
Subject: Re: object widgets

Posted by [Pavel A. Romashkin](#) on Fri, 11 Jan 2002 19:55:38 GMT

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David Fanning wrote:

>

- > There hasn't been too much written down about object widgets
- > yet, although I understand that may be changing soon. But
- > basically, these objects are written with some kind of
- > GUI method to create the interface and the self object is
- > the former info structure that holds the program information
- > required to run the program.

I have been thinking for a while (after seeing some still present hesitation to use those widgets) that one link is missing there. I think I'll try to fix that. It will be an object class called OW_Ai, standing for Object widget artificial intelligence, to be inherited by widgets. 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 widget in question accordingly, reset session and return to the application with everything now working, much to developers' surprise.

I will post the code as soon as it is less than 100 lines of code. I don't want Marc to blame me for too long piece of code again :)

Cheers,
Pavel
