

# Interactive Command Modules (ICM) and Players A Framework For Cohesive Generalized Scripting A Model For GUI-Line User Experience

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1 This is a Draft

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### 1 This is a Draft

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- It reflects work-in-progress.
  - It is incomplete, consisting of partial notes, with lots still missing.
  - It is not appropriate to cite this draft document in other documents.
  - But there is sufficient material here for someone to be able to read in between the lines. If you have comments or criticism as this early stage, please contact me.
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Notes:

## References