
Matching table result to a second table

Posted by SereneSavage - 2014/03/16 22:39

I have an idea for a new movie widget. It's based on the photo widget but instead of showing one picture at a time it would show a 5x4 grid of pictures. When you click the picture inside the box it would open the movie directly (the same as if you double click the file from windows explorer).

The reason for this widget is so my 5 year old niece can select a movie from my library without needing the ability to read the file name (over 200 movies).

The problem is that I don't know lua script and I'm just guessing.

First, how do I find out if a table entry exists in a second table?

Table A is created from a folder that consists only of movies but with different extensions.

Example Table A:

Finding Nemo.avi

Ice Age.flv

Shrek.mp4

The Little Mermaid.mpg

The Wizard of Oz.mkv

Table B is created from a folder that consists only of pictures but with different extensions.

Example Table B:

Finding Nemo.bmp

Shrek.jpg

The Little Mermaid.gif

The Wizard of Oz.png

Picture Not Found.jpg

If my result from table A is Shrek.mp4, how do I write the script code to find out if it is listed in table B and then extract the correct file name which should be Shrek.jpg? (If the file is not there - example: Ice Age.flv - it should default to Picture Not Found.jpg).

I will then have 2 urls, one for the picture preview and one to execute the movie. This will be done for every entry in table A.

I have been googling Lua manuals for days now but I cannot seem to understand how to apply what I read to my needs. Any help would be appreciated.

Re: Matching table result to a second table

Posted by Nilfred - 2014/03/17 01:55

Sort both tables without extension, then use merge algorithm:

A < B then table.insert(B,1,Picture Not Found); go next

A > B then table.remove(B,1); test again -- Unrelated image found

A == B then do nothing and go next -- Match

When that pseudocode finish parsing yours tables, You end with 2 tables of the same length, where elements of table A has a corresponding element on table B with the same index.

Re: Matching table result to a second table

Posted by Jorge_Luis - 2014/03/17 08:06

SereneSavage wrote:

I have an idea for a new movie widget.

Table A is created from a folder that consists only of movies but with different extensions.

Table B is created from a folder that consists only of pictures but with different extensions.

I have been googling Lua manuals for days now but I cannot seem to understand how to apply what I read to my needs. Any help would be appreciated.

This is a quick code I made. Instead of having 2 tables, you can have only 1, but with an internal structure. I'm using a Windows-like format. For UNIX-like format, using lower (lowercase) will help to avoid the case-sensitive.

```
local movie1 = {"Shrek", "mp4", "jpg"}
local movie2 = {"Finding Nemo", "avi", "bmp"}
local movie3 = {"Ice Age", "flv", ""}
local movie4 = {"The Little Mermaid", "mpg", "gif"}
local movie5 = {"The Wizard of Oz", "mkv", "png"}
local movieTable = {movie1, movie2, movie3, movie4, movie5}
local moviePath = "C:\\Users\\UserName\\My Documents\\MovieWidget\\Movies\\"
local imagePath = "C:\\Users\\UserName\\My Documents\\MovieWidget\\Pictures\\"
```

```
function Movies_ListAllMoviesToLog()
  for i=1,#movieTable do
    Rainlendar_Log("----- MOVIE WIDGET" .. i .. ": " .. movieTable.title)
  end
end
```

```
function Movies_SearchForMovie(title)
  for i=1,#movieTable do
    if (movieTable.title:lower() == title:lower()) then
      Rainlendar_Log("----- MOVIE PATH: " .. moviePath .. movieTable.title .. "." .. movieTable.movExt)
      if (movieTable.imgExt == "") then
        Rainlendar_Log("----- IMAGE PATH: " .. imagePath .. "Picture Not Found.jpg")
      else
        Rainlendar_Log("----- IMAGE PATH: " .. imagePath .. movieTable.title .. "." .. movieTable.imgExt)
      end
    end
  end
end
```

```
Movies_ListAllMoviesToLog()
Movies_SearchForMovie("sHrEk")
Movies_SearchForMovie("iCe AGE")
```

