using System;

using System.Collections.Generic;

using System.ComponentModel;

using System.Data;

using System.Drawing;

using System.Linq;

using System.Text;

using System.Windows.Forms;

namespace CSLG.CTalk.UI

{

public partial class FrmGroupTalk : Form

{

public FrmGroupTalk()

{

InitializeComponent();

}

private Model.userInfo \_me;

private List<RelFriendToFrmTalk> \_ft;

private UCGroupList \_uc;

List<UCGroup> luc = new List<UCGroup>();

public FrmGroupTalk(List<RelFriendToFrmTalk> ft, Model.userInfo me, UCGroupList uc)

{

InitializeComponent();

this.\_ft=ft;

this.\_me = me;

this.\_uc = uc;

}

private void FrmGroupTalk\_Load(object sender, EventArgs e)

{

this.textBox2.Text = this.\_uc.Groupannouncement;

FrmMain frm = new FrmMain();

BLL.groupu bll = new BLL.groupu();

List<Model.groupu> mylist = bll.GetModelList("groupID="+this.\_uc.GroupID );

int index = 0;

foreach (Model.groupu mg in mylist)

{

BLL.userInfo bu = new BLL.userInfo();

Model.userInfo mu = bu.GetModel(mg.groupfriendID );

UCGroup ucg1 = new UCGroup();

ucg1.Top = ucg1.Height \* index;

ucg1.Id1 = mg.groupfriendID;

ucg1.HeadImage=frm.imageList1.Images[Convert.ToInt32(mu.userHeadImage )];

ucg1.Username = mu.userName;

luc.Add(ucg1);

this.panel1.Controls.Add(ucg1 );

index++;

}

}

private void SendMsg()

{

string comment = this.txtmessge.Text;

if (comment == "")

{

return;

}

BLL.groupu bllgroup = new BLL.groupu();

List<Model.groupu> mgroup = bllgroup.GetModelList("groupID="+this.\_uc.GroupID );

BLL.groupMessage BllMsgInfo = new BLL.groupMessage();

Model.groupMessage msg = new Model.groupMessage();

foreach (Model.groupu mgo in mgroup)

{

if (mgo.groupfriendID!=this.\_me.userID )

{

msg.messageContent = comment;

msg.senderID = this.\_me.userID ;

msg.receiverID = mgo.groupfriendID;

msg.messageState = 31;

msg.sendTime = BLL.NormalOperation.getServerTime();

msg.groupID = mgo.groupID;

int res= BllMsgInfo.Add (msg);

if (res<=0)

{

MessageBox.Show("消息发送失败或检查网络连接！！");

}

}

}

ShowMsg(msg, false);

this.txtmessge.Text="";

}

public void ShowMsg(Model.groupMessage msg, bool isSendFromME)

{

BLL.userInfo bll = new BLL.userInfo();

Model.userInfo mu = bll.GetModel(msg.senderID);

int startPos = this.txtinfo.Text.Length;

string title = "";

Color fColor = Color.Black;

if (isSendFromME)

{

title = mu.userName + msg.sendTime.ToLongTimeString() + "\r\n\t";

fColor = Color.Red;

}

else

{

title = this.\_me.userName+ msg.sendTime.ToLongTimeString() + "\r\n\t";

fColor = Color.Blue; ;

}

int titlelen = title.Length;

this.txtinfo.AppendText(title);

this.txtinfo.SelectionStart = startPos;

this.txtinfo.SelectionLength = titlelen;

this.txtinfo.SelectionColor = fColor;

startPos = this.txtinfo.Text.Length;

string comment = msg.messageContent + "\r\n";

int commentlen = comment.Length;

this.txtinfo.AppendText(comment);

this.txtinfo.SelectionStart = startPos;

this.txtinfo.SelectionLength = commentlen;

this.txtinfo.SelectionColor = Color.Black;

}

private void btnsend\_Click(object sender, EventArgs e)

{

SendMsg();

}

private void timergroup\_Tick(object sender, EventArgs e)

{

BLL.groupMessage bllmsg = new BLL.groupMessage();

List<Model.groupMessage> msgInfo = bllmsg.GetModelList("receiverID= '" + this.\_me.userID + "'and messageState=31 and groupID= '"+this.\_uc.GroupID +"' ");

foreach (Model.groupMessage m in msgInfo)

{

ShowMsg(m, true);

BLL.groupMessage BllMsgInfo = new BLL.groupMessage();

Model.groupMessage msg = new Model.groupMessage();

msg.messageContent = m.messageContent;

msg.senderID = m.senderID;

msg.receiverID = m.receiverID;

msg.messageState = 32;

msg.sendTime = m.sendTime;

msg.ID = m.ID ;

msg.groupID = m.groupID;

BllMsgInfo.Update(msg);

}

}

private void btnclose\_Click(object sender, EventArgs e)

{

this.Close();

}

private void FrmGroupTalk\_FormClosed(object sender, FormClosedEventArgs e)

{

for (int i = 0; i < this.\_ft.Count; i++)

{

if (this.\_ft[i].FriendId == this.\_uc.GroupID )

{

this.\_ft[i].IsOpenTalkForm = false;

break;

}

}

}

}

}