Enhanced User Interface

The user interface for system 7.0 contains noticeable improvements, such as support for movable modal dialog boxes, and several new features. The Apple menu can now contain applications, documents, folders, or other Finder objects. You can supply small icons that the Finder displays in the Apple menu for your application and documents created by your application. Names of open applications now appear in the Application menu, a new menu to the right of all other menus. The Finder displays the small icon for your application in the right side of the menu bar whenever your application is active.

The structure of the System Folder has changed, including the addition of new folders that reside inside the System Folder. You can now store preference files in the Preferences folder and temporary files in the Temporary Items folder.

The Control Panels folder, which is inside the System Folder, replaces the Control Panel desk accessory. Control panels now appear as individual documents in the Control Panels folder. The user can open the Control Panels folder from the Finder or the Apple menu. In addition, if you develop video cards, you can create an Options dialog box that is used with the Monitors control panel.

In version 7.0, fonts, desk accessories, keyboards, international resource collections, and sounds are represented as icons on the desktop. The user installs fonts and sounds by dragging their icons to the System Folder icon. The user can store desk accessories in the Apple Menu Items folder within the System Folder or anywhere in the volume. You can now distribute fonts and desk accessories as movable resource files with separate icons.

The Finder now lets you create one or more icons for a single document or other desktop object; one of the icons represents the real object, and the others are aliases that point to the object. Aliases can give convenient access to documents that are nested within many folders or that reside on a file server.

The Finder can display help balloons with descriptive text when the user moves the cursor to certain elements of the Finder user interface while help is activated. In addition, if you use standard windows in your application, the **Help Manager** automatically displays help balloons for standard elements of the window, like the title bar and close box. You can use the features of the **Help Manager** to display help balloons for other elements of the user interface of your application. For example, you can create help balloons for menus, dialog boxes, and controls used by your application.

See <u>Control Panel</u>, <u>Finder Interface</u>, <u>Help Manager</u>, and the <u>User Interface Guidelines</u> for information on these user interface features.

Sound

Your application can create and play sounds, mix and synchronize multiple channels of sound, expand and compress sound data, record sound, and play sounds continuously from disk using the **Sound Manager**.

The <u>Sound Manager</u> provides a rich set of routines for producing sounds, from playing a single sound to playing a set of digitally recorded sounds. You can also compress sound data for efficient storage of sound data on disk, and

expand compressed sound data in real time.

See the **Sound Manager** for complete information on using sound in your application.

TrueType Fonts

System 7.0 provides support for <u>TrueType</u> fonts. The section on the <u>Font Manager</u> uses equations (instead of bitmaps) to define the appearance of glyphs in <u>TrueType</u> fonts. After using the equation to define a specific glyph in a particular font, the <u>Font Manager</u> translates the outline to a bitmap for display on the screen.

The advantage of <u>TrueType</u> fonts is that a single <u>TrueType</u> font can be used to generate glyphs at any size. The <u>TrueType</u> font includes instructions that fine-tune the image of the font at different sizes. <u>TrueType</u> fonts are also resolution independent; the same <u>TrueType</u> font can generate glyphs on a 72 dpi device or a 300 dpi device.

Your application can immediately take advantage of <u>TrueType</u> fonts if they are supported by the user's system software. However, the <u>Font Manager</u> still supports <u>bitmapped fonts</u>, and gives preference to <u>bitmapped fonts</u> over <u>TrueType</u> fonts if both are available for a specific typeface at a particular size.

To offer full support for <u>TrueType</u> fonts, your application can provide a menu command (such as Size or Other) to let the user choose any size of a <u>TrueType</u> font. Your application can also request that the <u>Font Manager</u> always choose <u>TrueType</u> fonts over <u>bitmapped fonts</u>.

The Figure below shows an example of on-screen glyphs generated using a <u>TrueType</u> font and a bitmapped font. The left side of the figure shows glyphs in a <u>TrueType</u> font that is rendered at 12, 16, 19, 24, 31, 37, and 45 points. The right side of the figure shows glyphs in a bitmapped font scaled at the same sizes.

See the **Font Manager** for an introduction to <u>TrueType</u> fonts and for information on using <u>TrueType</u> fonts in your application.