
Subject: Re: Widget draw problems...

Posted by [davidf](#) on Thu, 29 Apr 1999 07:00:00 GMT

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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. :-)

Cheers,

David

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