

Re: Rich GUI in C#

Source:

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.languages.csharp/2005-10/msg02084.html>

- *From:* "TomHL" <TomHL@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx>
 - *Date:* Sat, 22 Oct 2005 05:23:04 -0700
-

thx for your answer, buyt I'm an experienced vc# developer.

My question was simple:

How can I develop an interface to my app like "Media Center Edition" style?

"Kevin Spencer" wrote:

- >> how can I create a very rich gui like: "Windows XP Media Center Edition"
- >> for
- >> my application? what is the technology/ies that I need to learn (GDI+ Or
- >> DirectX Or..)? Where do I start?
- >
- > The question cannot be answered as asked. The term "rich" is more of a
- > characterization, such as might be used in marketing, than a technical term
- > which identifies something specifically. "gui" simply means "Graphic User
- > Interface" and can be broadly applied to any interface that employs
- > graphics, in other words, any interface which is not a command-line console.
- > The term "like: "Windows XP Media Center Edition" is so broad as to be
- > meaningless, as it refers broadly to every aspect of the user interface for
- > an entire Operating System.
- >
- > I may be able to provide some basic advice in response to the question
- > "Where do I start?" It seems to me that you know little or nothing about
- > programming in general. It also seems to me that you have an interest in
- > programming, which I applaud (programming is the love of my life, next to my
- > wife(!), that is). I would suggest that you get yourself a good book on
- > programming, and a beginning level development tool kit. The following link
- > may be helpful to you:
- >
- > <http://msdn.microsoft.com/vcsharp/gettingstarted/default.aspx>
- >
- > Microsoft makes some versions of developer tools available for free or for
- > very little money.
- >
- > Start at the beginning, start small, and work your way up. Programming is
- > not easy to learn, but it is both a greate hobby, and potentially a
- > high-paying profession!
- >

Re: Rich GUI in C#

> --
> HTH,
>
> Kevin Spencer
> Microsoft MVP
> ..Net Developer
> Ambiguity has a certain quality to it.
>
>
> "TomHL" <TomHL@xxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote in message
> news:F77F3D94-D57E-4487-89A3-5753E9BA7223@xxxxxxxxxxxxxxxxxxxx
>> hi,
>>
>> how can I create a very rich gui like: "Windows XP Media Center Edition"
>> for
>> my application? what is the technology/ies that I need to learn (GDI+ Or
>> DirectX Or..)? Where do I start?
>>
>> How developers can create this type of menu?
>>
>> Images for better understanding:
>> <http://images.google.com/images?q=m...r+edition&hl=en>
>>
>> thx for your answers.
>
>
>
.

• ***Follow-Ups:***

- ◆ ***Re: Rich GUI in C#***
 ◇ *From:* Kevin Spencer
- ◆ ***Re: Rich GUI in C#***
 ◇ *From:* Anders K. Jacobsen [DK]

• ***References:***

- ◆ ***Re: Rich GUI in C#***
 ◇ *From:* Kevin Spencer
- Prev by Date: ***Re: Rich GUI in C#***
- Next by Date: ***Re: Random No generation problems***
- Previous by thread: ***Re: Rich GUI in C#***
- Next by thread: ***Re: Rich GUI in C#***
- Index(es):
 - ◆ ***Date***
 - ◆ ***Thread***