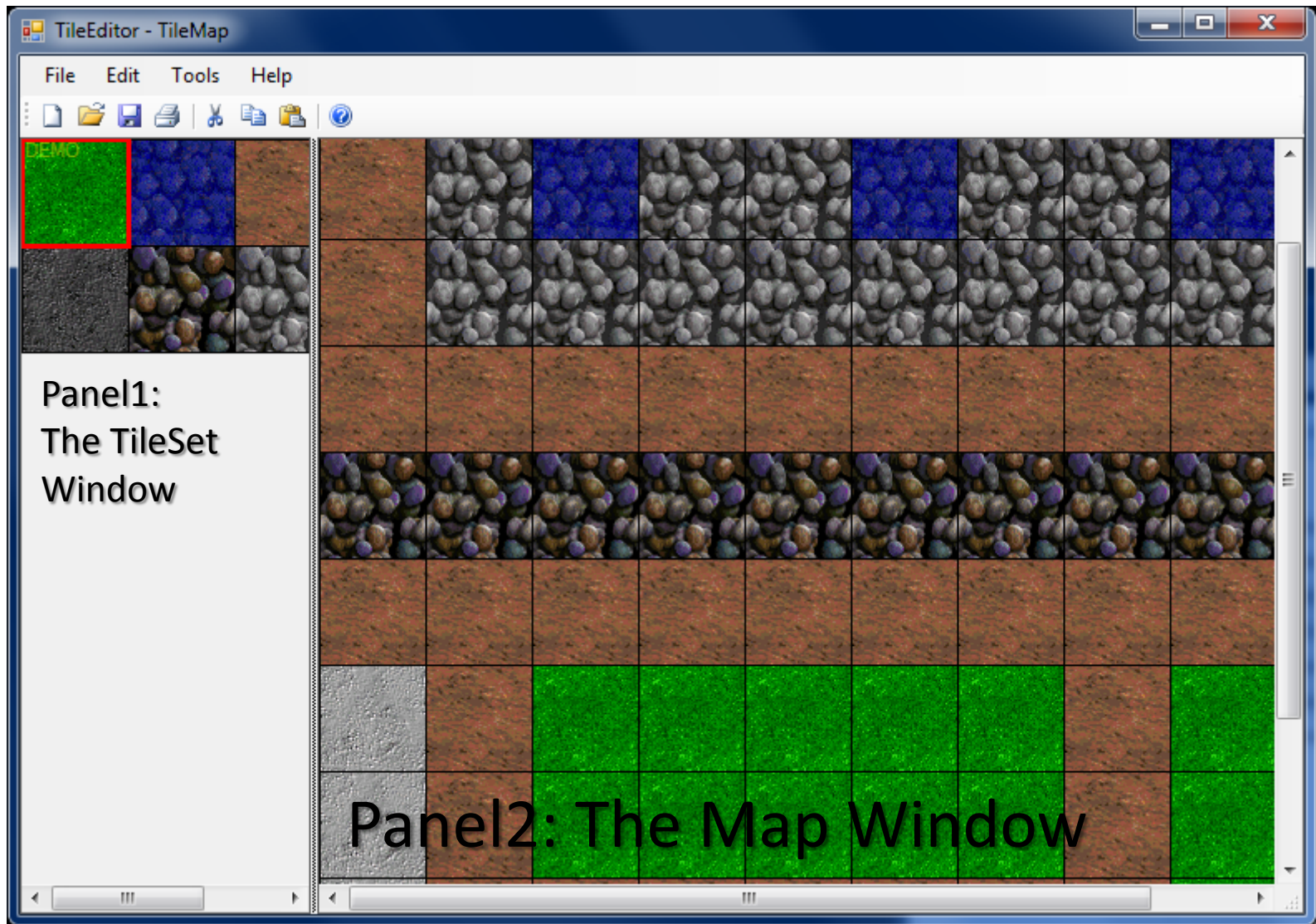


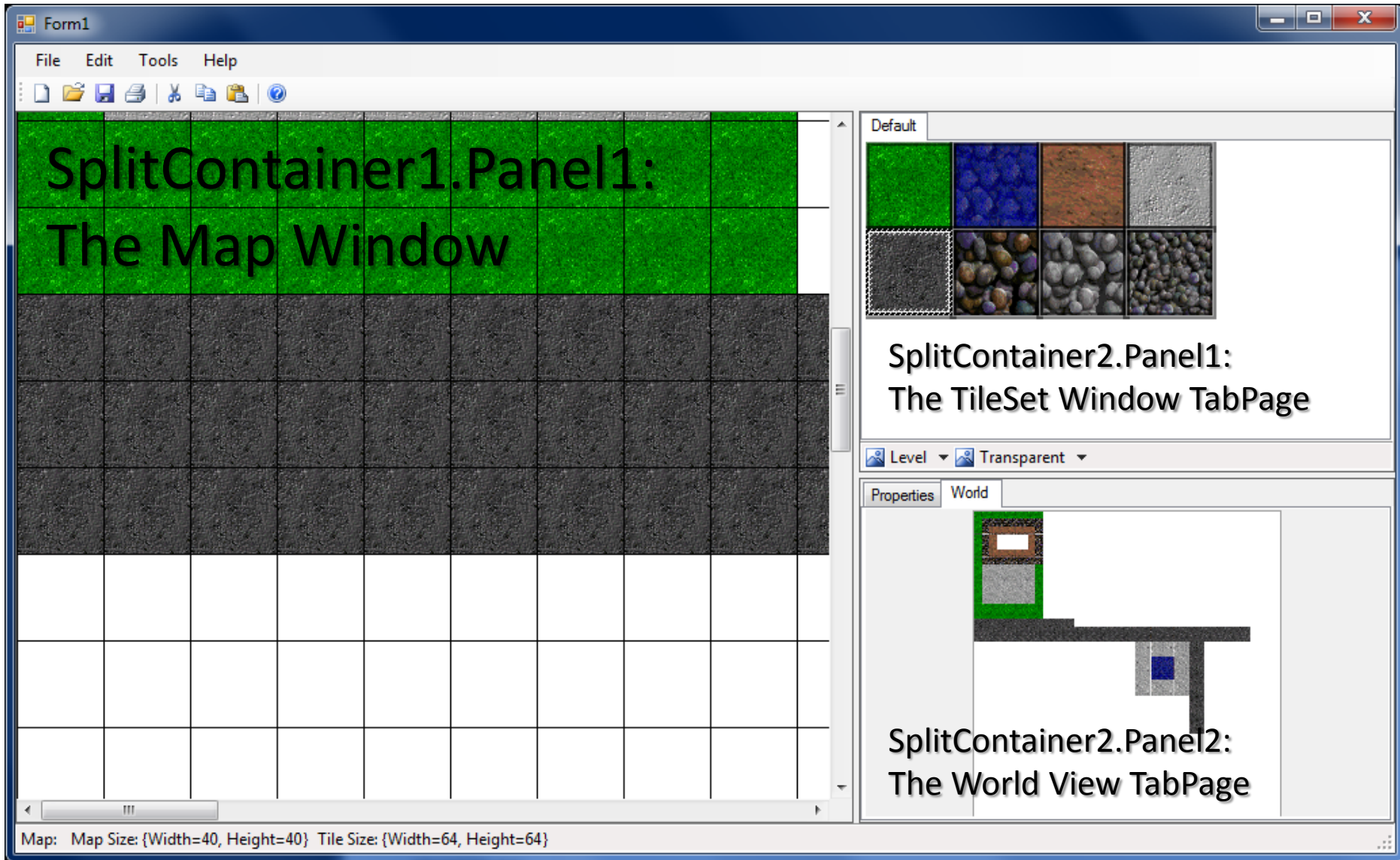
The Tile Editor Variations

User Interface Options

SplitContainers divide a window into two separate Panels. Since the Tile Editor requires one window for the TileSet and another window for the Map then the `System.Windows.Forms.SplitContainer` would be an obvious choice.

