Subject: Radicore tutorial point
Posted by Ellie on Sun, 02 Sep 2018 07:12:14 GMT

Where there are lines:
 to force the TREE_LEVEL_SEQ field to be non-editable all all screens except the search screen,
which can be done by copying across the empty _cm_changeConfig() method from file
std.table.class.inc, then filling it with the code shown below:

The Question is: Are those changes to be made in test/screens/<language> screen files
respectively?

Pardon my dummy question))

Subject: Re: Radicore tutorial point
Posted by AJM on Sun, 02 Sep 2018 08:45:46 GMT

No. The change is made to your <table>.class.inc file. By default this does not exist in any table
class, so it inherits the empty method from the abstract table class (std.table.class.inc). You copy
this empty method into your table class then put some code into it so that when this method is
called it executes this override method instead of the default method.

Subject: Re: Radicore tutorial point
Posted by Ellie on Sun, 02 Sep 2018 13:30:13 GMT

Thanx a lot!
I think there should be little updates made to tutorial instructions - where it says about table/DB
relationships, cos in current versions they're divided into child & parent relationships (though to
me it is no big deal) to be more precise.

Thanks for nice framework, i wonder why it is not popular.

Subject: Re: Radicore tutorial point
Posted by AJM on Mon, 03 Sep 2018 08:21:04 GMT

When the documentation refers to "relationships" it means both parent relationships and child
relationships. A relationship always requires two tables - the "one" (parent) and the "many" (child),
therefore you can have relationships where the current table is the parent *AND* where the
current table is the child. Don't forget that a table can have more than one parent as well as more

than one child.