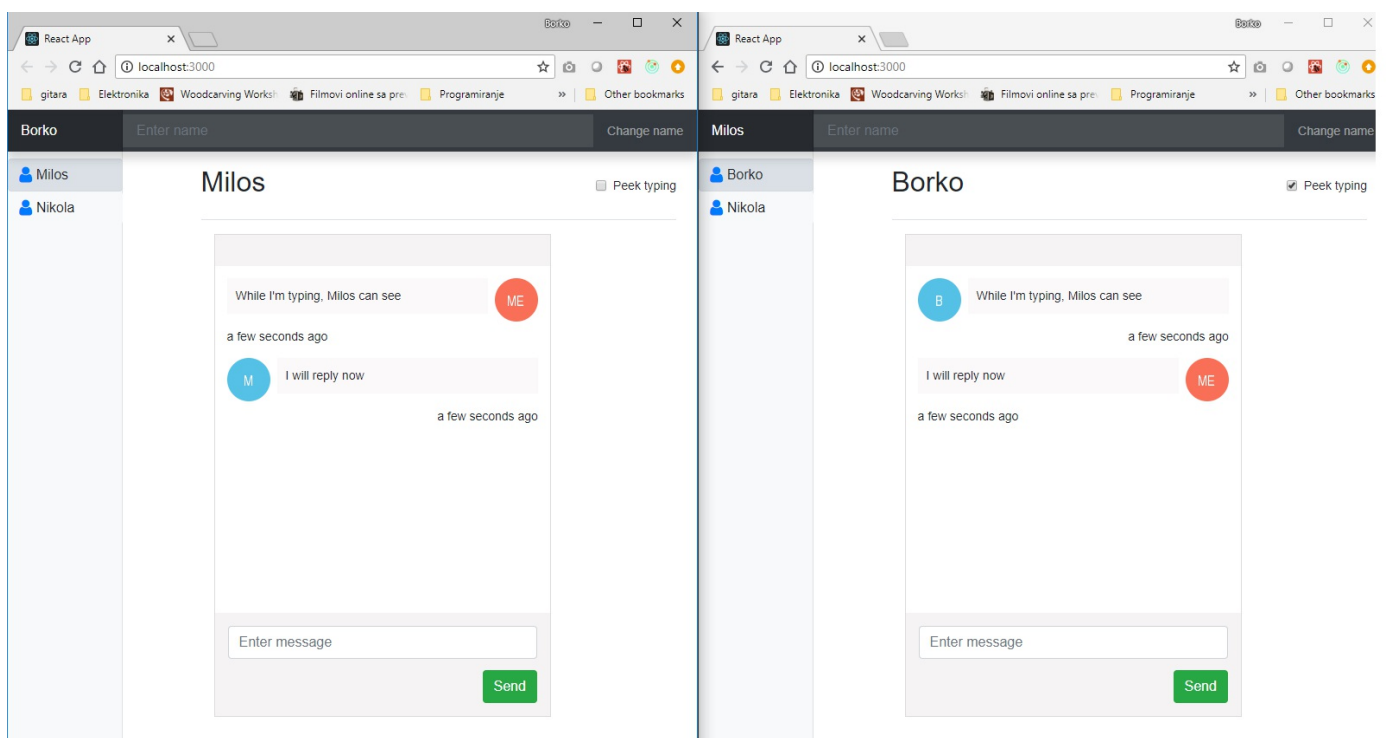
# Peek typing

When one user is typing, other user can check box ***Peek typing*** to get user typed text even before it's sent



# Send messages

Messages sent by user will appear on right and received will appear on left in the chat window

