
Subject: Re: 'remote control' for widgets?

Posted by [Stein Vidar Hagfors H\[2\]](#) on Mon, 23 Dec 2002 16:03:54 GMT

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David Fanning <david@dfanning.com> writes:

> Stein Vidar Hagfors Haugan (steinhh@astro.uio.no) writes:
>
>> Sigh... This reminds me of a program I once wrote (xrecorder) that would
>> "infest" *any* widget program by installing its own routines as widget event
>> handlers, to record the events...
>
> I think such a thing could be built in a couple of
> minutes with the object widget library Dave and I
> are developing. In our system, all widget object
> events are handled by the same event handler. All
> that would be required is to pass the event structures
> on to the "recorder" object (probably my linked list
> object, since it is already written). It would be
> easy enough, I think, to be able to record and store
> "macros" since interaction is with objects, not widgets.
>
> Ah, good, something for me to fool around with once the
> presents are opened Christmas morning! :-)

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-)

By the way, if you want to peek at how e.g. the cursor was animated, the original xrecorder.pro is at
<http://sohowww.nascom.nasa.gov/solarsoft/gen/idl/widgets/xrecorder.pro>

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