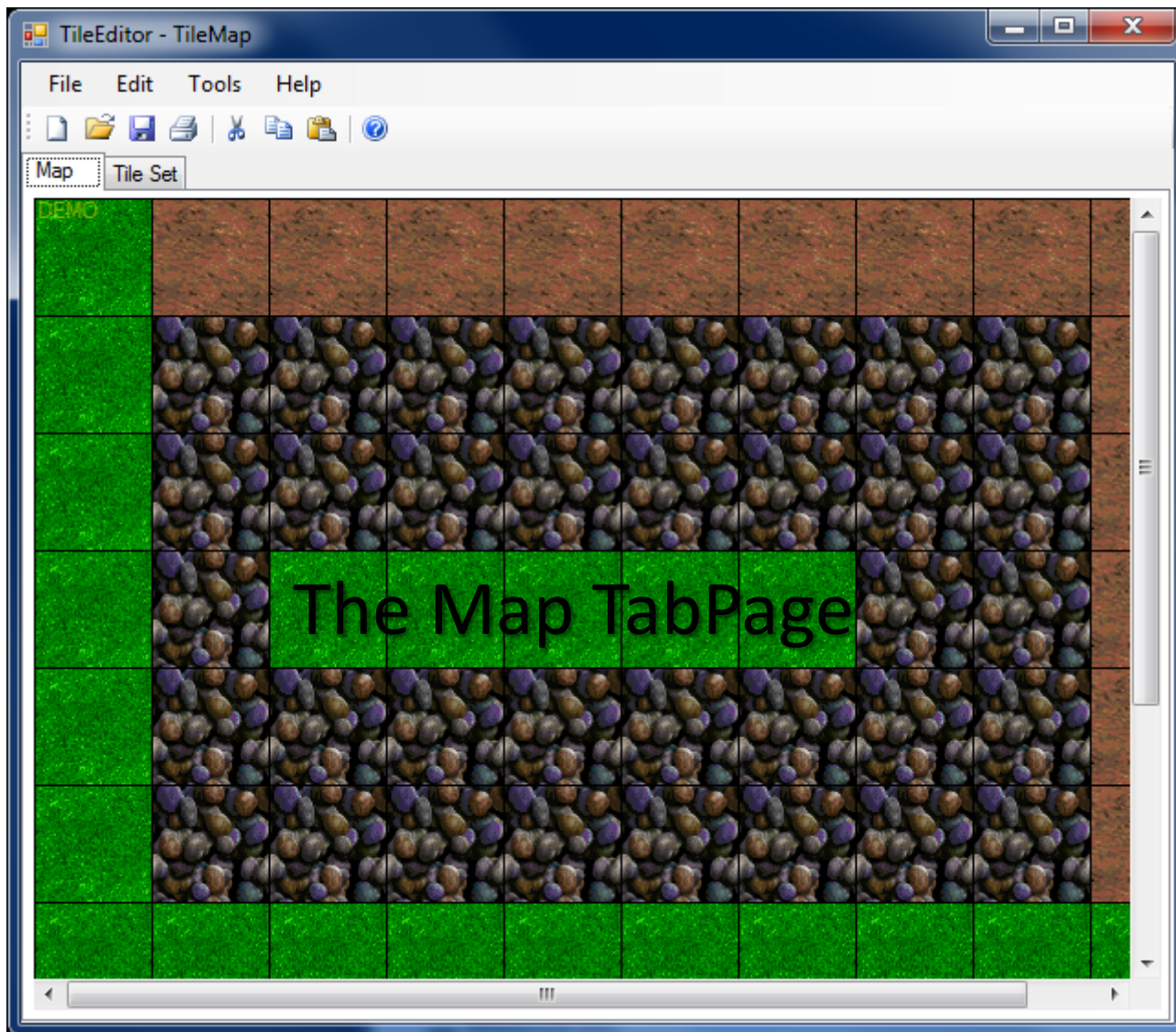
SPLITCONTAINERS

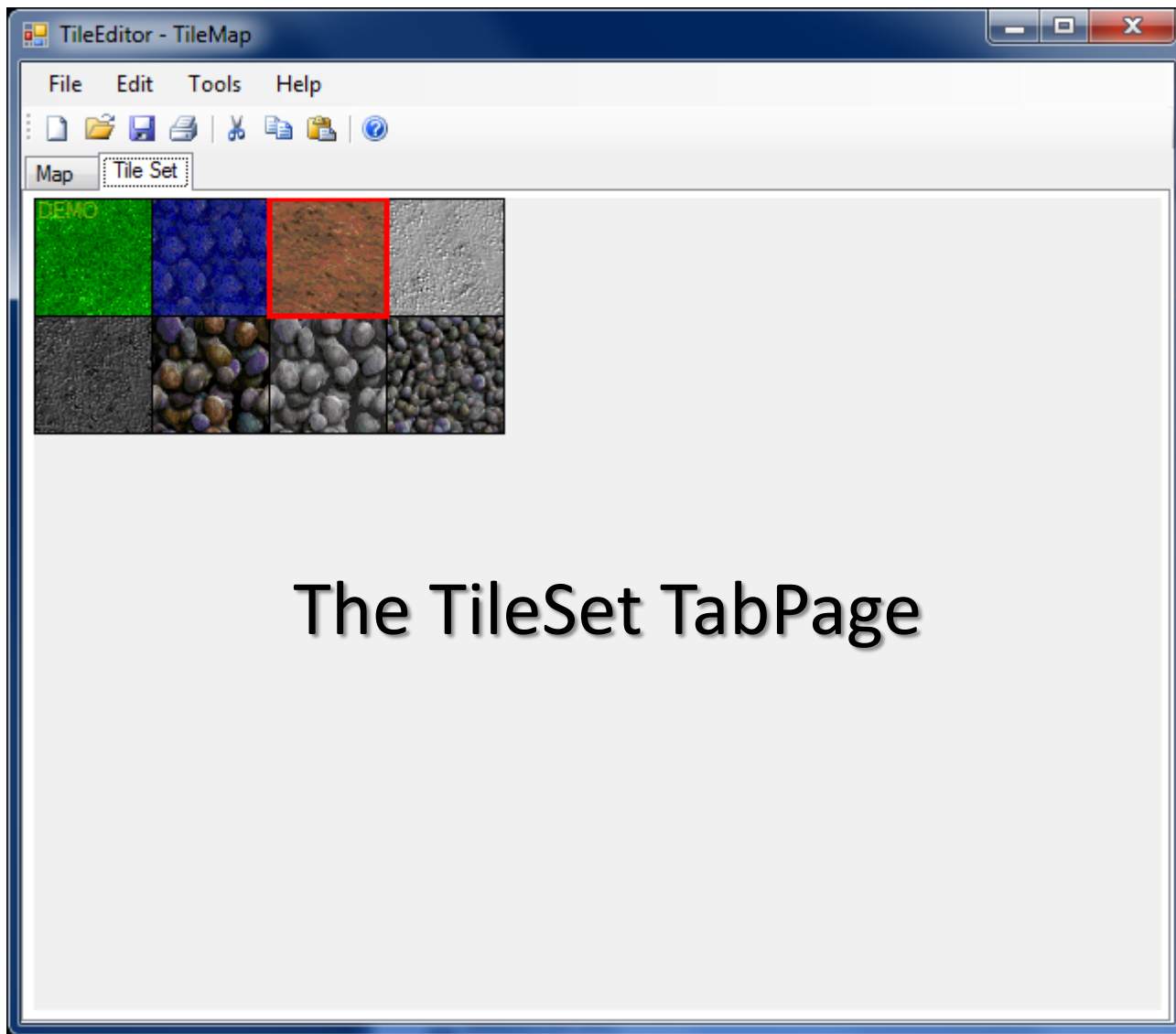




TabControls divide a window into multiple overlapping windows. Each window is referred to as a TabPage. A separate TabPage for both the Map and the TileSet would certainly do the job although it does have one major drawback concerning usability. Even though you may not choose to use a TabControl for the Map and TileSet they can also be used to subdivide Panels in a SplitContainer as seen in the previous example.

