Using variable in the <elements> section. Problem.

Posted by Benny Pedersen - 2007/09/03 01:19

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I could not get the lua: print(%L) to work,
fact is that print("Hello World") won't work either ?
but after a click on a button in my calendar,
I got this one to work:

function Global_ShowDialog(dialogName)
 x = "Hello"
 y = "%comspec% /c echo " .. x .. '& pause' -- Concatenation
 os.execute (y)

 -- Rainlendar_OpenDialog(dialogName)
end

-- It simply open a window saying Hello.

I try to find a global variable with one percent like the %L but it should be an integer,
and value modified in the Skin Advanced Settings.

the %L variable already has a text value and it can be modified using the language drop down menu.

Benny

EDIT:
function Global_ShowDialog(dialogName)
-- Show an example (WinXP)

 x = '"End Of Demo"'
 y = '%comspec% /c ' ..
'echo>"/tmp.vbs" dim S,B:B=wScript.arguments(0):Â«Â»S=wScript.arguments(1)' ..
'&echo>>"/tmp.vbs" for B=B to-2+cLng((B+1)*len(S)/BÂ«Â»)step B+1:Â«Â»S=left(S,BÂ«Â»)_' ..
'&echo>>"/tmp.vbs" ^&left(vbLf,-(len(S)^>BÂ«Â»))^&mid(S,B+1):next:msgBox S,4096'

 os.execute (y)
 os.execute ('%comspec% /c cScript//noLogo "\\tmp.vbs" "4" ' .. x)

-- the script would just say the value of x, but it shouldn't be a problem to let
-- the built in lua thing create a class {... whatever C++ (aVOID that); because
-- it would be more easy to let the lua create a COM file using either debug, or
-- the "echo>" method, instead.

-- Benny,
-- Btw:
-- No, it isn't a virus for MAC or Linux, just an example about using lua scripts.
end

Post edited by: Benny Pedersen, at: 2007/09/03 03:20

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Re:Using variable in the <elements> section. Problem.

Posted by Rainy - 2007/09/04 14:20

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Print() probably outputs to the stdout which you cannot see by default.

The variables that you define in the skin's xml file are handled only internally in Rainlendar. They cannot be used in the lua scripts but I could probably add a function to get/set them.

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