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## the local scripts folder

Posted by Benny Pedersen - 2007/08/29 23:52

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-- windows.lua

```
function Global_ShowDialog(dialogName)
    Rainlendar_OpenDialog(dialogName)
end
```

-- xml code:

```
<button id="Calendar.but.manager" element="bitmap.square" origin="BOTTOM-LEFT" x="44" y="-11"
action="Global_ShowDialog(Manager)" />
```

--  
All that works fine :laugh:, but how to make it local ? <script>Scripts/my.lua</script>  
won't work. :sick:

Can someone show me an example?

If I can't get this to work, I would have to make an installer script (VBS or whatever) that people who download Skins could run to modify the windows.lua :woohoo:

I had more than 2.000.000 visitors on one of my homepages, and wrote in lots forums (different names) I think some of them would like the Rainlendar app. I just can't recommend it before some of those problems is solved. The forum here seems to be dead, but "This is Sparta", so still waiting - "is anybody out there" ?

Benny Pedersen

Post edited by: Benny Pedersen, at: 2007/08/30 20:02

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## Re:the local scripts folder

Posted by Rainy - 2007/09/01 05:11

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You need to define the script element like this:

```
<script file="scripts/my.lua" />
```

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## Re:the local scripts folder

Posted by Benny Pedersen - 2007/09/01 17:53

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Thanks Rainy :laugh:

Sometimes a solution is so simple that I don't see it  
:blush:

Benny

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