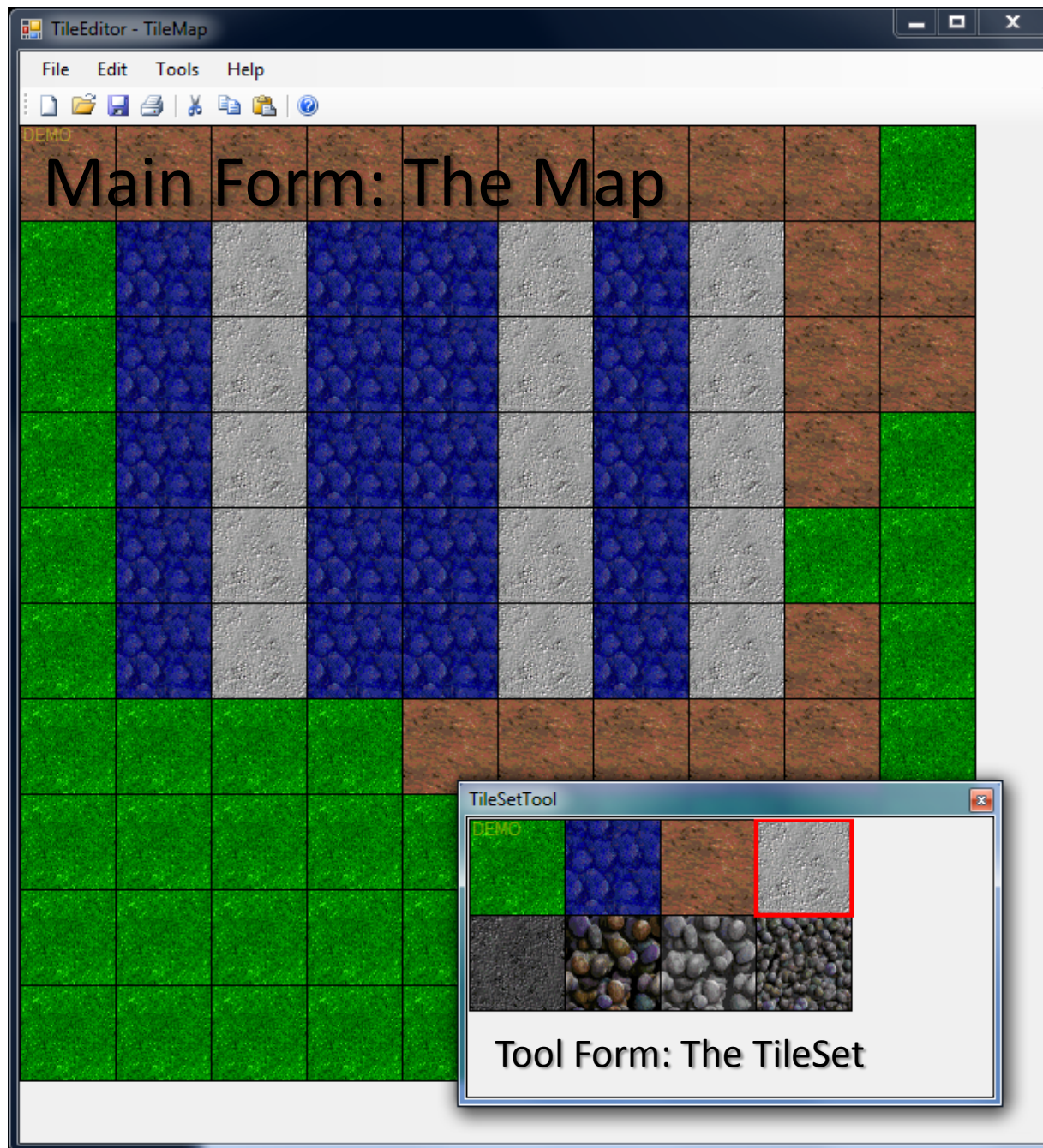
TABCONTROLS

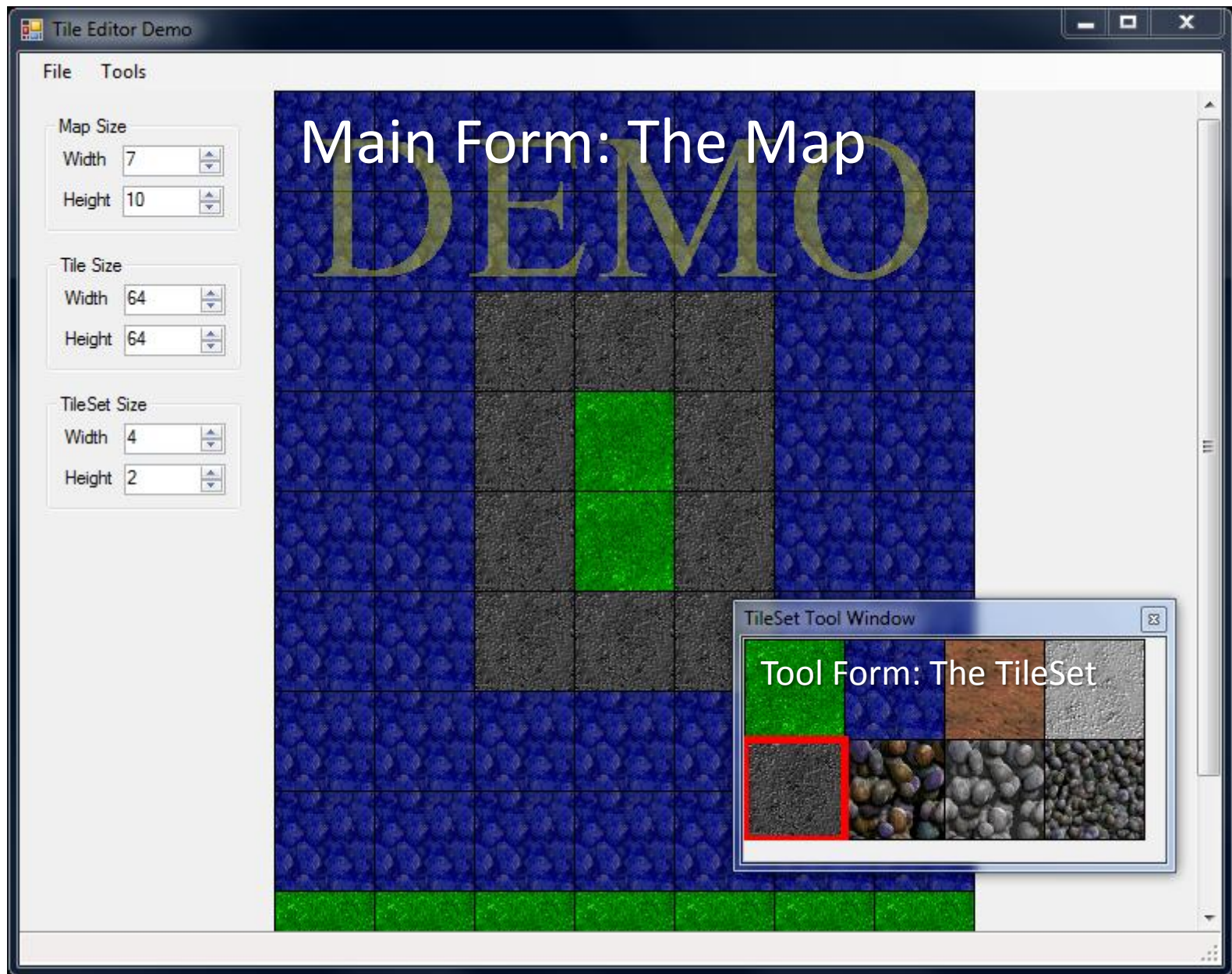




Modeless Dialog Boxes or 'Tool Windows' as they are also referred to are an ideal choice for the Tile Editor. They create a totally separate Form window that is 'owned' by the main Form. This arrangement is very convenient for the user because they can arrange and size each window as they desire. Be aware that the communication between the two windows will require a little more coding expertise than the previous two variations.

