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**Matt Deatherage**

Apple II Developer Technical Support  
Keeper of General Truths

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# Human Interface and the Apple II

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- The whole point of the human interface
- Misconceptions, myths and reality
- Guidelines often fractured

# The Whole Point

The Apple Desktop Interface creates, for the user, a metaphor of a physical desktop where work is done. The metaphor is maintained through consistent use of metaphorical concepts like documents and folders.

Without consistency, the interface collapses.

# The Ten General Principles of Human Interface Design (Part 1)

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- Metaphors from the real world
- Direct manipulation
- See-and-point (vs. remember-and-type)
- Consistency
- WYSIWYG

# The Ten General Principles of Human Interface Design (Part 2)

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- User control
- Feedback and dialog
- Forgiveness
- Perceived stability
- Aesthetic integrity

# Some of Those Deserve Another Look

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- Consistency
- User control
- Feedback and dialog
- Perceived stability
- Aesthetic integrity

# Misconceptions, Myths and Reality

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- “It’s the Macintosh Human Interface!”
- “Guidelines were made to be broken.”
- “But my program really needs <ick>.”
- “I don’t want the user to do that.”
- “Nobody’s going to want to do that.”

# Guidelines Often Fractured

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- Key equivalents
- Color
- Desk Accessories
- About boxes and other spontaneous messages



# Key Equivalents

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- Some key equivalents are absolutely standard and should not be used for other reasons
- Others are standard for specific functions and may be used in other ways
- Know the difference

# Color

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- Color is the user's choice, not the programmer's
- Color should be supplementary, not required
- Some color combinations should be avoided
- See *Human Interface Guidelines*, pages 30-35

# Desk Accessories

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- DAs are not “those annoying things”
- If your application can’t support desk accessories, you must provide a reason
- When skirting the desktop environment, be especially aware of desk accessories

# Spontaneous Messages

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- Users should not have to go through modal dialogs just to start an application
- Some older practices (like HodgePodge's) have outlived their usefulness
- Communication with the user should be modeless if at all possible

# Use Good Judgement

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- Good human interface can't be an afterthought
- If you need graphics, pay for graphics
- People use and recommend those applications they enjoy using



The power to be your best