

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 value
 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 (+)
 If @on, I'm selected (+)
 Set selected items (+)
 Get selected items (+)