Re:Matching table result to a second table

Posted by Nilfred - 2014/03/17 20:42

Here You are real code:--
-- Merge algorithm explained
--

-- For debug purposes insert/remove -- below:
--]

```
local A = {
  "Finding Nemo.avi",
  "Ice Age.flv",
  "Shrek.mp4",
  "The Little Mermaid.mpg",
  "The Wizard of Oz.mkv",
  "Zorro XXX.avi" -- Make A larger than B to explore a (squashed) bug
}
```

```
local B = {
  "Finding Nemo.bmp",
  "Shrek.jpg",
```

```
"The Little Mermaid.gif",
"The Wizard of Oz.png",
"Picture Not Found.jpg"
}
```

```
--
-- Split Linux and Windows paths
-- Return: folder, filename without extension, extension with dot
--
```

```
local function Movies_SplitPath(path)
    return string.match(path, "(.-)(-)(%.?*)$")
end
```

```
local path, file, extension
for i = 1, #A do
    path, file, extension = Movies_SplitPath(A)
    A = { path, file, extension }
end
```

```
for i = 1, #B do
    path, file, extension = Movies_SplitPath(B)
    B = { path, file, extension }
end
```

```
table.sort(A, function(a,b) return a.B do table.remove(B,i) end -- Unrelated image found
end
Rainlendar_Log(table.concat(A) .. " = " .. table.concat(B))
```

```
end
Result:
Finding Nemo.avi = Finding Nemo.bmp
Ice Age.flv = Picture Not Found.jpg
Shrek.mp4 = Shrek.jpg
The Little Mermaid.mpg = The Little Mermaid.gif
The Wizard of Oz.mkv = The Wizard of Oz.png
Zorro XXX.avi = Picture Not Found.jpg
```

Looking at Jorge_Luis code, I realize that merge isn't necessary at all if your final objective is to search within the table. Tables are hashes in Lua. I will try that later.
Now, I should have provided some public functions as Jorge_Luis do :blush:

Re:Matching table result to a second table

Posted by SereneSavage - 2014/03/18 11:16

Thank you for your quick responses and apologies for my late one.

Nilfred on your first post you simplified for me alot of what I was reading on google and trying to understand. The lack of code actually gave me ideas while at the same time giving me structure. I explored several different ways of attempting to achieve my goals and learned quite a bit.

Jorge_Luis although your code would run perfectly for the example movies, I would not want to rewrite the lua script each time I added a new movie to my folder, but thank you anyway. The code you supplied showed me the proper syntax and taught me to pay attention to which brackets to use.

Nilfred your second post made my head explode.
"return string.match(path, "(.-)(-)(%.?*)\$")
What?!? Really? :blink:
I think table merging/reordering is a little over my head for now.

Update: I did manage to achieve what I wanted, although its rather sloppy. Just the fact that it works thrills me to no end. I wrote:

```
folder = Rainlendar_GetVariable(skin, window, "Movie_folder")
if folder ~= "" then
```

```

for filename in dirtree(folder) do
  if string.find(filename:lower(), "(.*)") then
    filename = string.gsub(filename, "\\", "/")
    table.insert(g_Shadow4_Movie_Movies, filename)
    position = string.len(folder)
    filename = string.sub(filename, position + 2, -5)
    table.insert(g_Shadow4_Movie_MovieName, filename)
  end
end
end

```

This gave me Table Movies with the full path, filename and extension to use as the url for activating the movie and Table Name with just the filename, no path or extension to use for comparison with the picture table. Next is:

```

menu = Rainlendar_GetVariable(skin, window, "Movie_menu")
if menu ~= "" then
  for filename in dirtree(menu) do
    if string.find(filename:lower(), "(.*)") then
      filename = string.gsub(filename, "\\", "/")
      table.insert(g_Shadow4_Movie_Pic, filename)
      position = string.len(menu)
      filename = string.sub(filename, position + 2, -5)
      table.insert(g_Shadow4_Movie_PicName, filename)
    end
  end
end
end

```

This gave me the pictures to use for the preview and comparison. Then is:

```

m = 1
p = 1
repeat
repeat
if g_Shadow4_Movie_Name == g_Shadow4_Movie_PicName then
  table.insert(g_Shadow4_Movie_Link, g_Savage_Movie_Pic)
  m = m + 1
  p = 1
  break
else p = p + 1
end
until p >= #g_Shadow4_Movie_Pic
if p >= #g_Shadow4_Movie_Pic then
  table.insert(g_Shadow4_Movie_Link, "None")
  p = 1
  m = m + 1
end
until m >= #g_Shadow4_Movie_Name

```

This gives me the link to the picture preview.

