**PlayerList and waitingList**  ( 2/23/14)

/\* these lists are in model and server

any change, server will send 'update-playerlistchange' and 'update-waitinglistchange' event with the new array list to model.

Then model will update its own two lists before send out

'new-playerlist' and 'new-waitinglist' events with the new lists

to shell to update the UI

\*/

**playerList = [];** //max 5 objects

**waitingList = [];** // unlimited for now

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**IMPLEMENTATION:**

1) In model

When shell call

onTapAcct = function ( event ) {

var acct\_text, user\_name, user = ibet.model.people.get\_user();

// if user in stateMap.user is anon

if ( user.get\_is\_anon() ) {

user\_name = prompt( 'Please sign-in' );

/\* this is where model take over in login process \*/

**ibet.model.people.login( user**\_name );

jqueryMap.$acct.text( '... processing ...' );

}

2) ibet.**model.people.login**( user\_name) L 158 in model

( see model.people.login info )

**1.1 ) completelogin()** in model

( see completelogin )

**3)** in shell, **need to subscribe**

( see model.people.login for reason)

modify L 167 add

$.gevent.subscribe( $container, **'new-playerlist'**, onPlayerlistnew ); $.gevent.subscribe( $container, **'new-waitinglist'**, onwaitinglistnew );

onPlayerlistchnew = function (event, playerlist) {

// update players and avartar UI

// do special thing to current user

}

onWaitinglistnew = function (event, playerlist) {

// update the waiting UI

// do special thing to current user

}