

select_middle_message
 select_modifier
 selected
 selected_completion
 selected_fragment
 selected_fragment_style
 selected_item
 selecting
selection
 selection_end
 selection_extend
 selection_feedback
 selection_handles
 selection_origin
 selection_owner

1 class

C constraint(from, to, relation)
 C menu_bar(label)
 C slider(label, low, high, selection, message)

2 visualisation

V text_item <-value_text: text

3 selection

M device <-inside: area -->chain
 M editor <-selected -->string
M graphical ->selected: bool
 M list_browser ->selected: member:dict_item
 M menu <-selected: item=member:menu_item -->selected=bool Find out if menu_item or valu
 V graphical <-selected: bool
 M browser ->selection: member:dict_item|chain*
 M browser <-selection -->chain|dict_item*

The classes themselves

Binary constraint (+)
 List of pulldown menus (+)
 DialogItem to select from a numeric range (+)

Making data visible

Graphical text object for selection (+)

Manipulation and query of selections

New chain with graphicals inside area (+)
 New string with contents of selection (+)

If @on, I'm selected (+)

Test if item is selected (+)

selected=bool Find out if menu_item or valu

If @on, I'm selected (+)

Set selected items (+)

Get selected items (+)

Quit

Help

Search For

graphical and selection

Grouping ... done