

---

## Future days number of the event list.

Posted by atb - 2011/02/24 11:08

---

Please provide a option to set the future days numbers seperately for the events in different calendars. Because the events may have different importance and the preparations also cost different time.

=====

## Re: Future days number of the event list.

Posted by anoob - 2011/02/25 03:19

---

I think your mean is like: event\_list\_1 display 6 days, event\_list\_2 display 13 days ...etc, is right?

You can do this:

Add variable in skin.xml

Modify this line in eventlist.xml

Add a function in lua-file

```
function EventList_Initialize(skin, window)
    oldFutureNums = Rainlendar_GetVariable(skin, window, "future_nums")
    newFutureNums = Rainlendar_GetOption("OverriddenSettings/"..skin.."/"..window,"EventListShowFutureEvents")
    if oldFutureNums ~= newFutureNums then
        Rainlendar_SetOption("OverriddenSettings/"..skin.."/"..window,"EventListShowFutureEvents",oldFutureNums)
        Rainlendar_Refresh()
    end
end
```

But, refresh is very slow.

=====

## Re: Future days number of the event list.

Posted by Rainy - 2011/02/25 03:34

---

I wonder if it would be confusing if you don't always see all the events on a day. Anyway, I'll think about this.

=====

## Re: Future days number of the event list.

Posted by atb - 2011/02/28 04:25

---

Hi, anoob, I am haytcb, nice to see your reply here!

Actually, my intention is to display the events from different .ics files with different future days. Usually only one eventlist window is activated, but many .ics files could used to save events, so it is more suitalbe to do something to the .ics files. Although we could realize it with a lua script similar to the LunarCal script, but I think that the intrinsic support for it is much more better.

=====

## Re: Future days number of the event list.

Posted by anoob - 2011/02/28 11:27

---

Hi, haytcb, I know is you, nice to see you too!

Although I am not understand why you want do it, but I agree that the intrinsic support is more better.

=====

