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## Moon phase?

Posted by Fyr - 2013/08/10 13:45

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Can anyone write a script that shows Moon phases?

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## Re: Moon phase?

Posted by Jorge\_Luis - 2013/08/10 18:21

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The Moon Phase window is in the Widgets pack for Shadow4: [www.rainlendar.net/download/Shadow4-Widgets.r2skin-addon](http://www.rainlendar.net/download/Shadow4-Widgets.r2skin-addon)

Although this isn't the phase only, you could give a look to this addon: <http://jorgeluis-jorgeluis.deviantart.com/art/Sun-Moon-information-1-4-3-189790082>

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## Re: Moon phase?

Posted by Fyr - 2013/08/11 12:57

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Thanks. Why is it necessary to write a skin addon and not to write a part of a skin?

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## Re: Moon phase?

Posted by Jorge\_Luis - 2013/08/11 15:39

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The moon phase (in this case) is a window and its script, but, although you can add these 2 files directly, is better to automatize it with an addon. The addon is in fact a part (added from outside) of the skin. The Shadow4 skin only have the default windows for a calendar use. The addon adds the Moon Phase, the RSS Feed, the 3/5-days Weather, among others... Are you talking about if is it possible to have the Moon Phase apart from the Shadow4 skin? Then, yes, it is also possible.

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## Re: Moon phase?

Posted by Nilfred - 2014/03/14 23:24

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Jorge\_Luis wrote:

you could give a look to this addon: Should I have to downgrade Rainlendar to 2.10 in order to install Sun-Moon add-on?  
:unsure:

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## Re: Moon phase?

Posted by Jorge\_Luis - 2014/03/15 08:43

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Starting from build 131, Rainlendar2 accepts skins from any version, with a warning.  
- 19 May 2013  
o Skin addons can be applied to different skin version (although this might break the skin).

In case the file association isn't working, the command line is:  
Rainlendar2 -i addon\_name.r2skin-addon

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## Re: Sun-Moon

Posted by Nilfred - 2014/03/15 22:13

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Thanks, It works now with latest Rainlendar.

But it shows:

HH:MM Full Moon

Where HH:MM are literal in Windows 7 64 bit

In Ubuntu 64 bit it correctly shows:

14:09 Full Moon

Oh! Rainlendar Bug. Every event display HH:MM when full day is deselected. And the time list shows literally:

HH:MM

HH:MM

HH:MM

HH:MM

...

I didn't saw this bug reported before.

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## Re: Sun-Moon

Posted by anoob - 2014/03/17 09:56

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To Nilfred :

Sounded seems that you got a wrong "Time format".

Please go: Options>>Advanced, look at the first item "Time format", correct the setting.

<http://www.rainlendar.info/download/Help/user/images/options-advanced.png>

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## Re: Sun-Moon

Posted by Nilfred - 2014/04/21 15:20

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Thanks anoob, there was HH:MM wrote. Setting to Default do the trick.

@Jorge\_Luis:

Could I have sunrise and sunset alarms?

I was peeking around `~/config/.rainlendar2/skins/Shadow4.r2skin/scripts/sun-moon-riseset.lua` looking where to set a hook.

Looks like "Sunmoon.time2" and "Sunmoon.time3" in function `SunMoon_RiseSet_OnTimer(window)` are what I'm looking for.

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## Re: Sun-Moon

Posted by Jorge\_Luis - 2014/04/22 09:24

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Nilfred wrote:

Thanks anoob, there was HH:MM wrote. Setting to Default do the trick.

@Jorge\_Luis:

Could I have sunrise and sunset alarms?

I was peeking around `~/config/.rainlendar2/skins/Shadow4.r2skin/scripts/sun-moon-riseset.lua` looking where to set a hook.

Looks like "Sunmoon.time2" and "Sunmoon.time3" in function `SunMoon_RiseSet_OnTimer(window)` are what I'm looking for.

time2 and time3 shows the sunrise and sunset times, but to add an alarm you'll need to create a volatile event every time the window is loaded. Replacing the code below would do the trick, but it's a little annoying. Repeating the same for time3 will create an alarm for sunset.

Replace this:

```
timeUTC = timeUTC * 60 + cityTimeZone * 3600
Rainlendar_SetItemValue(window, "Sunmoon.time2", "text", string.format("%02d:%02d", math.floor(timeUTC / 3600),
math.floor((timeUTC % 3600) / 60)))
```

With this to create a task (or remove the DUE line and change VTODDO with VEVENT to have an event):

```
timeUTC = timeUTC * 60
local icalData = "BEGIN:VTODDO\n"
icalData = icalData .. "UID:Sunrise-for-today\n"
icalData = icalData .. "SUMMARY:Sunrise\n"
local today = os.date("*t")
local alarmTime = string.format("%04d%02d%02dT%02d%02d00Z", today.year, today.month, today.day,
math.floor(timeUTC / 3600), math.floor((timeUTC % 3600) / 60))
icalData = icalData .. "DTSTART:" .. alarmTime .. "\n"
icalData = icalData .. "DUE:" .. alarmTime .. "\n"
icalData = icalData .. "BEGIN:VALARM\n"
icalData = icalData .. "ACTION:AUDIO\n"
icalData = icalData .. "TRIGGER;VALUE=DURATION:-PT1M\n"
icalData = icalData .. "X-RAINLENDAR-ALARM-TYPE:alert\n"
icalData = icalData .. "END:VALARM\n"
icalData = icalData .. "END:VTODDO"
local strUID = Rainlendar_CreateComponent(icalData)
timeUTC = timeUTC + cityTimeZone * 3600
Rainlendar_SetItemValue(window, "Sunmoon.time2", "text", string.format("%02d:%02d", math.floor(timeUTC / 3600),
math.floor((timeUTC % 3600) / 60)))
```

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## Re: Sun-Moon

Posted by Nilfred - 2014/04/22 15:52

Nice!

