

Re: Best book for creating GUI using Visual C++ (VS 2003)

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- *From:* Joseph M. Newcomer <newcomer@xxxxxxxxxxxxx>
 - *Date:* Sat, 18 Jun 2005 15:44:59 -0400
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Probably not surprising. For a long time, Apple had Donald Norman ("The Design of Everyday Things"——which should be a prerequisite document for everyone doing GUI design to read——as a consultant. Microsoft does not seem to have anyone establishing GUI design principles, and these days, anyone with a p-baked idea (p is usually substantially < 0.1; 0.5 is half-baked) is free to build whatever bizarre interface demonstrates the programmer's skills, whether it makes sense or not.

Never forget "Bob".

I've seen demos where, like "Bob", you "walk into a room". Nobody stops to question the fact that we rarely walk into rooms when we are programming; since people do it, it must be a natural paradigm. I don't want to walk into a room and look around; I want to sit down and get some work done.

Even windowing is seen as cool, but 99% of the time, every app I have runs full-screen. Rarely do I need to see two windows at once. When I need to see two things at once, I usually need a lot of screen real estate, and two half-screens don't work. Right now I have two 20" monitors, each of which is running full-screen windows. I expect my next system will have a four-head display. I want LOTS of space, and lots of little windows are not the same as lots of space!

When I'm working on Word, I find that I park all the tool windows on the right-hand display, and do my editing full-screen in the left-hand display.

The other paradigm which isn't bad is the tiled-window-within-an-app approach, such as VS, where I have watch windows, stack display, locals display, source code, and the project tree all displayed at the same time. Often this is in the right-hand display while the app I'm debugging is in the left-hand display so I can easily single-step through OnPaint handlers. But I have little interest in lots and lots of concurrent windows on a single monitor. There just isn't enough screen space. And I'm seeing a proclivity to that idea in some of the stuff I've been seeing.

Perhaps it is time for Microsoft to start asking the users what they need, instead of letting an anarchy of programmers playing theme-and-variation on badly-thought-out ideas.

joe

On Sat, 18 Jun 2005 09:08:43 +0200, "Johan Rosengren" <johan.rosengren@xxxxxxxxxxx> wrote:

>Paul,

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