It only took me 5 tables, 4 days and 6 aspirin to achieve it. :laugh:

Re:Matching table result to a second table

Posted by Nilfred - 2014/03/18 20:26

I'm trying to run SereneSavage code outside Rainlendar:

-- For debug purposes insert/remove - below:

```

--- = "", = "" }
  return vars
end

```

```

local g_Shadow4_Movie_Movies = {}
local g_Shadow4_Movie_MovieName = {}
--]]

```

```

folder = Rainlendar_GetVariable(skin, window, "Movie_folder")

```

```

if folder ~= "" then

```

```

for filename in dirtree(folder) do
  if string.find(filename:lower(), "(.*)") then
    filename = string.gsub(filename, "\\", "/")
    table.insert(g_Shadow4_Movie_Movies, filename)
    position = string.len(folder)
    filename = string.sub(filename, position + 2, -5)
    table.insert(g_Shadow4_Movie_MovieName, filename)
  end
end
end
end
-- This gave me Table Movies with the full path, filename and extension to use as the url for activating the movie and
-- Table Name with just the filename, no path or extension to use for comparison with the picture table. Next is:
menu = Rainlendar_GetVariable(skin, window, "Movie_menu")
if menu ~= "" then
  for filename in dirtree(menu) do
    if string.find(filename:lower(), "(.*)") then
      filename = string.gsub(filename, "\\", "/")
      table.insert(g_Shadow4_Movie_Pic, filename)
      position = string.len(menu)
      filename = string.sub(filename, position + 2, -5)
      table.insert(g_Shadow4_Movie_PicName, filename)
    end
  end
end
end
-- This gave me the pictures to use for the preview and comparison. Then is:
m = 1
p = 1
repeat
  repeat
    if g_Shadow4_Movie_Name == g_Shadow4_Movie_PicName then
      table.insert(g_Shadow4_Movie_Link, g_Savage_Movie_Pic)
      m = m + 1
      p = 1
      break
    else p = p + 1
    end
  until p >= #g_Shadow4_Movie_Pic
  if p >= #g_Shadow4_Movie_Pic then
    table.insert(g_Shadow4_Movie_Link, "None")
    p = 1
    m = m + 1
  end
until m >= #g_Shadow4_Movie_Name
-- This gives me the link to the picture preview.
How function dirtree() is defined? Or where it is defined?
I put mine with unexpected result.

```

BTW feeding it with empty Movie_folder and Movie_menu variables result in a bug.

=====

Re:Matching table result to a second table

Posted by SereneSavage - 2014/03/18 21:54

Getting it to run independantly of Rainlendar would be great. I didn't know you could do that. Right now the input folders are defined in the skin file. This is all modified straight from the photo widget so I guess I'm not really writing it, I'm just changing it.

In the skin.xml file under:

In the elements.xml file:

So when you add the widget and go to settings it is listed in the variables for you to choose where your 2 folders are. (Photo widget had one already.)

Since my last post I found a bug where the last file in each folder was not being read so I updated the code:

```
m = 1
p = 1
repeat
repeat
if g_Shadow4_Movie_MovieName == g_Shadow4_Movie_PicName then
table.insert(g_Shadow4_Movie_Link, g_Shadow4_Movie_Pic)
m = m + 1
p = 1
break
else p = p + 1
end
until p == (#g_Shadow4_Movie_Pic + 1)
if p >= #g_Shadow4_Movie_Pic then
table.insert(g_Shadow4_Movie_Link, "None")
p = 1
m = m + 1
end
until m == (#g_Shadow4_Movie_Name + 1)
```

The main problem with this code is that the movie file name and the picture file name must be exact (not the extension). This disappoints me because I wanted to add tv shows and they have different episode names. Not that big of a deal as I'm sure I can find a workaround, but figuring out how to get partial string matches would be awesome.

As for feeding it empty folders, I cannot test that yet as the script is only partially modified so far. I must first remove all traces of the old photo functions before trying.

=====

Re:Matching table result to a second table

Posted by SereneSavage - 2014/03/20 04:26

I have another question to anyone who may have knowledge.