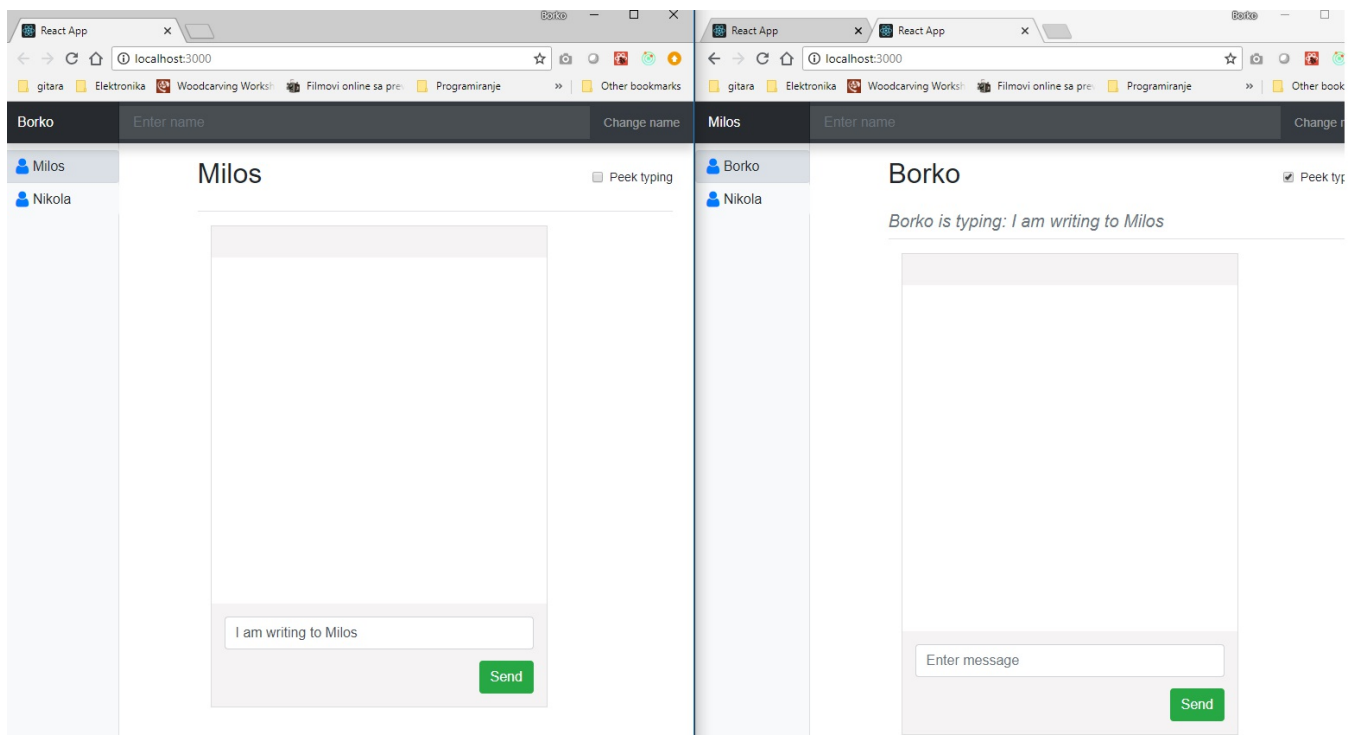


# Connection-specific typings

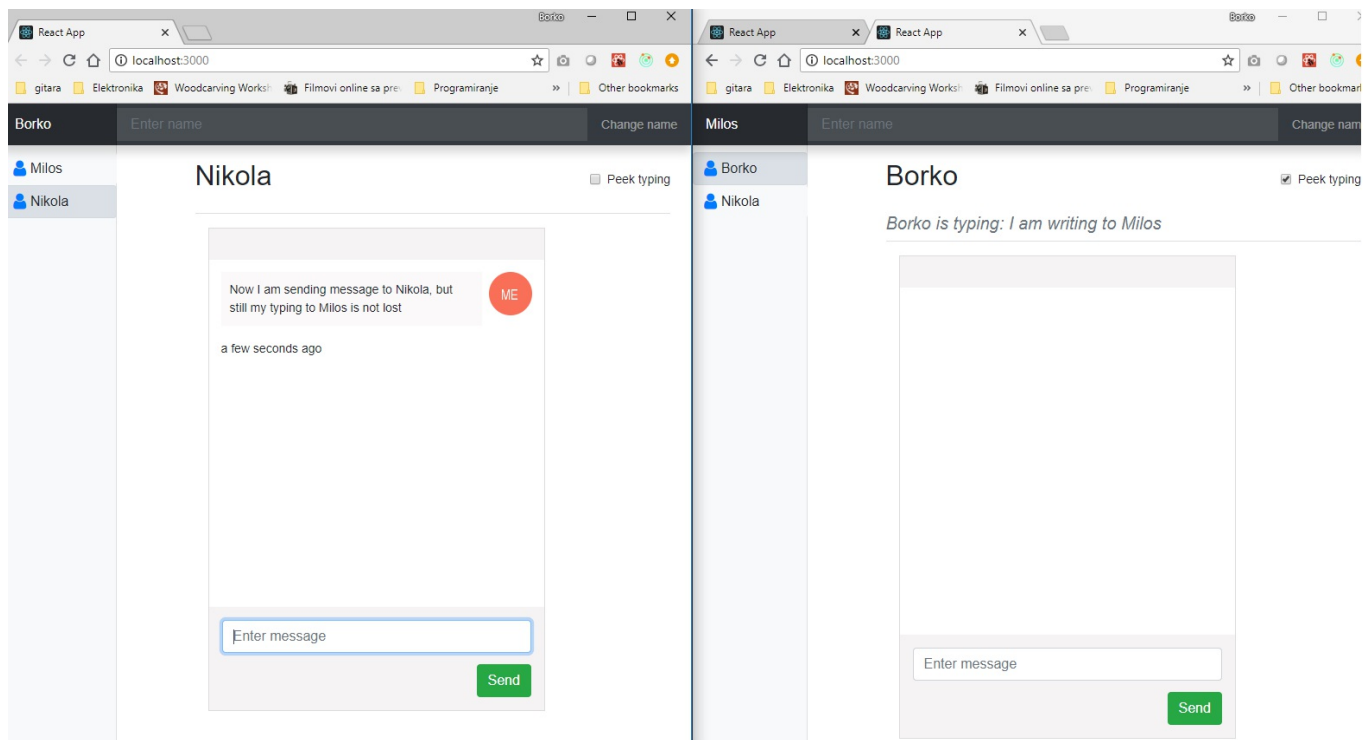
If you are typing message to one connection, but navigate