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## [Solved] Few question about script

Posted by anoob - 2013/09/18 22:31

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a) Rainlendar\_SetOption()

I thinks there is a bug at Rainlendar\_SetOption(PATH, NAME, VALUE).

I can use any PATH except "OverriddenSettings".

For example:

Rainlendar\_SetOption("Calendars/Calendar1", "ReadOnly", "1") is work normal, but

Rainlendar\_SetOption("OverriddenSettings/Shadow4/Event\ List", "ExcludedCalendars", "Trash") is not work.

Please help.

add: I remember, at before, it seems must use "/" replace "\", I will try it later then see if it work.

add: Ahhh, use "/" also got the same result.

b)

Use all\_cal = Rainlendar\_GetCalendars() will got all\_cal = {=calendar1, =calendar2, ---},

the table is starting from all\_cal.

Use all\_win = Rainlendar\_GetWindows() will got all\_win = {=window1,=window2, ---},

the table is starting from all\_win.

So, my question is: Why should such a setting?

It really very bothers me, if I forgot where from they started, when I was using them.

add: Maybe other APIs have the same behavior, I will try them later.

add: OK, other APIs, which return a table, are work normal - starting from table.

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## Re: Few question about script

Posted by Rainy - 2013/09/20 04:23

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a) You don't have to escape the space in the function call so Rainlendar\_SetOption("OverriddenSettings/Shadow4/Event List", "ExcludedCalendars", "Trash") should work. If you need to use the backspace that must be escaped with a second backspace ("\\") or otherwise the script won't be read (or it might work incorrectly).

b) All lua lists should start from index 1 so that's a bug in those two methods. I'll fix them. The lists in lua are a bit weird anyway since they can contain also gaps in the indexing.

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## Re: Few question about script

Posted by anoob - 2013/09/20 10:42

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Rainy wrote:

a) You don't have to escape the space in the function call so Rainlendar\_SetOption("OverriddenSettings/Shadow4/Event List", "ExcludedCalendars", "Trash") should work. If you need to use the backspace that must be escaped with a second backspace ("\\") or otherwise the script won't be read (or it might work incorrectly).

Unfortunately, Rainlendar\_SetOption("OverriddenSettings/Shadow4/Event List", "ExcludedCalendars", "Trash") still not work.

And I thinks the "space" not the cause of this issue, because

Rainlendar\_SetOption("OverriddenSettings/Shadow4/Calendar", "ExcludedCalendars", "Trash") also not work.

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## Re: Few question about script

Posted by Rainy - 2013/09/21 00:57

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When are you running the script? I tried this by launching the script from a button and it should work at least in that situation. Note that you need to call also Rainlendar\_Refresh() after the setting is changed so that the new value gets written to the ini file and taken into use.

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## Re: Few question about script

Posted by anoob - 2013/09/21 04:12

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Rainy wrote:

When are you running the script? I tried this by launching the script from a button and it should work at least in that situation. Note that you need to call also Rainlendar\_Refresh() after the setting is changed so that the new value gets written to the ini file and taken into use.

I put a lua file in script folder, so it will run at Rainlendar startup.

```
function trash_initialize()
    no_trash = 0
    local windowlist = Rainlendar_GetWindows()
    for i=0, #windowlist do
        local _, _, skin, window = windowlist:find("(.*):(.*)")
        local sw = skin.." "..window
        local ex_cal = Rainlendar_GetOption("OverriddenSettings/"..sw, "ExcludedCalendars")
        if ex_cal:find("Trash") then
            elseif ex_cal == "" then
                Rainlendar_SetOption("OverriddenSettings/"..sw, "ExcludedCalendars", "Trash")
                no_trash = no_trash + 1
            else
                Rainlendar_SetOption("OverriddenSettings/"..sw, "ExcludedCalendars", ex_cal .. ";Trash")
                no_trash = no_trash + 1
            end
        end
    end
    if no_trash > 0 then
        Rainlendar_Refresh()
    end
end
```

```
trash_initialize()
```

I finally found the possible reason:

It seems because I have some custom skin, they need some time to redraw, so I have to delay this script.

```
function trash_initialize()
    no_trash = 0
    local windowlist = Rainlendar_GetWindows()
    for i=0, #windowlist do
        local _, _, skin, window = windowlist:find("(.*):(.*)")
        local sw = skin.." "..window
        local ex_cal = Rainlendar_GetOption("OverriddenSettings/"..sw, "ExcludedCalendars")
        if ex_cal:find("Trash") then
            elseif ex_cal == "" then
                Rainlendar_SetOption("OverriddenSettings/"..sw, "ExcludedCalendars", "Trash")
                no_trash = no_trash + 1
            else
                Rainlendar_SetOption("OverriddenSettings/"..sw, "ExcludedCalendars", ex_cal .. ";Trash")
                no_trash = no_trash + 1
            end
        end
    end
    if no_trash > 0 then
        Rainlendar_Refresh()
    end
end
```

```
function trash_delay()
    if os.clock() > now_trash_time then
        trash_initialize()
        return false
    end
end
```

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```
now_trash_time = os.clock() + 1
Rainlendar_CreateTimer(1000 * 1, trash_delay)
--trash_initialize()
```

Thanks your help.

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