



EditableBulletList

```
/**
```

```
    EditableBulletList
```

```
    (optional) values : list
```

```
    (optional) noValuesLabel : str
```

```
    (optional) editLabel : str
```

```
    (optional) addLabel : str
```

```
    (optional) saveLabel : str
```

```
    (optional) cancelLabel : str
```

```
    (optional) publish : str
```

```
    (optional) class : str
```

```
    (optional) readOnly : bool
```

```
    (optional) readOnlyAlert : str
```

```
    (optional) message : map
```

```
***/
```

```
// TODO (steveb):
```

```
// 1) reset the contents of the textboxes when the edit operation is cancelled
```

```
// 2) update the bullet list after save is confirmed
```

```
// read parameters
```

```
var values = $values ?? [ ];
```

```
var novalueslabel = $novalueslabel ?? 'There are no values.';
```

```
var editlabel = $editlabel ?? 'edit';
```

```
var addlabel = $addlabel ?? 'add';
```

```
var savelabel = $savelabel ?? 'save';
```

```
var cancellabel = $cancellabel ?? 'cancel';
```

```
var channel = $publish ?? 'default';
```

```
var class = $class;
var readonly = $readonly ?? user.anonymous;
var readonlyalert = $readonlyalert ?? 'You must login to edit these values';
var message = $message ?? { };
```

```
// render controls
```

```
<div id=(@div) class=(class)>
```

```
    // check if the edit button should be enabled
```

```
    if(readonly) {
```

```
        <input type="button" value=(editlabel) id=(@edit) ctor="
            when($this.click) alert({{ readonlyalert }});
```

```
        "/>
```

```
    } else {
```

```
        <input type="button" value=(editlabel) id=(@edit) ctor="
            when($this.click) @toggle();
```

```
        "/>
```

```
    }
```

```
    // render current values as a bulleted list
```

```
    <div id=(@displayspan)>
```

```
        if(#values == 0) {
```

```
            <div id=(@resizeonedit)>
```

```
                novalueslabel
```

```
            </div>
```

```
        } else {
```

```
            <ul>
```

```
                foreach(var value in values) {
```

```
                    <li> value </li>
```

```
                }
```

```
            </ul>
```

```
        }
```

```
    </div>
```

```
    // render the edit form
```

```
    <form id=(@changeform)>
```

```
        if(#values != 0) {
```

```
            foreach(var value in values) {
```

```
                <textarea>
```

```
                    value
```

```
                </textarea>
```

```
            }
```

```
        } else {
```

```
            <textarea />
```

```
        }
```

```

// separate the input boxes from the controls
<div class="cleardiv"> &nbsp; </div>

// render the add button
<input type="button" id=(@add) value=(addlabel) ctor="
  when($this.click) $('# + {{ @changeform }} + ' textarea:las
"/>

// render the save button
&nbsp;;
<input type="button" id=(@save) value=(savelabel) ctor="
  when($this.click) {
    var newvalues = [ ];
    $('# + {{ @changeform }} + ' textarea').each(function()
      var val = $(this).val();
      if(val != '') newvalues.push(val);
    });
    var msg = {{ message }};
    msg.values = newvalues;
    msg.completed = function() { @toggle(); };
    Deki.publish({{ channel }}, msg);
  }
"/>

// render the cancel button
&nbsp;;
<input type="button" id=(@cancel) value=(cancellabel) ctor="
  when($this.click) @toggle();
"/>
</form>
</div>

// script
<script type="text/jem">
when(@toggle) {
  $('# + {{ @changeform }} + ',# + {{ @displayspan }} + ',# + {{ @e
  var resizeonedit = $('# + {{ @resizeonedit }});
  if(resizeonedit.css('padding-top') == '0px') {
    resizeonedit.css('padding-top', '1.6em');
  } else {
    resizeonedit.css('padding-top', '0px');
  }
}
"</script>

```

```
// styles
<style type="text/css">
#" .. @resizeonedit .. " {
    padding-top: 1.6em;
}
#" .. @changeform .. " {
    display: none;
}
#" .. @changeform .. " textarea {
    width: 50%;
    float: left;
    margin-bottom: 5px;
}
#" .. @div .. " .cleardiv {
    height:1px;
    clear:both;
}
"</style>
```