

# Widget Mania...

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I've submitted this feedback through the in-app form already, but I'd like to post it here as well, to see how other respond to it.

I often give 1 or 2 day courses in Muse, and the application is really astonishing in acceptance, ease of use, and performance. Of course, there's always room for improvement, and Muse grows in all kinds of directions. But in one area the application is in serious need of a spring-cleaning: the widget galleries. During the course I always warn users not to get confused by all these various categories and types. They basically all boil down to a couple of widget types, varying in application and execution. The panel could reflect that much better. In stead of having all these double entries or almost similar sounding and even functioning widget types, it would be clearer if the panel would present the basic types (with their distinctive features) as "Do It Yourself" compositions (like most of them are). And then many other types could be renamed and re-categorized under a "Quick Samples" section.

Maybe some of the descriptive labels have been "lost in translation", but I don't know how else I could explain the current widget categories and types.