



EditableBulletList

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/**
    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';
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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 />
        }
    </form>

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// 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:last
"/>

// 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 }} + ',#' + {{ @ec
    var resizeonedit = $('#' + {{ @resizeonedit }});
    if(resizeonedit.css('padding-top') == '0px') {
        resizeonedit.css('padding-top', '1.6em');
    } else {
        resizeonedit.css('padding-top', '0px');
    }
}
}
"</script>

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// 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>
```