
Subject: Re: ForlanoVega ArrayCtrl console app...
Posted by [fudadmin](#) on Fri, 21 Apr 2006 00:32:22 GMT
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Luigi, I would strongly suggest to run this as soon as possible :

```
//replace all below consoleFrame
//=====
void VegaMain::UpdateInfo(const String& _who, const String& _action, const String& _what)
{
    int nTotal = tab1.arr.GetCount();
    int nAvail = tab1.GetAvail();
    String info = NFormat("Total players: %d - Available: %d ... %s", nTotal, nAvail, _what);
    String time = AsString(GetSysTime());
    consoleFrame.console.Add(time, _who, _action, info);
    consoleFrame.console.ScrollInto(consoleFrame.console.GetCount());
}

String VegaMain::InfoCurrentPlayerAndStatus()
{
    // Animate(); //for animated status effects!
    int m = tab1.arr.GetCursor();
    String player = AsString(tab1.arr.Get( m, "Name"));
    String s;
    Value v = tab1.arr.Get( m, "Avail");
    if (IsNull(v))
        s = " is DOUBTful!";
    else
        s = v? " is AVAILable!" : " is NOT AVAILable!";

    return (" and now "+ player + s);
}

void VegaMain::arrCtrlsAction()
{
    UpdateInfo("optCtrl", "made", InfoCurrentPlayerAndStatus());
}

void VegaMain::btnAddAction()
{
    tab1.AddPlayer();
    UpdateInfo("btnAdd", "added", InfoCurrentPlayerAndStatus());
}

void VegaMain::Init()
{
```

```
UpdateInfo("Luigi", "logged in", "");

tab1.btnAdd.WhenAction = THISBACK(btnAddAction);
//need for other layout buttons...
tab1.arr.WhenCtrlsAction = THISBACK(arrCtrlsAction);
}
//update declarations!
//try to set even row colors for "status"...
//in main.cpp consoleFrame.console.EvenRowColor();
```

Edit:

Some morals about the callbacks and matrioshkas:

- 1."Problems cannot be solved at the same level of awareness that created them." A.E. - that means you must change "coordinates of thinking" if you are stuck.
 2. The higher in the mountains, the more you can see. That means from application level it's easier to think and manage objects by creating bridges than require them to digg tunnels without compasses to each other.
 3. Patience feeds a fisherman... and maybe a chess player, too...
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