

Editor Page Render Example

Using either Mouse Object constructor detailed above, a Message Editor Page Class would look like:

```
class MessageEditor extends Page {  
    function __construct() {  
        parent::__construct("Message Editor");  
        $this->data = new MessageDB();  
        $this->list = array();  
    }  
  
    function pre_render() {  
        parent::pre_render();  
  
        //alternatively, the following may be set as init => $_POST[xxxx] in the MOUSE object  
        if (isset($_POST["subject"])) {$this->data->set_subject($_POST["subject"]);}  
        if (isset($_POST["message"])) {$this->data->set_message($_POST["message"]);}  
  
        if (isset($_REQUEST['Save'])) {  
            if (count($_REQUEST['to_user_id']) > 0) {  
                foreach ($_REQUEST['to_user_id'] as $id) {  
                    $this->data->set_to_user_id($id);  
                    $this->data->save_lms_message();  
                }  
            }  
            if ($this->error_count() == 0) {  
                my_redirect("default.php?appname=message-mgr");  
            }  
        }  
  
        if (isset($_REQUEST['Cancel'])) {  
            my_redirect("default.php?appname=message-mgr");  
        }  
    }  
  
    function body() {  
        set_form("/cgi-bin/default.php?appname=message-edit");  
        auto_render_view($this->data, "Create a Message", "600px");  
        render_button_bar("600px");  
        echo(</form>);  
    }  
}
```

Create a Message

Subject

To

Message

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