

U3KSN5MAL : Hmm, in this case i use this sort of thing to take flags from photoshop to turn on and off things, i have no need for an argument for that

U3KSN5MAL : So i've just been passing in a dummy value and not using it

U3KSN5MAL : seems silly to have to do that

U4872964V : This is because you can't call a function in Elm without a value

U4872964V : However silly it seems, that's the way it works

U5WS7CJLV : I think it was the red carets that threw me off

U3KSN5MAL : i see thanks

U5WS7CJLV : my brain shortcuts to saying "the problem is in the red carets"

U4872964V : yes, sometimes it's hard for the compiler to figure out exactly what you meant

U4872964V : However, Elm beats all other compilers I've used in the error message department

U5FC7BE0G : is there a shortcut/something less verbose for doing this:

...

```
case model.something of
```

```
    Just x ->
        someCmd
```

```
    Nothing ->
        Cmd.none
```

...

U48AEBJQ3 : <@U5FC7BE0G> There is `model.something |> Maybe.map (_ -> someCmd) |>

Maybe.withDefault Cmd.none`. If you really want to shrink things down in a particular place, though, make a function.

U5FC7BE0G : thanks <@U48AEBJQ3> ! I thought maybe there's already something built in for this, but i'll create my own shortcut then

U3YDBDP4Z : Wanting to unit test my `update` function, but I don't know where the `ChangeLocation` and `OnLocationChange` messages come from?

U3YDBDP4Z : Need to import them in my tests

U48AEBJQ3 : I'm not familiar with those constructors, are they from a package you are using, or something you defined yourself?

U3YDBDP4Z : I'm not sure where they come from.

U3YDBDP4Z : I would have assumed the Navigation package but it doesn't mention them

U3YDBDP4Z : And the only other package I have is url-parser, which doesn't have them either

U3YDBDP4Z : Which is confusing, since I use them in Update.elm but they are not imported from anything

U48AEBJQ3 : If you are using them somewhere, they are either defined there or they are imported. This is a reason to not import `exposing (..)`, since it makes it more difficult to know where things come from. The navigation package doesn't define any constructors by those names.

U3YDBDP4Z : Haha, you are absolutely correct

U3YDBDP4Z : I was having a brain fart

U4872964V : <@U5FC7BE0G> `if model.something == Nothing then Cmd.none else someCmd` perhaps. If you're not interested in the actual contents of the `Just`

U5FC7BE0G : <@U4872964V> my example was actually a bit wrong. What I actually needed was this:

...

```
case model.something of
```

```
    Just x ->
        doSomething model.something
```

```
    Nothing ->
        Cmd.none
```

...

I ended up creating this helper:

...

```
maybeRunCmd : (a -> Cmd msg) -> Maybe a -> Cmd msg
```

```
maybeRunCmd f maybe =
```

```
    maybe
```

```
        |> Maybe.map f
```

```
        |> Maybe.withDefault Cmd.none
```

...

... which works like a charm :slightly_smiling_face:

U4872964V : great

U0J8D9M2P : ```` But the returned value (shown above) is a:

```
{ altitude : number, azimuth : number1 }  
...
```

Why does it says `number1`?

U41NK9BM4 : IIRC it is a way to say: could be a different type than the other `number`

U41NK9BM4 : (Int vs. float - for example)

U635238TG : i'm doing the intro guide and it had me clone over the code examples. however, i want to write these programs myself while I go along. Can I just open up an example.elm file in my text editor, write the code with the tutorial and then...what. Run elm-make to make an html file? and then I can just throw that in the browser to see if it worked?

U0J8D9M2P : you can do it with elm-reactor as well

U0J8D9M2P : which will compile elm files and serve them for you

U635238TG : i see. i guess the examples in the tutorial also happen to be in the directory i installed so I can just open up those exact files with my text editor

U2SR9DL7Q : <@U635238TG> i typically use elm reactor for every meaningful change to quickly test functionality in localhost. elm-make I save for when I'm pushing to remote repo. But I know a lot of folks use automated build tools that run elm-make on every save sometimes.