I always miss sunrise, so I setup the alarm for sunset instead following your guidelines.

Replaced this:

```
timeUTC = timeUTC * 60 + cityTimeZone * 3600
Rainlendar_SetItemValue(window, "Sunmoon.time3", "text", string.format("%02d:%02d", math.floor(timeUTC / 3600),
math.floor((timeUTC % 3600) / 60)))
```

With this:

```
timeUTC = timeUTC * 60
local today = os.date("*t")
local icalData = string.format([], today.year, today.month, today.day,
math.floor(timeUTC / 3600), math.floor((timeUTC % 3600) / 60))
local strUID = Rainlendar_CreateComponent(icalData)
timeUTC = timeUTC + cityTimeZone * 3600
Rainlendar_SetItemValue(window, "Sunmoon.time3", "text",
string.format("%02d:%02d", math.floor(timeUTC / 3600),
math.floor((timeUTC % 3600) / 60)))
```

And it works as expected, but if I touch the arrows the alarm is set today for the sunset time at "Sunmoon.time1" date. "today" is already defined at the beginning of the function:

```
function SunMoon_RiseSet_OnTimer(window)
  userData = Rainlendar_GetItemValue("Sun-Moon Rise-Set", "Sunmoon.time1", "text")
  _, _, day, month, year = userData:find("(.)/(.)/(.)")
  day = tonumber(day)
  month = tonumber(month)
  year = tonumber(year)
```

```
if (month
```

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## Re: Sun-Moon

Posted by Jorge\_Luis - 2014/04/22 21:03

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Copy the attached lua file to `~/config/.rainlendar2/scripts/` and refresh Rainlendar. This is a standalone (and cut) version with sunrise and sunset only. B)  
The file will create the alarm without the need for a window.

The idea behind the script was to show the sunrise/sunset for the specified date, and not only the current date, that's why `time1` changes everything.

To avoid further problem, all the variables should be locals... but I leave that for you ;)

I think that when 2 functions have the same name, the last win... and this brief script proves it:

```
function ThisIsTest()
  Rainlendar_Log("0")
end
function ThisIsTest()
  Rainlendar_Log("1")
end
ThisIsTest()
Output: "1"
```

[http://www.rainlendar.net/cms/images/fbfiles/files/Sunset\\_Alarm.lua](http://www.rainlendar.net/cms/images/fbfiles/files/Sunset_Alarm.lua)

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## Re: Sun-Moon

Posted by Nilfred - 2014/04/23 15:28

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Jorge\_Luis wrote:

Copy the attached lua file to `~/config/.rainlendar2/scripts/` and refresh Rainlendar. This is a standalone (and cut) version with sunrise and sunset only. B)  
The file will create the alarm without the need for a window.

Well done! In the meanwhile I did a shorter version reusing globals functions.

The idea behind the script was to show the sunrise/sunset for the specified date, and not only the current date, that's why `time1` changes everything.

At the end I will need it for all visible days. But, for now today is OK.

To avoid further problem, all the variables should be locals... but I leave that for you ;)

Done ;) And functions too!

I think that when 2 functions have the same name, the last win...

Noted the hard way:

```
-- Last definition always win if functions names collides:
-- First: Global folder for scripts: /usr/lib/rainlendar2/scripts/
-- Second: User folder for scripts: ~/config/.rainlendar2/scripts/
-- Last: ~/config/.rainlendar2/skins/Shadow4.r2skin/scripts/
```

With the added pitfall of required globals still not defined, but will go off when this be an addon.

[http://www.rainlendar.net/cms/images/fbfiles/files/sun\\_moon\\_alarm.lua](http://www.rainlendar.net/cms/images/fbfiles/files/sun_moon_alarm.lua)

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## Re: Sun-Moon

Posted by Jorge\_Luis - 2014/04/23 21:07

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If you need the addon for the script to work, then is better to modify the addon.

Mixing the standalone file with the addon, both could happen at the same time. In this way, with only have the addon installed the events are created, (without any window selected).

The only problem I have is that if you dismiss the alarm, the events disappears (for that day? for always?). The only way to show them again is edit the `alarms.ini` file.

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[http://www.rainlendar.net/cms/images/fbfiles/files/sun\\_moon\\_risaset.lua](http://www.rainlendar.net/cms/images/fbfiles/files/sun_moon_risaset.lua)

EDIT: I duplicate the code to create the event in a function at bottom, called by the last line of the script.

EDIT 2: A workaround could be set the ID as "Sunset-for-%04d%02d%02d"

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