```
/****
 *
 * Implementation of error-message-dialog.h.
 *
 */


#include "error-message-dialog.h"
#include "label.h"
#include "strlist.h"
#include <InterViews/box.h>
#include <InterViews/frame.h>
#include <InterViews/glue.h>


ErrorMessageDialog::ErrorMessageDialog() : View() {
    int i;                      // Temp for var

    for (i=0; i<5; i++) {
        roseds[i] = new ReadOnlyStringEditor(
            "                                                ");
    }
}

void ErrorMessageDialog::Compose() {
    int i;                      // Temp for var

    w = new VBox();
    ((VBox*) w)->Insert(new VGlue(round(0.20 * inch)));
    ((VBox*) w)->Insert(new Label(
        "Error:", "times", "bold", "r", 18));

    for (i=0; i<5; i++) {
        ((VBox*) w)->Insert(new VGlue(round(0.10 * inch)));
        ((VBox*) w)->Insert(roseds[i]);
    }
    ((VBox*) w)->Insert(new VGlue(round(0.20 * inch)));

}

void ErrorMessageDialog::SetMessage(String* s) {
    SetMessage(s, 1);
}

void ErrorMessageDialog::SetMessages(StrList* sl) {
    String* s;          // Generator temp variable
    int i;              // Temp list position counter

    for (s = sl->Enum()->GetData(), i = 1; s;
            s = sl->Enum()->GetData(), i++) {
        SetMessage(s, i);
    }
}

void ErrorMessageDialog::SetMessage(String* s, int pos) {
    roseds[pos-1]->Message(s->ConstConvert());
}
```