to another, the original typing is not lost.

In example bellow, we can see that in action.

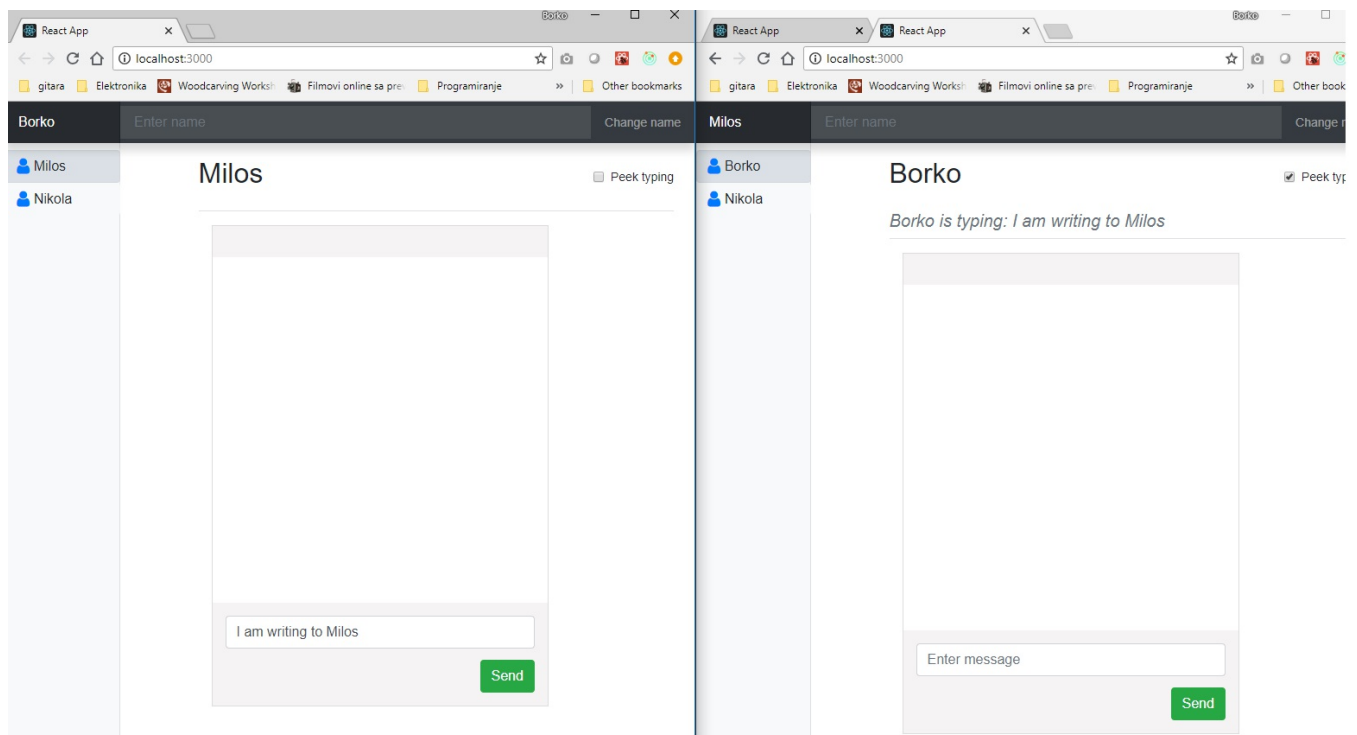
First, Borko is writing to Milos.



