

```

#import "TopGamesViewController.h"
#import "Genie360AppDelegate.h"
#import "GameInfoViewController.h"
#import "myCell.h"

NSString *kCellIdentifier2      = @"MyIdentifier";
NSString *kTableNameTop25      = @"cheats_top25";

// Private interface for AppDelegate - internal only methods.
@interface TopGamesViewController (Private)
- (void) reloadGames;
@end

@implementation TopGamesViewController
@synthesize gameInfoViewController;

- (id)awakeFromNib {
    self = [super init];
    if (self) {

        gamesData = [[NSMutableArray alloc] init];
        myTableView.backgroundColor = [UIColor clearColor];
        myTableView.separatorColor = [UIColor colorWithWhite:0.2
alpha:7.5];
    }

    return self;
}

- (void)dealloc {

    [gamesData release];
    [gameInfoViewController release];
    [super dealloc];
}

#pragma mark UIViewController Delegate

- (void)viewWillAppear:(BOOL)animated {

    if( dataAlreadyLoaded ) {
        //if( navigationController.topViewController != self )
        //    [navigationController popToViewController:self

```

```
animated:animated];
        return;
    }

    [self reloadGames];
    dataAlreadyLoaded = YES;
}
```

```
#pragma mark UITableView Delegate
```

```
- (UITableViewCellAccessoryType)tableView:(UITableView *)tableView
accessoryTypeForRowWithIndexPath:(NSIndexPath *)indexPath {

    return UITableViewCellAccessoryNone;
}
```

```
//This is the switch we used to click the blue light
```

```
- (void)tableView:(UITableView *)tableView didSelectRowAtIndexPath:
(NSIndexPath *)indexPath {

    NSDictionary *gameItem = [gamesData objectAtIndex:indexPath.row];
    [gameInfoViewController loadGame:[gameItem objectForKey:@"id"]
integerValue] tablename:kTableNameTop25];
    gameInfoViewController.title = [gameItem objectForKey:@"game"];

    [navigationController pushViewController:gameInfoViewController
animated:YES];
}
```

```
//This is the CODE to REMOVE THE BLUE LIGHT
```

```
NSIndexPath *tableSelection = [myTableView
indexPathForSelectedRow];

[myTableView deselectRowAtIndexPath:tableSelection animated:YES];
```

```
        return;
    }
```

```
- (UITableViewCell *)tableView:(UITableView *)tableView  
cellForRowAtIndexPath:(NSIndexPath *)indexPath {
```

```
    myCell *cell = (myCell *)[tableView  
dequeueReusableCellWithIdentifier:kCellIdentifier2];
```

```
    if (cell == nil) {  
        cell = [[[myCell alloc] initWithFrame:CGRectZero  
reuseIdentifier:kCellIdentifier2] autorelease];  
    }
```

```
    NSDictionary *gameItem = [gamesData objectAtIndex:indexPath.row];  
    cell.titleLabel.text = [gameItem objectForKey:@"game"];
```

```
    return cell;  
}
```

```
- (NSInteger)numberOfSectionsInTableView:(UITableView *)tableView {
```

```
    return 1;  
}
```

```
- (NSInteger)tableView:(UITableView *)tableView numberOfRowsInSection:  
(NSInteger)section {
```

```
    return [gamesData count];  
}
```

```
#pragma mark custom functions
```

```
- (void) reloadGames {
```

```
    [gamesData removeAllObjects];
```

```
    Genie360AppDelegate *appDelegate = (Genie360AppDelegate *)  
    [[UIApplication sharedApplication] delegate];
```

```
    if( ![appDelegate getTop25Games] ) return;
```

```
    [gamesData addObjectsFromArray:[appDelegate data]];  
    [myTableView reloadData];
```

```
}
```

```
@end
```