

U641LDZFU : so they could also be different-but-the-same  
U2LAL86AY : oh  
U2LAL86AY : no  
U2LAL86AY : :))  
U641LDZFU : I better get to bed, thanks again!!  
U5R6L5MT4 : Hi  
U5R6L5MT4 : At Elm Europe someone talked about compiling two Elm component at once to be able to load them afterwards without compiling Elm twice  
U5R6L5MT4 : I also had another question about loading the same elm component multiple times on the same page  
U0LPMPL2U : Are you asking about compiling multiple files at once with `elm make File1.elm File2.elm` ?  
U2LAL86AY : allan\_x\_anderson: I've simplified the data structure a bit. This is just looking at what you have there, As i said -if i see a picture it will be much simpler to understand if is what you need. Working only with what you have provided, this is the same thing:

```
U2LAL86AY : ``type Msg
           = NoOp
```

```
type alias Model =
  { player : Player }
```

```
type alias Player =
  { visitedStoryNodes : List Node, currentStoryNode : Maybe Node }
```

```
type alias Node =
  { id : Int
  , nodeType : String
  , state : Maybe String
  , transitions : List Transition
  , nodeContent : NodeContent
  }
```

```
type NodeContent
  = NewsItem { id : Int, content : List (Html Msg) }
  | ChatMessage { id : Int, content : List (Html Msg), chatId : Int, userId : Int }
```

```
type alias Transition =
  { transitionType : String, toStoryNode : Int, text : Maybe String }
```

...

U2LAL86AY : simplified: you don't have ChatNode and NewsNode - but instead you have a node - that can have different content.

and just this content inside is different.

this is why `nodeContent : NodeContent` can either be:

`NewsItem` or `ChatMessage`

OK see you tomorrow :smile:

U5R6L5MT4 : <@U0LPMPL2U> is it all it takes? :flushed:

U0LPMPL2U : I think so?

U0LPMPL2U : checking `elm make --help`

U0LPMPL2U : ``elm make --help

elm-make 0.18 (Elm Platform 0.18.0)

Usage: elm-make [FILES...] [--output FILE] [--yes] [--report FORMAT] [--debug]  
 [--warn] [--docs FILE] [--prepublish] [--prepublish-core]

build Elm projects

...

U0LPMPL2U : That `[FILES...]` means you can put a list of file names

U5R6L5MT4 : <@U0LPMPL2U> it does work thanks

U2LAL86AY : does anyone see this bug in `elmjutsu` where you try to rename a symbol - and the search tree appears 2 times for each symbol - and it renames the symbol 2 times. I restarted atom. it's still present. let me create a picture first.

U2LAL86AY : <<https://github.com/halohalospecial/atom-elmjutsu/issues/81>>

U61RNCASK : What is the best way to parse Elm in Elm at the moment?

U601ELFEG : I know I saw the idiom of defining `(=>)` to be `(,)` - can anyone remember where it is

U48AEBJQ3 : <@U601ELFEG> <<http://package.elm-lang.org/packages/NoRedInk/rocket-update/latest>> ?

U601ELFEG : thanks!

U23SA861Y : \*hisses\*