Subject: Re: object widgets
Posted by btt on Fri, 11 Jan 2002 20:06:29 GMT
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"Pavel A. Romashkin" wrote:

> I have been thinking for a while (after seeing some still present
> hesitation to use those widgects) that one link is missing there. I
> think I'l try to fix that. It will be an object class called OW_Ai,
> standing for Object widget artificial intelligence, to be inhereted by widgects.
> What it will do is track down the coordinates and context of those
> multiple random mouse click that a user is making while trying in
> frustration to debug his code. Then, it will attempt to deduce what did
> the user want (because most of the time when one is simply asked, he
> can't give a concise reply). Then, it will "transmogrify" the widgect in
> question accordingly, reset session and return to the application with
> everything now working, much to developers' surprise.
>

Pavel,

 I don't suppose you would consider adding a spell-chucker, would you?

Ben
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