Then, Borko navigates to Nikola and sends a message.

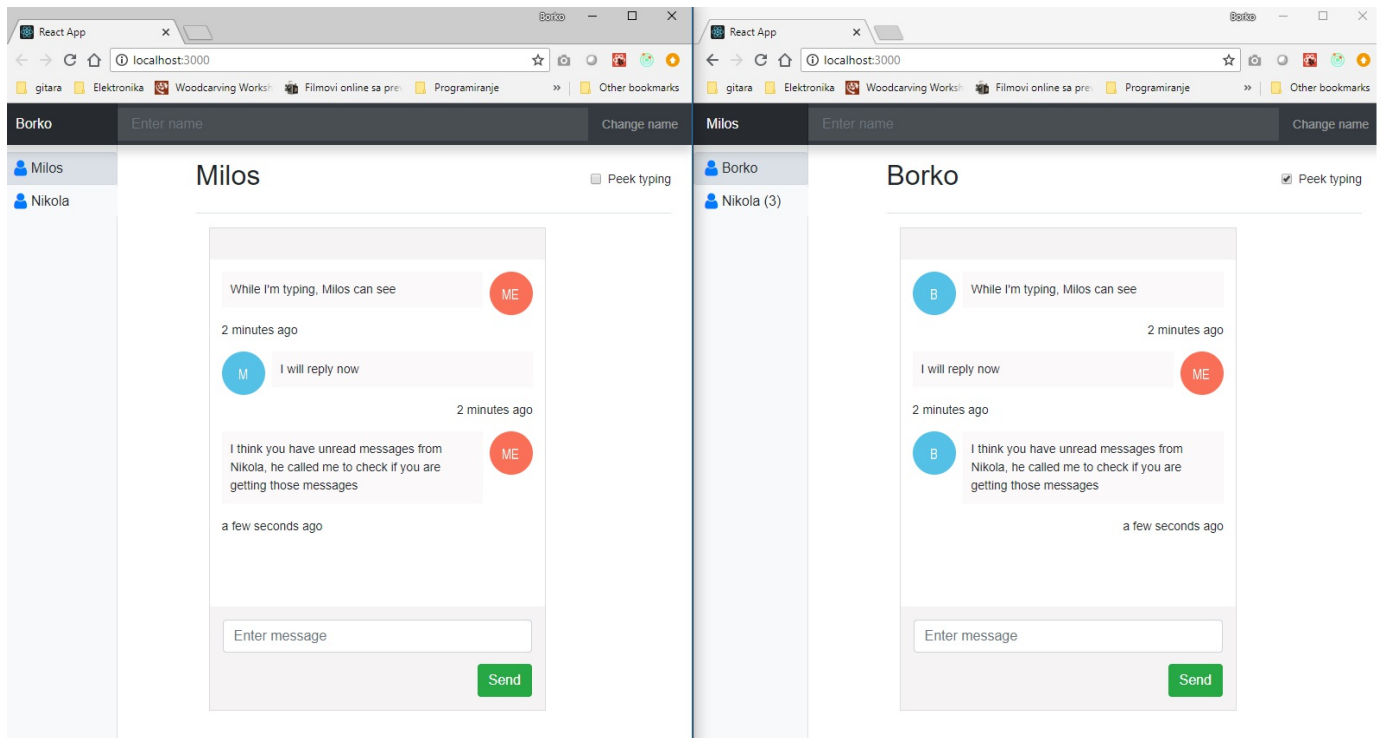


When Borko navigates back to Milos, it's typing is still preserved until it's finally send or erased by user.