Some of my urls don't open the movies. Those problem files contain apostrophes ('). If the file name is "Gilligan's Island", it will show the picture with the same name, it will show the name properly, but when I try to open the movie the button does nothing.

There is nothing wrong with the button, when I switch to another folder with files that have no ' in the title it works fine.

I read a little bit about how urls think ' means something special. I'm asking if there is a way to make Lua execute the url using the filename exactly as it is, without thinking ' is a special character.

Any suggestions?

=====

Re:Matching table result to a second table

Posted by Jorge_Luis - 2014/03/20 07:36

I'm not sure what the problem is, but if it is caused by the apostrophe you can "escape it" and see if that helps.

GSUB: replace string within a string. \ is the escape form of '

```
str = str:gsub("'", "\'") -- this does not work
```

```
str = str:gsub("'", "\\'") -- this will replace ' to \'
```

=====

Re:Matching table result to a second table

Posted by SereneSavage - 2014/03/20 08:00

I'm not sure this will work. If I understand correctly this will change the string to read Gilligan\\s Island. If that is so, the filename on my hard drive is still Gilligan's Island.
Will a string that reads Gilligan\\s Island be able to open a file that's named Gilligan's Island and be used as a proper url?

=====

Re:Matching table result to a second table

Posted by anoob - 2014/03/20 13:40

After some test, I found the apostrophe not caused the problem.
Following is my part codes, You can refer :

```
path = "D:\\Sharware\\Desktop\\WinSnap\\MyPic\\"
file = "Ordinary's logo"
url = "file://" .. path .. file .. ".png"
for count = 1,16 do
  Rainlendar_SetElementValue(skin, "bitmap.movie.photo." .. count, "file", path .. file .. ".png")
  Rainlendar_SetItemValue(window, "testskin.pic".. count, "element", "bitmap.movie.photo.1")
end
Rainlendar_Redraw(0, window)
-- following is for debug. if need, check the string of url
-- Rainlendar_Message(url, 4)
```

=====

Re:Matching table result to a second table

Posted by Nilfred - 2014/03/23 18:07

SereneSavage wrote:
Nilfred your second post made my head explode.
"return string.match(path, "(.-)(-)(%.?*)\$")
What?!? Really? :blink:
I think table merging/reordering is a little over my head for now.
:laugh: LOL, well, hope this time I better explained what that function do; so You don't have to look inside :P
As I said, here You are the hash way...
This hashed version is hard to sort, so is not sorted anymore:
--
-- Hash approach explained
--
-- For debug purposes insert/remove --/-- below:
--]
--
-- Split Linux and Windows paths
--
-- Input: (string) A well formed full path to a file
-- Return: (array) { folder, filename without extension, extension with dot }
local function Movies_SplitPath(path)
 return string.match(path, "(.-)(-)(%.?*)\$")
end
-- Return shit if input is also shit or there is no dot

```
local A = {
  "Finding Nemo.avi",
  "Ice Age.flv",
```

```

"Shrek.mp4",
"The Little Mermaid.mpg",
"The Wizard of Oz.mkv",
}

local B = {
"Finding Nemo.bmp",
"Shrek.jpg",
"The Little Mermaid.gif",
"The Wizard of Oz.png",
"Picture Not Found.jpg"
}

local hA = {}
local hB = {}

--
-- Convert arrays A and B to hashes
--
local function Movies_Array2Hash()
    local path, file, extension

    -- Convert list B to a hash of array
    for i = 1, #B do
        path, file, extension = Movies_SplitPath(B)
        hB = { path, file, extension }
    end

    -- Convert list A to a hash of array
    Rainlendar_Log("=== Movies start conversion ===")
    for i = 1, #A do
        path, file, extension = Movies_SplitPath(A)
        hA = { path, file, extension }
        if hB == nil then
            hB = {"", "Picture Not Found", ".jpg"}
        end
        -- Exploit this loop for debug output
        Rainlendar_Log(table.concat(hA) .. " = " .. table.concat(hB))
    end
    Rainlendar_Log("==== Movies end conversion ====")
end

--
-- List all available items to debug log
--
local function Movies_ListAllMoviesToLog()
    for file, path in pairs(hA) do
        Rainlendar_Log(table.concat(path) .. " = " .. table.concat(hB))
    end
end

--
-- Return a picture path for a movie
--
local function Movies_SearchForMovie(file)
    -- local path, file, extension = Movies_SplitPath(title)
    if hA == nil then
        return table.concat({"", "Picture Not Found", ".jpg"})
    else
        return table.concat(hB)
    end
end

Movies_Array2Hash()

