

# Making Computers Suck Less

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# Overview

- Obsolete UI Models
- New Concepts
- Étoilé Design Overview

# Obsolete UI Models

# Files

- Saving state to a disk
- Good in memory-constrained systems
  - Pre-date virtual memory
  - Pre-date multi-tasking
- Useful for interchange

# Applications

- Originate with single-tasking systems
- Modes - very bad
- Duplicate functionality - inefficient

# New and Modified Concepts

# Stateful Workspaces

- Project as a top-level object
- Documents inside the project
- State maintained on exit
- Flash mock-up

# Indexed Data Store

- Based on PostgreSQL
- Full automatic undo
- ‘Checkpoint’ and ‘Publish’ - no ‘Save’
- Indexed for fast searching
- Intermediates cached if possible

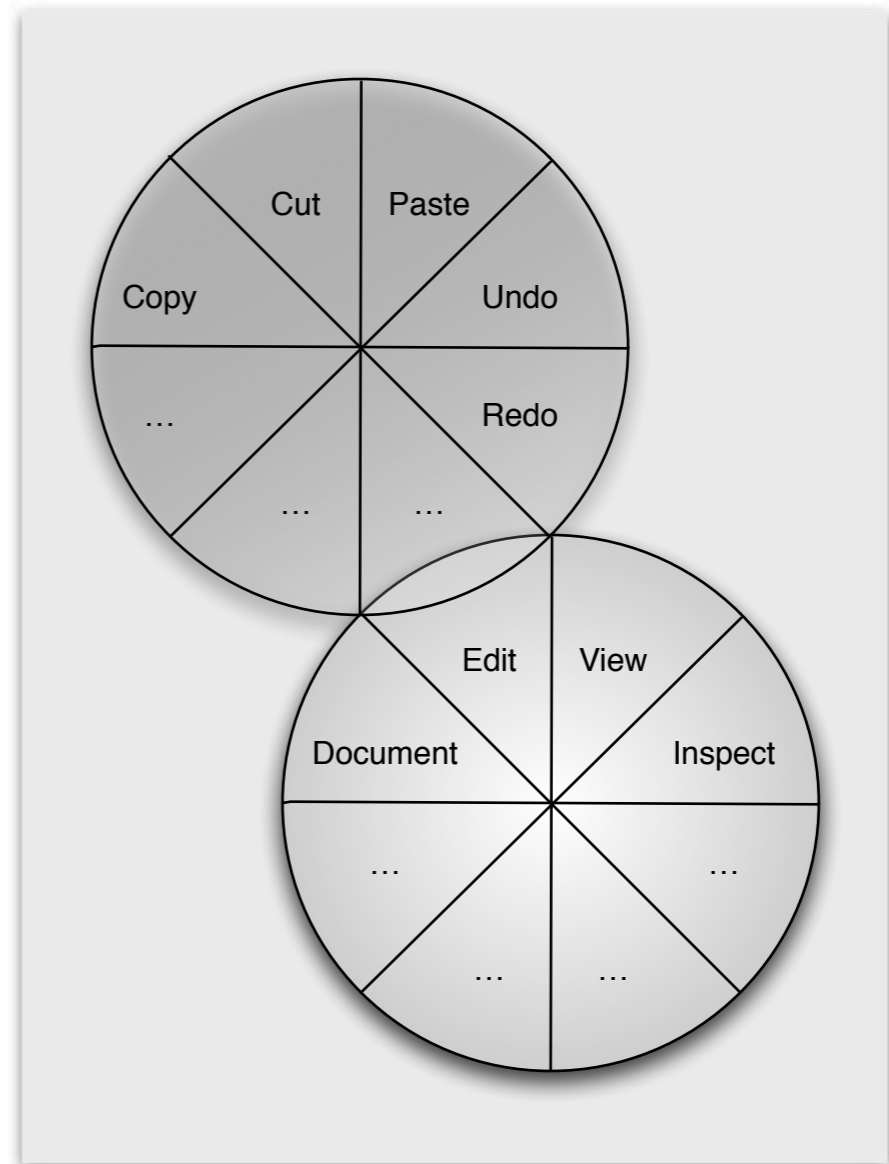


# Component Design

- Components manipulate objects
- Components can be loosely associated
- Components may use other components

