Subject: Re: New age of GUI
Posted by mirek on Tue, 28 May 2013 05:46:29 GMT

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piotr5 wrote on Mon, 27 May 2013 16:27don't get me wrong, I didn't mean the ide would need to move to a new gui before any other ide does. but you are wrong in assuming keyboard and mouse would be a possibility for tablets. when I sit in the park with a tablet, then mouse is quite impossible to use on the grass. also you must keep the tablet in your hand in order to avoid reflections. therefore imho new ideas for gui-styles should be available to programmers who are ready to use them. I mean, what's the sense in cameleon and such when some input-options (mouse-gestures with multitouch, relative position-changes through accelerometer and such, interface to external programs like voice-recognition or hand-gestures and such, geotagging of course, and so on) are not that easy to integrate into ultimate++ software? similarily also the layout designer should imho assist a bit in placement of gui-elements when target-platform is tablet or similar, maybe also warn about button-size when touch-screen is expected...

of course all these suggestions I'm giving informally, doesn't need to be implemented immediately. what we need now is a discussion and an actual list of things we will wish to make use of in future...

I guess we are discussing two different topics here. You are arguing that tablets need altered GUI. Well, there is no disagreement on my side.

What I was trying to say is that Android is likely to move to desktop and start replacing Windows there - which is one more reason to support it, is not it?