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Subject: Re: 'remote control' for widgets?

Posted by [Paul Sorenson](#) on Sat, 21 Dec 2002 07:31:14 GMT

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Check out DEMO, /RECORD and DEMO\_TOUR. They make and play editable macros.

-Paul Sorenson

"David Fanning" <david@dfanning.com> wrote in message

news:MPG.186d404b71d9da92989a80@news.frii.com...

> 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! :-)

>

> Happy Holidays!

>

> David

>

> P.S. Let's just say if I wanted a real life, I'd probably

> get a real job. :-)

>

> --

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