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Subject: Re: Tip for using Compound Widgets  
Posted by [David Fanning](#) on Thu, 29 Aug 2002 17:51:41 GMT  
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Rob Preece (Rob.Preece@msfc.nasa.gov) writes:

> Good grief! You are \*this\* close to creating a 'command macro' language  
> for your widget objects (something I have been thinking about for some  
> time, I might add!). All that is needed is a way to store lists of  
> commands, so that they could be replayed at any time. It would be nice to  
> edit, store and recall these lists. Finally, think about a \*recordable\*  
> widget program: hit a button, and the following user actions are saved as  
> a list of commands, to be available for later replay...

I think you are talking about my LinkedList object  
and the LinkedList editor, that is built, but not  
available to the public. :-)

Actually, the system we are building does all the  
things you mention and more. To "process" an image,  
we store "process" objects in its container. You  
can add them, remove them, change their order, etc.

We are torn, at the moment, between wanting to become  
famous by writing a book that explains all this, or  
to become rich by writing programs with the system.  
I'll let you know the next time you are in Fort  
Collins. :-)

Cheers,

David

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