**completeLogin** in model (2/23/14)

/\* 'updateuser' event is sent **to all clients by server**, after insert a new user in DB

'updateuser' invoke completeLogin() \*/

/\* why the server need to have these lists, so it can gives them to new clients

when you just open your browser at localhost:3000/ibet.html

=>

need to implement later

the **model will send message** **'both\_lists'** to server

**server will publish** **'start\_lists'** to the new browser client

\*/

**playerList = [], waitingList = [],**

**isUser = false;**

**type\_list = NO\_CHANGE;**

**current\_name;**  // is set right before send 'adduser' message to server

/\*

I got here from

'updateuser' event from server call, after the server add a new user to DB

server public 'updateuser' with user\_list, type\_list

\*/

**completeLogin** = function ( user\_list, type\_list ) {

var **user\_map** = user\_list[ 0 ];

/\* if **current\_name client**, then update current user info \*/

if ( user\_map.name === current\_name ) {

// delete the old current user cid

**delete** stateMap.people\_cid\_map[ user\_map.cid ];

// create the **new current user**\_map stateMap info

stateMap.user.**cid**  = user\_map.\_id;

stateMap.user.id = user\_map.\_id;

stateMap.user.css\_map = user\_map.**css\_map**;

stateMap.people\_cid\_map[ user\_map.\_id ] = stateMap.user;

}

// **to all clients** need to update one of these lists

if playerList Len, if len < 5 {

type\_list = IS\_PLAYERS;

playerList.push( stateMap.user );

} else {

type\_list = IS\_WAITING;

waitingList.push( stateMap.user );

}

// publish **'ibet-login' event to all clients**, so onLogin in shell to be invoked

$.gevent.publish( 'ibet-login', [ stateMap.user ], type\_list ); };

}