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## Event/task script

Posted by instigator - 2011/04/07 09:00

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i need a script that allows me edit and delete events/tasks.

I'm not know much about scripting, so if there's a manual for scripting, can anyone share it with me?

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## Re: Event/task script

Posted by Jorge\_Luis - 2011/04/07 09:12

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Rainlendar2 uses Lua programming language. You can see or learn about how to program one of this scripts with:

- \* <http://www.lua.org/manual/5.1/>
  - \* <http://www.lua.org/pil/index.html>
  - \* The Rainlendar2 help file
  - \* Reading another skin already maded
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## Re: Event/task script

Posted by instigator - 2011/04/14 10:07

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Thanks for the links. I read it and right now, I finished the script for edit tasks/events. But i can't say the same for a script that delete events/tasks. So please, can you guide me?.

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## Re: Event/task script

Posted by anoob - 2011/04/14 13:40

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Can You paste your way how to edit task/events ? Let me know what you have done. I have done the same job, and we can discuss.

My way:

edit task/events use Rainlendar\_OpenDialog(dialog, param)  
delete task/events use Rainlendar\_DeleteComponent(Uid, )

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## Re:Event/task script

Posted by instigator - 2011/04/22 20:35

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Well, i already made the Lua function for delete.

```
function Delete_task(param)
    Rainlendar_DeleteComponent(param)
end
```

```
function Delete_event(param, strWindow)
    Rainlendar_DeleteComponent(param)
    Rainlendar_Redraw(1, strWindow)
end
```

and in the button code:

```
For events:action="Delete_event(#GUID#, '#WINDOW#')"  
For tasks:action="Delete_task(#GUID#)"  
Hope this may help someone.

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```