```

```
Movies_ListAllMoviesToLog()
Rainlendar_Log("Movies search result: " .. Movies_SearchForMovie("sHrEk"))
I copy functions names from Jorge_Luis code for the sake of comparability.
Result:=== Movies start conversion ===
Finding Nemo.avi = Finding Nemo.bmp
Ice Age.flv = Picture Not Found.jpg
Shrek.mp4 = Shrek.jpg
The Little Mermaid.mpg = The Little Mermaid.gif
The Wizard of Oz.mkv = The Wizard of Oz.png
==== Movies end conversion ====
Shrek.mp4 = Shrek.jpg
The Little Mermaid.mpg = The Little Mermaid.gif
Ice Age.flv = Picture Not Found.jpg
Finding Nemo.avi = Finding Nemo.bmp
The Wizard of Oz.mkv = The Wizard of Oz.png
Movies search result: Shrek.jpg
It do the same as my other code, but It's shorter and It do not sort the result, indeed It random sort the list :S
```

When I said "run outside of Rainlendar" is for debug purposes, I should have said "run in a terminal output", because I test my lua scripts in terminal first.

I still can't find where dirtree() is defined, but better I ask You for the output of dirtree() and work from there. As You defined A and B in your first post.

Re:Matching table result to a second table

Posted by Jorge_Luis - 2014/03/24 07:37

Nilfred wrote:

I still can't find where dirtree() is defined, but better I ask You for the output of dirtree() and work from there. As You defined A and B in your first post.

The dirtree() is used in the helpers.lua file on app folder, not user folder. It requires lfs (LuaFileSystem)

Re:Matching table result to a second table

Posted by SereneSavage - 2014/03/24 07:41

Anoob thank you again for your help, but I cannot seem to find what else is causing the problem. That is not my biggest worry though, I found a bigger problem that may make the whole project a waste of time.

Nilfred, "dirtree" is not defined anywhere specifically. It is short for directory tree. (Easier to figure out if English is your first language.) I did not write this remember, I am modifying the photo widget. One of the bugs I discovered with this is that it will read every file in the folder, then proceed to read EVERY file in EVERY subfolder. It searches the whole tree folder structure for every single file. It is very aggressive and annoying. I'm currently trying to decide how to change the code to stop that.

That is not my biggest problem though. I worked on the widget until I made it look almost like the finished product I wanted, then I tested it with my movie folder which has 115 movies. Rainlendar choked and froze for several seconds. (It works fine with only a few files.)

It's taking about 10 seconds to create the tables for so many entries, but the bigger problem is that it freezes when it's trying to display the pictures (215 x 315 pixels, picture of dvd cover).

I have it set to show 18 boxes (6 x 3), it takes about 30 seconds to complete loading each picture one by one, and another 30 seconds every time I switch page. This has discouraged me because the whole point of this widget was so that it could organize large movie directories. I was hoping to organize my tv show collection as well, but that's over 2000 files.

Now I know why microsoft uses caches to store thumbnails. So right now I'm experimenting, trying to think of ways to

make the code more efficient. I will try to use parts of the code you posted to fix tables, even if it still looks a little confusing to me, and I have some other ideas too, but I think I may have to start over.

And I think in the end, trying to display so many pictures quickly may not be something I can achieve.

(But I am very stubborn and I will keep trying for the next few weeks.)

Re:Matching table result to a second table

Posted by SereneSavage - 2014/03/24 07:44

Jorge_Luis, thank you for that link!!!

(You posted while I was writing my last post.)

