

## 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	<input type="text"/>
To	<div>able1 ▲ administrator agarrido baker charlie ▼</div>
Message	<div><div style="border: 1px solid #ccc; height: 150px;"></div></div>

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