# Circular Menu

- Pop-up menus
- Mouse-gestures for free
- Good motor-memory



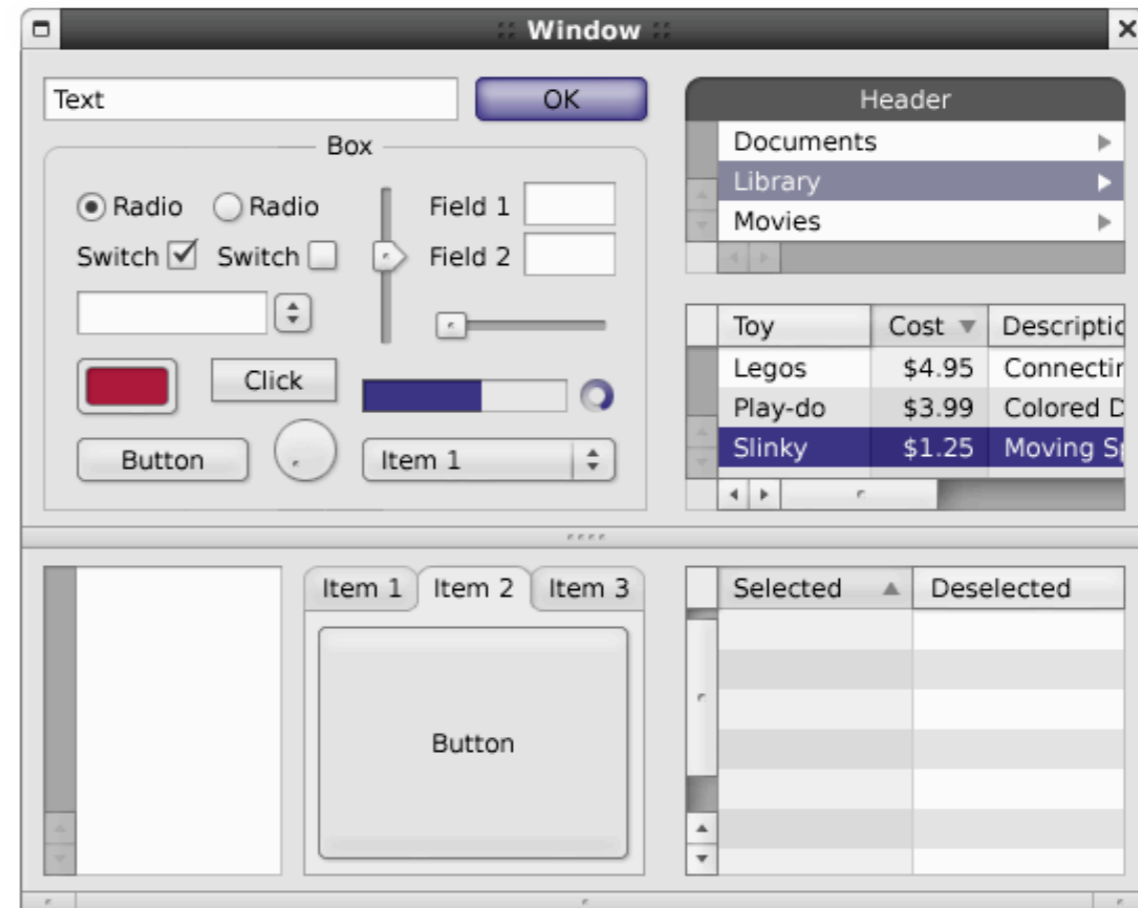
# Floating Shelf Later

- Inspired by Apple's Dashboard
- Shelf floats above desktop, and can be hidden with a key press (e.g. F12)
- Arbitrary objects can be placed on the shelf

# Étoilé Architecture

# Built On GNUstep

- New Theme, Nessedah
- Services
- Scripting
- Rapid development



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# Questions / Discussion