
Using QuickAdd from the command line

Posted by progo - 2010/09/23 05:45

Do you think it would be possible to write some Lua to handle a case like this? The API reference doesn't quite cover this kind of possibility.

Or should this be moved to feature requests? :)

=====

Re:Using QuickAdd from the command line

Posted by he_the_great - 2010/09/23 13:57

I'm not exactly sure what you are asking. There is a Lua function `Rainlendar_QuickAdd()` that is called in `event.lua` and isn't document in the help.

There is also a Rainlendar feature to add events from the commandline: `rainlendar -a "Go to the store tomorrow"` for which I would guess is sent to the `Global_QuickAdd()` function inside `events.lua`... (which shouldn't be edited)

Otherwise I do not think you can manipulate the text coming in from a Quick Add.

Edit:: Thanks, I just remembered to check for a Quick Add window that could take input... I think this will really help me in making something else.

=====

Re:Using QuickAdd from the command line

Posted by progo - 2010/09/23 15:03

Oh yes, I was looking for the command line switch, `-a`. :) Honestly I couldn't think of Rainlendar having any command line arguments but there you go. Thanks and you're welcome.

=====