

Re: MFC & Guis

Source: <http://www.tech-archive.net/Archive/VC/microsoft.public.vc.mfc/2006-01/msg01951.html>

- *From:* BobF <rNfOrSePeAzMe@xxxxxxxxxxxx>
 - *Date:* Thu, 26 Jan 2006 08:15:30 -0600
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On Wed, 25 Jan 2006 23:47:39 -0500, Pete Delgado wrote:

> "BobF" <rNfOrSePeAzMe@xxxxxxxxxxxx> wrote in message
> [news:179wpgv6rxzdf\\$.1h2ace52hk2ph.dlg@xxxxxxxxxxxx](mailto:news:179wpgv6rxzdf$.1h2ace52hk2ph.dlg@xxxxxxxxxxxx)
>>
>> How naive. Actually, using controls/colors/windows that look similar to
>> hardware counterparts can make an application more intuitive to users.
>>
>> Rectangular, grey buttons aren't always the best answer.
>
> True, but as the UI guidelines point out, when you go against what users
> know and are comfortable with, you had better have a good reason for doing
> so...

That's my point. *Sometimes* there *are* good reasons for doing so. I'm not suggesting that unfettered use of pointless, bazaar eye candy should be the norm. I'm suggesting that an opinion that states that there is *never* a good reason to deviate from the norm is flawed and naive.

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- *Follow-Ups:*

- ◆ *Re: MFC & Guis*
◇ *From:* M
- ◆ *Re: MFC & Guis*
◇ *From:* Tom Serface

- *References:*

- ◆ *MFC & Guis*
◇ *From:* Jessica Weiner
- ◆ *Re: MFC & Guis*
◇ *From:* Daniel James
- ◆ *Re: MFC & Guis*
◇ *From:* M
- ◆ *Re: MFC & Guis*
◇ *From:* BobF
- ◆ *Re: MFC & Guis*
◇ *From:* Pete Delgado

Re: MFC & GUIS

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