
Subject: Re: 'remote control' for widgets?

Posted by [David Fanning](#) on Mon, 23 Dec 2002 16:44:21 GMT

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Stein Vidar Hagfors Haugan (steinhh@astro.uio.no) writes:

> Now chew on this: How would you get your customer's program (in replay
> mode) to get past a call to e.g. DIALOG_PICKFILE 8-)

I'd re-define what I meant by "replay mode". What would
you do? :-)

Cheers,

David

P.S. Many of my objects are already written to be
optionally executed in a "No Dialog" mode. This is handy,
for example, when you have added functionality to a program
and you want to update old data files, etc. You don't
have to ask the user what file name they want, etc. You just do
it. I presume something similar could be invoked here, although
I admit knowing something might be recorded up front gives
you more design flexibility than learning about it at the end
of the project. :-)

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