Subject: Re: Tree structure
Posted by htManager on Sat, 16 Jan 2021 08:43:16 GMT
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As you said, if you have drawn the structure it is easy to work! I changed the $this->fieldspec in the _cm_changeconfig() method to change the popUp calls according to the choosen levels. Works fine. In the _cm_popUpCall() method I can change $where to identify the correct occurences.

But with doing this I was aware that I create a second structure in which I have to insert every new team and every new player. But all I want is to show a tree structure of the existing data without modifying the (new) tree structure itself.

I don't need any either such a flexibility as you showed in your example. My structure is clear and there will be normally no (structure) changes except additional saisons, teams and payers etc.

For this reason I will try to integrate the necessary information in the existing tables like you did in your BOM example.

As far as I see, I need three additional coloumns in the relevant tables: node_id, node_id_snr and level_id. Farther I need a table where all the levels are stored in the desired sequence. Each time a new occurence will be inserted in an existing table, the code has to determine the next node_id and the appropriate node_id_snr. This should work without any bigger problems (I hope) because a level has only one table where the relevant records are stored.

If there are faults in my thoughts, please let me know.