

Collaborative work

In the long run we will have a way to work more organically with code fragments in a shared repository - Probably built into Jennifer. The current front-runners are (add any suggestions you think may work):

- <http://collabedit.com/uv34g>

In the short term however we just have a simple page in here where people can edit code sections that will be merged in 😊. Feel free to add sections from the [Todo List](#) if you think you have anything that may help 🤖

AI

Part of the AI works by matching on keywords then taking an action - Any suggestions for keywords with resulting actions will be appreciated (only need to describe - will be converted to the script language later)

```
"level change" -> Add moderator text "Request level change" + Add message  
"Level change request received"
```

beforeunload event to the task page

Guess to do this will need a change to the body html:

```
<body onbeforeunload="return exittask()">
```

And a bit of javascript:

```
<script>  
function exittask() {  
    return "Are you sure you want to leave - if task not finished, Jennifers  
mood will drop!";  
}  
</script>
```

Whilst the above will work it would be nice to stop if you have finished the task. but I guess you can run something like this in the javascript when the task is finished.

```
body.onbeforeunload="";
```

From:

<https://play-link.com/wiki/> - **PlayLink**

Permanent link:

<https://play-link.com/wiki/doku.php?id=collaborate&rev=1474972038>



Last update: **2016/09/27 12:27**