

Add the ability to import new Widgets

There are literally thousands of widgets out on the Internet, but Muse only gives the 15 or so basic ones that are embedded in the tool (compositions, forms, menus, panels, and slideshows). Instead of waiting for each Muse release to add 1 or two widgets, can we get a method of importing 3rd party widgets into our library?

Most examples out there give you the tags to add into the header and the body, and then the .js code is a downloadable file that you can save locally. Wouldn't it be easy to add a tool in Muse to include the tags for the header, drop a widget box into the page, and then include the .js files in the standard scripts folder? The widgets could be managed via the assets just as images etc. are managed now.

Just a thought...