Toggle all windows but given

Posted by Nux - 2010/07/08 19:10

Hi. I'm trying to make a script that toggles all windows but the I give as a first param.

```
function Statica_ToggleWindowsButGiven(strWindow)
  local visible = false
  listWindows = Rainlendar_GetWindows()
  for key, win in pairs(listWindows) do
    if strWindow~=win and Rainlendar_IsWindowVisible(win) then
      visible = true
      break
    end
  end
  --visible = false

--]
  if visible then
    for key, win in pairs(listWindows) do
      if strWindow~=win then
        Rainlendar_HideWindow(win)
      end
    end
  else
    for key, win in pairs(listWindows) do
      if strWindow~=win then
        Rainlendar_ShowWindow(win)
      end
    end
  end
--]
end
```

I think the problem might be because Rainlendar_GetWindows() doesn't work as I would expect (don't return names of windows). Is there some reference for functions like that? Is there a function that would output something to the debug log?

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Re: Toggle all windows but given

Posted by Rainy - 2010/07/11 04:59

The skin name is prefixed with the name of the window (i.e."skin::window") so you need to include it also in the parameter. You can find the reference documentation for all the functions from Rainlendar's help file. You can write log messages with Rainlendar_Log().

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Re: Toggle all windows but given

Posted by Nux - 2010/07/11 10:03

Cool. It works.

If anyone want to use the code - take it it's for free :-). Note that "Clock and Management" is my window which I want visible all the time (it has various toggle buttons for all other windows).

```
--
-- Toggle all windows but Statica management
--
function Hotkey_Toggle_Windows_But_Management_Clock()
  Statica_ToggleWindowsButGiven ("Statica", "Clock and Management")
```

```
  -- if closed - show it
  if not Rainlendar_IsWindowVisible("Clock and Management") then
    Rainlendar_ShowWindow("Clock and Management")
  end
end

--
-- Toggle all windows but given as the first param
--
function Statica_ToggleWindowsButGiven(strSkin, strWindow)
  local visible = false
  local strWindowPath = strSkin..":::"..strWindow
  listWindows = Rainlendar_GetWindows()
  for key, win in pairs(listWindows) do
    if strWindowPath~=win and Rainlendar_IsWindowVisible(win) then
      visible = true
      break
    end
  end
  --visible = false

  if visible then
    for key, win in pairs(listWindows) do
      if strWindowPath~=win then
        Rainlendar_HideWindow(win)
      end
    end
  else
    for key, win in pairs(listWindows) do
      if strWindowPath~=win then
        Rainlendar_ShowWindow(win)
      end
    end
  end
end
```

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Re: Toggle all windows but given

Posted by needinghelp - 2011/05/15 22:31

Hello coders

I am new to Rainlendar but would like to use the code you've given. Into where in Rainlendar do I put the code? And how to I activate it (i.e. call the function)? I want to assign it to a click on the Rainlendar icon on my iconbar.

Thanks for your time.

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Re: Toggle all windows but given

Posted by Nux - 2011/05/19 02:58

Scripts are in lua files which can be found in e.g. skins. Just be careful when you change something there because your Rainlendar might stop working.

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Re:Toggle all windows but given

Posted by needinghelp - 2011/05/19 03:54

OK; thanks. But I've given up on Rainlendar.

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