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Subject: Re: Widget draw problems...

Posted by [mgs](#) on Fri, 30 Apr 1999 07:00:00 GMT

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In article <MPG.1192dd62faf3fa54989786@news.frii.com>, davidf@dfanning.com (David Fanning) wrote:

> Pavel Romashkin (promashkin@cmdl.noaa.gov) writes:

>

>> Speaking about the reasons: I put in the /destroy on a draw widget once as a  
>> response of the application to a very reckless user action, so that an  
over-excited

>> user could notice that he did something very wrong, if it caused half of the  
>> application to collapse and the rest lost any symmetrical shape. I did  
not try to

>> recover the application after that though, just made it quit totally  
after another

>> mouse click (which most people do instinctively when something goes wrong). I

>> couldn't think of any other reason...

>

> I like it!

>

> For really boneheaded users who don't have a clue you  
> could start deleting widgets randomly, depending upon  
> how boneheaded they are. Make a stupid choice on a menu  
> and BOOM!, the Colors button goes. It would train users  
> real fast, I think.

>

> I'm going to include a special chapter in my new  
> book on this. :-)

User-Hostile programming! Tie it in to a Quicken account and you could really train people fast. When every mistake really costs, there's no telling how much we could learn. It's not as much fun as electro-shock therapy through the mouse button, but definitely more profitable to the programmers.

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Mike Schienle  
[mgs@ivsoftware.com](mailto:mgs@ivsoftware.com)

<http://www.ivsoftware.com/>

Interactive Visuals, Inc.  
Remote Sensing and Image Processing  
Analysis and Application Development

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