

Clicking on hardware button associated w/
app (if any) should switch b/w views

If have multiple text fields should support
next & previous field strokes

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If a lot a dot on screen provides scrollbars or pairs
of arrows handle page up & down.

Always: have a title, use large buttons if possible,
have a category pop-up if use categories, use whole
screen, use standard interfaces if possible
put buttons at bottom of screen left
justified. Always have at least 1 pixel
of space around each UI element.

How to make resources:

Remember resources are stored in a .rcp
file (in OS 6 in a .xrd file)
XML based

Type
pitrc file.rcp to man .bin files.

Usually commands in a .rcp file all upper case
Can use C++ or C comments if they are b/w
resource descriptions.

Example Resources

Alerts

```
ALERT ID HelloAlert
INFORMATION BEGIN
    TITLE "Hello, world"
    MESSAGE "Good day to you, ^1."
    BUTTONS "OK"
END
```

#define included from resource.h file you create.

also: confirmation
warning
error

↑
space separated list

Strings

```
STRING ID 1000 "Hi there"
                "This is a multiline string"
```

Categories

```
CATEGORIES ID 1000 "Unfiled" "Naughty"
                  "Business"
VERSION
VERSION ID 2 "2.0a"
```

Launcher Category

LAUNCHERCATEGORY "Games"

Application Icons name (name that appears below app icon)

~~APP~~ APPLICATIONICON ID 100 "hello"

Icon family

Might use to support different color depth devices

ICONFAMILY "1-bit.bmp" "" "" "8-bit.bmp"

TRANSPARENTINDEX 255

↑
w/o index give rgb values

can also use

- .pbm
- .xbm
- .pnm files

Bitmaps

(some file formats) used for graphics w/i app

BITMAP ID 1000 "my-beautiful-mug.bmp"

COMPRES

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NOCOMPRES
FORCECOMPRES