

# Designing the User Interface

This section contains recommendations for ergonomic user interface design.

- Standard Layout Settings
- Push Button Spacing
- List Boxes
- Selection Boxes and Combo Boxes
- Menu Bars

For more specific information, please refer to the *SOFTWARE AG GUI Style Guide* or other published graphical user interface style guides.

To ensure that your application conforms to guidelines of ergonomic design, you should define user interface standards at the earliest possible phase of the project, prior to application prototyping.

It is best to apply the same standards to all applications so that they have a consistent appearance.

You should design the end-user interface in co-operation with those individuals who will eventually use the application. The ultimate acceptance of an application is directly related to the degree of co-operation with end users during the inception as well as during subsequent stages.

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## Standard Layout Settings

Frames are provided with standard layout settings. For example:

- Dialog size for application windows (MDI Frame) 640\*480 pixel
- Dialog size for maintenance functions (MDI Child) 630\*320 pixel
- The grid for the Natural editor is set to 5\*5 pixels and the attribute Snap into Grid is marked.

### Note:

Each dialog element is accessible via an access key ID. This access key ID must be unique within a dialog. Elements which are used frequently should be assigned the same access key ID for all dialogs.

## Push Button Spacing

The following spacing is used between push button areas:

- For push buttons positioned along the right margin:
  - between push buttons of the same group 5 pixel
  - between groups 15 pixel
  - between push buttons and dialog border 10 pixel (minimum)
- For push buttons positioned along the bottom margin:
  - between push buttons of the same group 10 pixel
  - between groups 20 pixel
  - between push buttons and dialog border 10 pixel (minimum)

## List Boxes

For ergonomic reasons, the number of visible entries in a list box is limited to 8.

## Selection Boxes and Combo Boxes

The number of visible entries in the list portion of such boxes is limited to 6.

## Menu Bars

For dialogs produced using the frame gallery, all menu entries required for a normal dialog are predefined. If these are not sufficient, the existing menus can be modified.

The following table contains the standard frame gallery menus together with the frame gallery internal variable names and short description.

Object (Z_OBJECT)	All common menu entries required for graphical user interface applications, plus all actions which result in database access. If the space available is not sufficient your special requirements, an additional menu can be created. The name of the additional menu could be COMMAND.
Edit (Z_EDIT)	Menu for implementing all actions related to editing (processing) of the object which has just been read. For example, copy or paste functions.
View (Z_VIEW)	Menu for all zoom functions. Subdialogs and modal windows for a main dialog can be assigned here.
Selection (Z_SELECT)	Menu used for navigation within an application.
Options (Z_OPTIONS)	Menu for maintaining profiles. (To be available with the next release.)
Window (Z_WINDOW)	Standard menu for graphical user interface applications which contains entries with which the current open dialog can be arranged on the screen, and also to indicate which dialog must have the focus.
Help (Z_HELP)	Standard menu for graphical user interface applications which provides various types of help information.