**onLogin in shell** ( 2/24/12)

var current\_name;

in onTapAcct = function ( event ) {

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

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

**// set current\_name**

current\_name = user\_name;

**onLogin** = function ( event, login\_user , **type\_list**) {

jqueryMap.$acct.text( login\_user.name );

// add to onLogin function

I also should always get back login\_user (like before), and type\_list )

type\_list = NO\_CHANGE|IS\_PLAYER|IS\_WAITING;

var i\_box, user\_str, type\_list;

if ( type\_list === IS\_PLAYERS ) {

//**Add playerList UI**

user\_str = login\_user + "<br>";

jqueryMap.$players.innerHTML = jqueryMap.$players.innerHTML + user\_str;

//**Add to avartar box**

for ( i=0; i<5; i++) {

i\_avartar\_class = ".ibet-shell-main-content-avartar" + i;

i\_box = $container.find(i\_avartar\_class);

if (i\_box.text === "Available" ) {

i\_box.text ( login\_user.name );

break;

}

}

}

if ( type\_list === IS\_WAITING ) {

// **Add to waiting list**

user\_str = login\_user + "<br>";

jqueryMap.$waiting.innerHTML = jqueryMap.$waiting.innerHTML + user\_str;

}

if (login\_user === current\_name ) {

// change css for login\_user, implement later.

}

return;

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**did it**

onLogin = function ( event, login\_user , **type\_list**) {

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