Re:Matching table result to a second table

Posted by Nilfred - 2014/03/24 10:41

Jorge_Luis wrote:

The dirtree() is used in the helpers.lua file on app folder, not user folder. It requires lfs (LuaFileSystem)

I already install lfs and I did search up and down:

```
sudo apt-get install liblua5.1-filesystem0
```

```
find / -name *.lua 2> /dev/null
```

Now I got it! :woohoo:

```
which rainlendar2
```

```
/usr/bin/rainlendar2
```

```
ls -l /usr/bin/rainlendar2
```

```
lrwxrwxrwx 1 root root 32 mar 15 18:23 /usr/bin/rainlendar2 -> /usr/lib/rainlendar2/rainlendar2
```

```
ls /usr/lib/rainlendar2/
```

```
Changes.txt locale rainlendar2 resources skins
```

```
lfs.so plugins rainlendar2.htb scripts
```

```
ls /usr/lib/rainlendar2/scripts/
```

```
alarm.lua calendars.lua events.lua Holidays.lua months.lua
```

```
Banks.lua components.lua helpers.lua hotkeys.lua windows.lua
```

```
find /usr/lib/rainlendar2/scripts/ -name *.lua 2> /dev/null
```

```
find /usr/lib/rainlendar2/scripts/ -name *.lua
```

```
find /usr/lib/rainlendar2/scripts/ -name *.lua
```

```
find /usr/lib/rainlendar2/ -name help*
```

```
/usr/lib/rainlendar2/scripts/helpers.lua
```

```
find /usr/lib/rainlendar2/scripts/ -name '*.lua'
```

```
/usr/lib/rainlendar2/scripts/hotkeys.lua
```

```
/usr/lib/rainlendar2/scripts/alarm.lua
```

```
/usr/lib/rainlendar2/scripts/months.lua
```

```
/usr/lib/rainlendar2/scripts/Banks.lua
```

```
/usr/lib/rainlendar2/scripts/helpers.lua
```

```
/usr/lib/rainlendar2/scripts/components.lua
```

```
/usr/lib/rainlendar2/scripts/windows.lua
```

```
/usr/lib/rainlendar2/scripts/Holidays.lua
```

```
/usr/lib/rainlendar2/scripts/calendars.lua
```

```
/usr/lib/rainlendar2/scripts/events.lua
```

There was a bug in my find expression :blush:

Thank you very much!

Re:Matching table result to a second table

Posted by SereneSavage - 2014/04/02 14:32

Update: It turns out I'm more stubborn than I expected. I have a working window now. Here is the whole skin because I do not know how to turn it into a widget or to make it installable. It needs to be looked at by a professional, because even after all this, I *still* consider myself as not knowing Lua. :P

It works quickly now. The time delay issues I experienced before were due to the photo widget timer trying to fire 18 times. :dry:

It is finished as far as movies go, but I plan to write a tv show portion (I am trying to decide on the design now) and add that later.

Known issues:

1. If you point the movie folder to something with a mix of different files, it will treat all files as movies (pictures, documents, exe files, whatever) and list them as movie titles. I could fix that but there are so many different extensions for actual movie files (.divx, .mkv, .flv, .mov, .avi, .mpg, .mp4, etc) that I worry I'd leave something out. So for now, just make sure your folder only contains movies, and that there are no subfolders (or it will search those too).

2. Same thing with the pictures folder. But here if the picture filename does not match exactly with the movie filename (not including extensions), the file will be ignored.

3. As far as I know, it cannot list any filename containing special characters. (I found and fixed the apostrophe issue, files can now contain apostrophes.) You can test it by using any movie and any picture as long as the filenames match. I found the best pictures to use are dvd covers from the IMDb website.

Things I need help with:

1. I took out the timer because I didnt need it. I don't know if the "OnPowerResume" fuction will now run correctly.

2. I have toggle windows. Is there a way to make it so that you can move the screen position of one window while the other stays in the same place?

Also, my toggle windows sometimes don't work if Rainlendar is focusing on another window (such as the weather widget). I cannot seem to figure out how to fix this.

Thoughts?

Edit: the zip file is too big to upload because I used the all languages Shadow4 skin. Working to resolve this now.

=====

Re:Matching table result to a second table

Posted by SereneSavage - 2014/04/02 14:52

<http://www.rainlendar.net/cms/images/fbfiles/files/Shadow4Movies-86de8f6ea619b2d4bd0f907d7e94a7e5.zip>

=====

Re:Matching table result to a second table

Posted by Jorge_Luis - 2014/04/02 20:56

With a quick look, you can do this change to simplify the code:

Replace this:

With this, for every Play button:

then change the function to allow a new argument:

```
function Shadow4_Movie_Play(skin, window, value)
  data = Rainlendar_GetItemValue(window, "Movie.page", "text")
  _, _, page = data:find("(.*)") if page then page = tonumber(page) end
  box = (value + page - 1)
```

```
url = "file://" ..g_Shadow4_Movie_MovieCache Rainlendar_Execute(url)
end
```

EDIT:

Question 1:

```
IsShow = Rainlendar_GetItemValue(window, "movies", "visible")
if IsShow == "1" and #g_Shadow4_Movie_MovieCache == 0 then
    Rainlendar_SetItemValue(window, "movies", "visible", "1")
```

I don't understand. If IsShow is 1, why you would set it to 1 again?

