
Global does nothing and Lua does nothing

Posted by WatchMaker7 - 2010/03/07 21:04

Hopefully someone here can help me.

I've read the code for a lot of the other skins and I can't see what I'm doing wrong.

I'm trying to modify the StaticaEN_HUD_edit script so that some of the buttons will work. The first problem is that any button which calls a Global_* function does nothing. This is actually true for all of the skins I've installed so I must be missing something in my installation. Any ideas?

The second problem is that if I call a function that I've added to the calendar.lua file it never gets called. For instance, if I want the "X" button of the Todo List to close the ToDo List window, I could just make the button call Rainlendar_HideWindow('#WINDOW#') and that works. However, if I place a function in the calendar.lua file like so:

```
function Statica_HideWindow(strWindow)
    Rainlendar_HideWindow(strWindow)
end
```

And change the button call in the .xml file to call this function, nothing happens.

Any help anyone can provide would be greatly appreciated. I feel like I'm missing something simple here but I just don't see it.

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Re: Global does nothing and Lua does nothing

Posted by Rainy - 2010/03/09 10:21

Are the lua files in the Rainlendar's scripts folder? Have you checked the Rainlendar's debug log? It contains the path where the scripts are loaded as well as a full list of all the functions the application knows about.

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