## Can\'t seem to grasp the LUA
Posted by Oldorf - 2014/03/28 21:16

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Hi I have fiddled a little with the LUA scripts.
Trying to traverse through the various controls on a window, but can't seem to get it right.

I recently posted that it would be cool with a global value, telling that buttons are only vivsble when mouse over.

For now, the fastest but most dirty way, is to hardcode each button in each window, just like Photos.lua does.

I thought it might be possible, to play Object oriented and thus making an overall function and initialization, that took care of this.

But the documentation for Rainlendar objects and the LUA language is kinda hard to comprehend, so I need a kick off help, if anyaone can :)

How do i make a function like the one in Photos.lua, but for all windows, returning the given window as a parameter?

When I finally have the correct Window variable/object:
How do i traverse through the child objects and asks for buttons or any other child object for that matter?

I think that having cleared out theese two questions, we all should be able to do some more scripting on our own, or is it just me who have been away from programming too long ... :O

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## Re:Can\'t seem to grasp the LUA
Posted by Nilfred - 2014/03/29 00:21

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Pseudo code:
```
foreach Window in AllWindows
  foreach Child in Window
    if Child == button then
      Stuff the Child
    end
  end
end
```
Will it blend?

Offtopic: Why can't I select text from ApiReference-English.pdf? Is there an html or something where I can copy & paste? (Found it in the Rainlendar Help.)

```
windows = Rainlendar_GetWindows()
TableOfItems = Rainlendar_GetAllItems(window)
value = Rainlendar_GetItemValue(window, item, field)
Rainlendar_SetItemValue(window, item, field, value)
```

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## Re:Can\'t seem to grasp the LUA
Posted by Rainy - 2014/03/30 04:13

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There are couple of problems with this though. The Rainlendar_GetAllItems() returns only the items from the root and you will get only a list of identifiers so the type of the item is not known. You could try to get some value which is available for buttons only to try to find the buttons from the list.

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