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Subject: New age of GUI

Posted by [Mindtraveller](#) on Tue, 14 May 2013 07:33:24 GMT

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As you all may know we are entering post-PC era. This means that good old Windows/X window interface becomes something which is used more and more rarely each day.

Still U++ strong basis of excellent algorithms and compiled well under both PC and ARM, it could make the next step into the future era providing high efficiency on new platforms. Recently I've successfully compiled U++ under ARM and assured its lightness and speed regardless of CPU architecture.

The most interesting thing is that U++ supports Rainbow which means we MAY have interface on any device, even through framebuffer. But U++ DOESN'T have this interface because the only GUI paradigm it supports is good old fashioned windowing.

I think it is time to discuss new approach to user interface which will become a basement of future support for post-PC devices like tablets. As of popular Android, it mostly uses Java calls for GUI, so IMO this still means we have to draw and process GUI in U++ by ourselves.

So what could this approach rely on? First of all let me give you link to the interesting article (sorry, it's in Russian but contains self-explainable pictures).

<http://habrahabr.ru/post/179567/>

This article concludes near 5 years of experience under tablet devices, in this case, GUI for games. The main conclusion interesting to us is that picture:

Green is the most usable area, yellow is less usable while red could be used for rare actions. Yes, it is based on physiology of our hands and could be excellent starting point for what could become new age of interface.

That is all for my first post on this topic to start discussion. What do you guys think about that?

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