Editor:

Rereading our article on “Dialogue Cells: A Method for Defining Interactions” (IEEE CG&A, July 1982), we discovered that some reference information concerning other work on graphics dialogue programming was accidentally lost in our long editing process. Although no widely accepted and successful solution in this area is known to us, some serious attempts and concepts were reported in the works cited below. However, none of these efforts manage, in our opinion, to give a good balance between the four fundamental processes—Prompt, Symbol, Echo, and Value—and to relate in a coherent and consistent way to graphics standards. But, since to some extent they constitute pioneer work, we think it was an omission not to mention them at all in our article. We therefore make the following references:


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