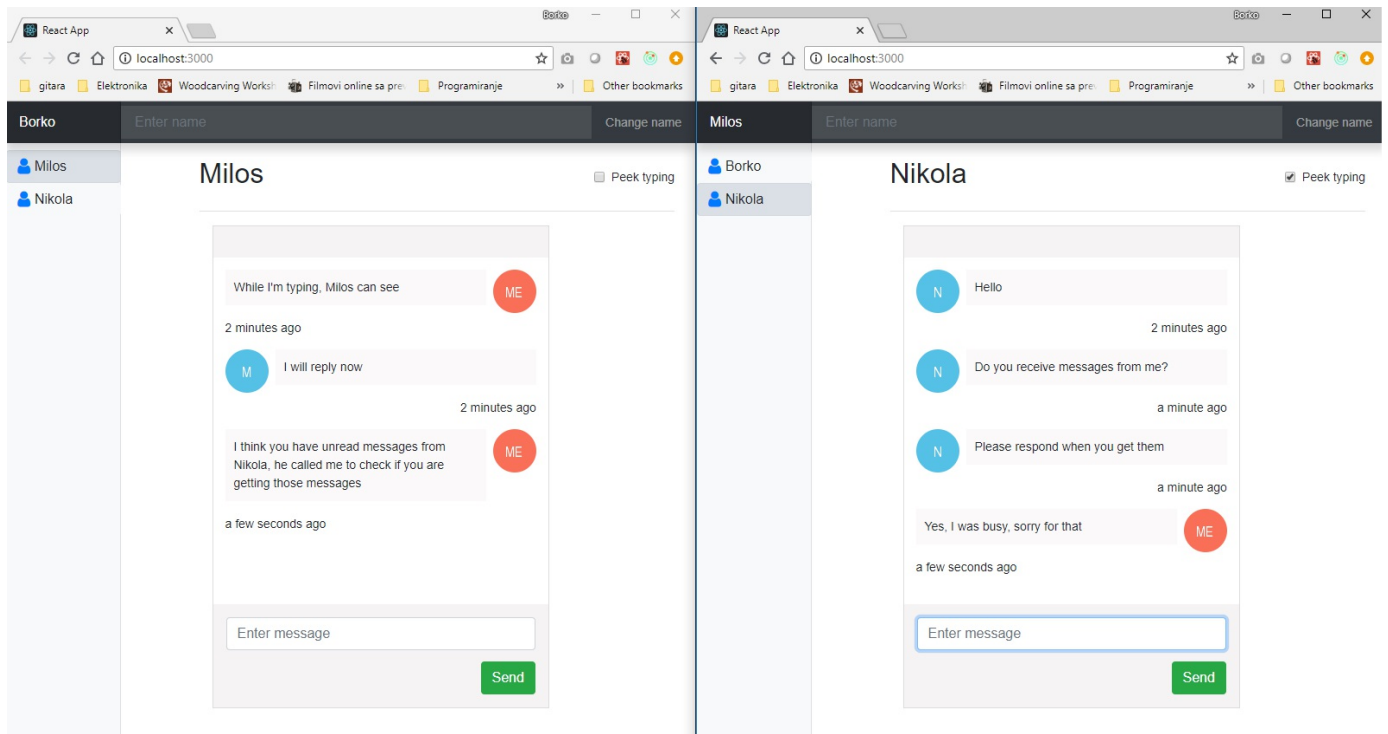
# Unread messages

If there are unread messages for connection, there will be number of unread messages in parentheses



## Unread messages opened

Once you open chat window with unread messages, it will show no longer number of unread messages. Also, if you receive message for currently opened connection, they will not appear as unread messages.



# User disconnected

If user disconnects, it will be presented in black color. Still you can open that connection to inspect all messages exchanged so far.