=====

Re:Matching table result to a second table

Posted by SereneSavage - 2014/04/03 17:23

Thank you Jorge_Luis for taking the time to look at it. I used your code for the play buttons and it works perfectly. That saves alot of space. You made me learn something new and I appreciate it. :)

Question: Can I get rid of the picture handler too? Can I replace
Rainlendar_DownloadElement(picurl, Shadow4_Movie_OnDownloadElement, "bitmap.movie.picture." .. count, skin,
window)
with something like:
Rainlendar_SetItemValue(something, "bitmap.movie.picture." ..count, "something", something)
and then just call the handler by itself at the bottom of the function? (Need syntax for that too)

Oh, you're right about the IsShow line. It doesn't need to be there. Just garbage left over from too many cuts and pastes when I was testing. Deleted.

=====

Re:Matching table result to a second table

Posted by anoob - 2014/04/06 12:50

Hi,
Try to answer some your question. It's unprofessional reply.

I do not know how to turn it into a widget or to make it installable.

Made a separate skin-file (installable) :

a) The skin-file is a standard .zip file, but extension is changed as .r2skin, eg: rename movies.zip as movies.r2skin

b) Skin-file's standard structure : (if not need can keep folder been empty or delete it)

```
movies.r2skin
movies.r2skin\images\
movies.r2skin\scripts\
movies.r2skin\scripts\movies.lua
movies.r2skin\xmls\elements.xml
vmovies.r2skin\xmls\movies.xml
movies.r2skin\skin.xml
```

c) All .xml file must have : (you can to refer other's skin)

.....

d) skin.xml must include all variables definde, and other used file, eg:

e) elements.xml must include all used element define, eg:

Made a skin-addon file :

a) The skin-addon be almost same with skin-file, but change extension as .r2skin-addon, eg: rename movies.r2skin as movieviews.r2skin-addon

b) skin-addon standard structure :

```
movies.r2skin-addon
movies.r2skin-addon\images\
movies.r2skin-addon\scripts\
movies.r2skin-addon\scripts\movies.lua
movies.r2skin-addon\xmls\movies-elements.xml
movies.r2skin-addon\xmls\movies.xml
movies.r2skin-addon\movies-addon.xml
movies.r2skin-addon\skin
```

c) The different between skin-file and skin-addon:

- 1) Change elements.xml as xxxx-elements.xml (eg: movies-elements.xml), it's for not effect original skin.
- 2) Change skin.xml to xxxx-addon.xml(eg: movies-addon.xml), and add a plain-text file "skin" (no extension)
- 3) The context of "skin" file is :
Shadow4

=====

Re:Matching table result to a second table

Posted by Jorge_Luis - 2014/04/06 16:20

anoob wrote:

Also, my toggle windows sometimes don't work if Rainlendar is focusing on another window I take a quick look, the reason is: You use Rainlendar_Redraw(0, userdata), but "userdata" not been define, you must to use "userData". In Lua, "userdata" not equal "userData".
In several places, you use the window variable but it doesn't exists in this scope. I mean, something like this:

```
function name(this_number)
  show_x_in_a_window(this_window, this_number)
end
```

But this_window doesn't exists, unless you use userData as a function's argument, or the window value by itself.

=====

Re:Matching table result to a second table

Posted by SereneSavage - 2014/04/06 20:55

Jorge_Luis wrote:In several places, you use the window variable but it doesn't exists in this scope.
But this_window doesn't exists, unless you use userData as a function's argument, or the window value by itself.
Yes, this is because I have NO IDEA how this works yet. :laugh:
I just follow what was on the photo widget, alot that I already deleted, and cross my fingers and hope it still works.

anoob wrote:the reason is: You use Rainlendar_Redraw(0, userdata), but "userdata" not been define, you must to use "userData". In Lua, "userdata" not equal "userData".
Things like this are so frustrating!!! I've wasted hours with these silly mistakes. :angry:
Thank you VERY much for telling me this. :)

anoob wrote:Question: Can I get rid of the picture handler too?

