Listen to all rooms (maybe join all rooms or just listen over websocket) when a message is received and I’m not in the room the message was sent to give that list element an unread class. If the room I am in is the room the new message was sent to append the message give the room an unread class that will go away if user scrolls to the bottom or just not give it an unread class.

How to do this for offline messages?

* How to differentiate the messages that have been read from others in the same group and from yourself who was not online?
* How to know which messages you did not receive?

Maybe record all users who have active channels in the room and the ones who don’t means they’re offline because they’re channel does not exist after they log off. So keep a record of the names of the users whose channel does not exist and the room the message was sent to in a model when a message is sent and when they log back in retrieve that information then delete it then give that room the message was sent to an unread class for that user until they click on it.