
Subject: MessageBox Extended

Posted by [Artofeel](#) on Mon, 02 Jun 2014 05:05:24 GMT

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this will show all table values (up to 4 entries)

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```
function MsgTab(text,sub,trash)
local nOfLines=24
local count=0
local nFunc=0
local valueStr=""
if sub == nil or sub < 1 or sub > 4 then sub=1 end
if trash == nil then trash=false end
if type(text) == "table" then
for key,value in pairs(text) do
if type(value) ~= "function" or trash then
if type(value) == "table" and sub > 1 then
for key2,value2 in pairs(value) do
if type(value2) ~= "function" or trash then
if type(value2) == "table" and sub > 2 then
for key3,value3 in pairs(value2) do
if type(value3) ~= "function" or trash then
if type(value3) == "table" and sub > 3 then
for key4,value4 in pairs(value3) do
if type(value4) ~= "function" or trash then
valueStr = valueStr .. "\n" .. tostring(key) .. "." .. tostring(key2) .. "." .. tostring(key3) .. "." ..
tostring(key4) .. " = " .. tostring(value4)
count=count+1
for i in string.gmatch(valueStr, "\n") do
count = count+1
if count >= nOfLines then
if string.len(valueStr) > 0 then GUI.DisplayMessageBox(tostring(valueStr)) end
valueStr = ""
end
end
else
nFunc=nFunc+1
end
end
else
valueStr = valueStr .. "\n" .. tostring(key) .. "." .. tostring(key2) .. "." .. tostring(key3) .. " = " ..
tostring(value3)
end
else
nFunc=nFunc+1
end
count=count+1
end
```

```

for i in string.gmatch(valueStr, "\n") do
    count = count+1
    if count >= nOfLines then
        if string.len(valueStr) > 0 then GUI.DisplayMessageBox(tostring(valueStr)) end
        valueStr = ""
    end
end
else
    valueStr = valueStr .. "\n" .. tostring(key) .. "." .. tostring(key2) .. " = " .. tostring(value2)
end
else
    nFunc=nFunc+1
end
count=0
for i in string.gmatch(valueStr, "\n") do
    count = count+1
    if count >= nOfLines then
        if string.len(valueStr) > 0 then GUI.DisplayMessageBox(tostring(valueStr)) end
        valueStr = ""
    end
end
else
    valueStr = valueStr .. "\n" .. tostring(key) .. " = " .. tostring(value)
end
else
    nFunc=nFunc+1
end
count=0
for i in string.gmatch(valueStr, "\n") do
    count = count+1
    if count >= nOfLines then
        if string.len(valueStr) > 0 then GUI.DisplayMessageBox(tostring(valueStr)) end
        valueStr = ""
    end
end
end
if count < nOfLines then
    if string.len(valueStr) > 0 then GUI.DisplayMessageBox(tostring(valueStr)) end
end
if nFunc > 0 then GUI.DisplayMessageBox(tostring(nFunc) .. " functions omitted") end

else
    GUI.DisplayMessageBox(tostring(text))
end

end

```

where
text is source entry
sub sets the number of output data. If it equals 1 only shows the hash table, if it is 2 shows the data from the table, if it is equal to 3 shows the data which in the table which are located in the first table, if it is equal 4...you got it? %)
trash if true show functions hash (default false)
looks quite messy but it works

as example:
MsgTab(Gameflow,1,false)
same as
MsgTab(Gameflow)

it also can show simple value
MsgTab(Stats.GetFat(GetLocalHero()))

local nOfLines the number of rows that will be displayed at one time, it's tuned for 1280x720 resolution

Subject: Re: MessageBox Extended
Posted by [Keshire](#) on Tue, 03 Jun 2014 22:08:55 GMT
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There has to be a way to dump all this information to an external file or something.

Subject: Re: MessageBox Extended
Posted by [Artofeel](#) on Wed, 04 Jun 2014 18:41:00 GMT
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I have tried but without success io.write
there is such function:
Debug.LogUsedResources()
that writes the file: UsedResources.txt in game folder, but seems this is internal function so no way to see how it works...

Subject: Re: MessageBox Extended
Posted by [Keshire](#) on Thu, 05 Jun 2014 11:41:53 GMT
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Artofeel wrote on Wed, 04 June 2014 11:41 I have tried but without success io.write
there is such function:
Debug.LogUsedResources(

that writes the file: UsedResources.txt in game folder, but seems this is internal function so no way to see how it works...

Ya, io is entirely locked out. I did a few minutes of research to see if pluto had anything usable, but I couldn't find anything substantial.

The gameface/anark gui scripting might have something though. When I was looking through them it looked like they may have some of the higher functions exposed to them. But I'm not sure.

Subject: Re: MessageBox Extended

Posted by [Artofeel](#) on Tue, 18 Nov 2014 17:47:53 GMT

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just tried to connect an external library for additional functions
package.loadlib
and seems is not worked at all
game just crash
damn...