And, the examples, can refer my last reply.

http://www.rainlendar.net/cms/index.php?option=com_kunena&Itemid=42&func=view&catid=6&id=20802&limit=6&limitstart=6#20853

Ok, so now I have:

```
string = "D:/Movies/testpicture.jpg" -- from a table
for count = 1, 18 do
  picurl = "file://" ..string
  Rainlendar_SetElementValue(skin, "bitmap.movie.picture." .. count, "file", picurl)
  Rainlendar_SetItemValue(window, "Movie.picurl." ..count, "element", "bitmap.movie.picture." .. count)
end
```

Then at the bottom of this function I have:

```
Shadow4_Movie_OnDownloadElement(result, data, userData)
end
```

I know this is wrong

The callback function is now:

```
Function Shadow4_Movie_OnDownloadElement(result, data, userData)
  for count = 1, 18 do
    Rainlendar_SetItemValue(window, "Movie.name." ..count, "visible", "1")
  end
  Rainlendar_Redraw(0, userData)
end
```

I know this is wrong too. I know it's not really a callback anymore. What I don't know is how to make it right. :S
What's happening now is that the OnDownloadElement function is working because I can see my movie name in the window, but the picture is still blank, it is not being shown.

Remember, I don't know Lua. I'm learning as I go.

Re:Matching table result to a second table

Posted by anoob - 2014/04/12 02:26

Hmm, I take more time to look your codes, and have try to make some modification. (see attached)

a) Just like you said: "it works quickly", so there is a lot of codes can be not need. (or say: it almost not be see) sample:

```
function XXXX()
  if XXXX then
    ----
  end
  Rainlendar_Redraw(0, window)

  if XXXX then
    ----
  end
  Rainlendar_Redraw(0, window)
end
```

b) Rainlendar_DownloadElement() is offer to download network's element, if element is on local, can directly use Rainlendar_SetElementValue() to change element.

c) If element is on local, the path of element should be "D:/XXXX/XXXX", don't need use "File://D:/XXXX/XXXX".

d) Suggest don't named variable's name same with program's "keep words", e.g. "string", because that may cause error, at some program-language.

e) Limit & suggest: the path and filename don't contain foreign (double-byte) characters, that will cause some error. (I still don't know how to solve it)

f) All lua's file change can search "--- " to check.

g) Still, I'm non-professional.

http://www.rainlendar.net/cms/images/fbfiles/files/Movies_20140411-ecb4a9b53acccb0e0dc4979729853bd4.zip

Re:Matching table result to a second table

Posted by SereneSavage - 2014/04/14 13:29

Thank You
Thank You
Thank You

I kept doing it your way but it wouldnt work, I didn't understand why and I tried so many times. Now I see your changes in the elements file. That's what I was missing! I made those changes and it works beautifully now. That zip file saved me. And thank you for taking the time to look at the code. I understand all your advice and you help me to better understand Lua. You were right, there was alot of extra garbage code in there.

Update: In this last week I've added a few things.

- I have a variable now in the skin file to define picture and movie file extensions. By default it says .avi .mpg .mp4 .flv for movies but a person can add .mov .divx .mkv or anything to that and the new extension will be used. I separate the string by "." and put the extensions into a table, then compare to the filename. If it matches its used, if not its ignored. So now no other file extension will be taken by accident to use as picture or movie.

- I added a search button for pictures. If you start with just movies the search button will take you to www.imdb.com and search the name of your movie file and show you dvd covers or posters you can save. It makes finding pictures alot faster.

- I added a tv show window. This will take the name of the folder to use as the title, not the filename. So if you have a path like "C:\My Documents\tv shows\I Love Lucy\1x01 - Pilot.mpg" it will use "I Love Lucy" as the title and show a submenu for the episodes, even when "tv shows" is your selected folder to look in. (I have not finished this, I still need to learn more about ipairs.) :lol:

I have a few more ideas I want to put in but its slow because I have to google every new command I want to write. I'm learning so much more about Lua than I ever wanted to. :pinch:

=====