MODELESS TOOL WINDOWS



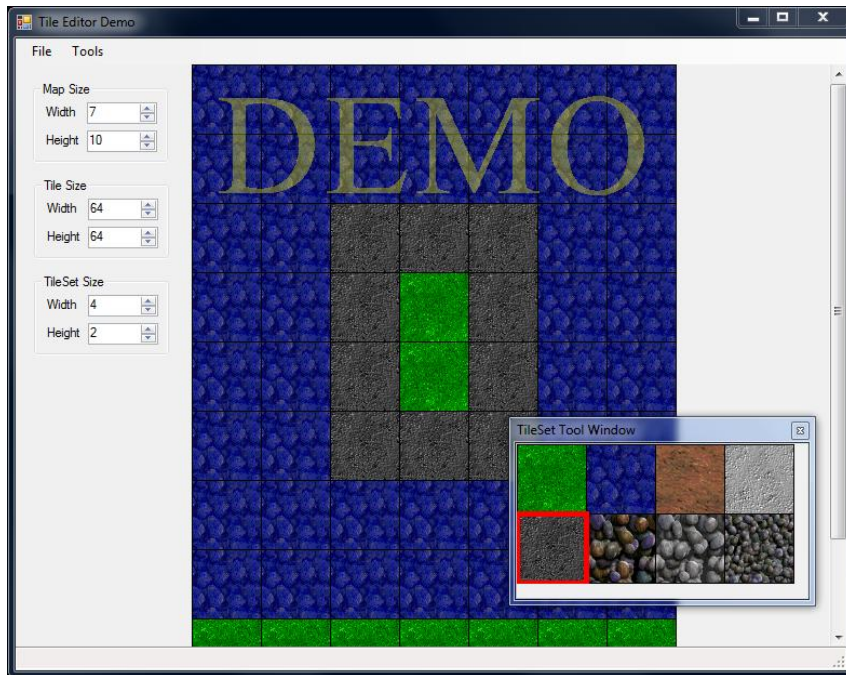


The Tile Editor project requires that the user to be able to change three values at a minimum: MapSize, TileSetSize and TileSize. These size values can be manipulated with a number of Controls but the most obvious is System.Windows.Forms.NumericUpDown. Since the layout of this project's windows is the student's responsibility you must also decide where and when these controls will be displayed.

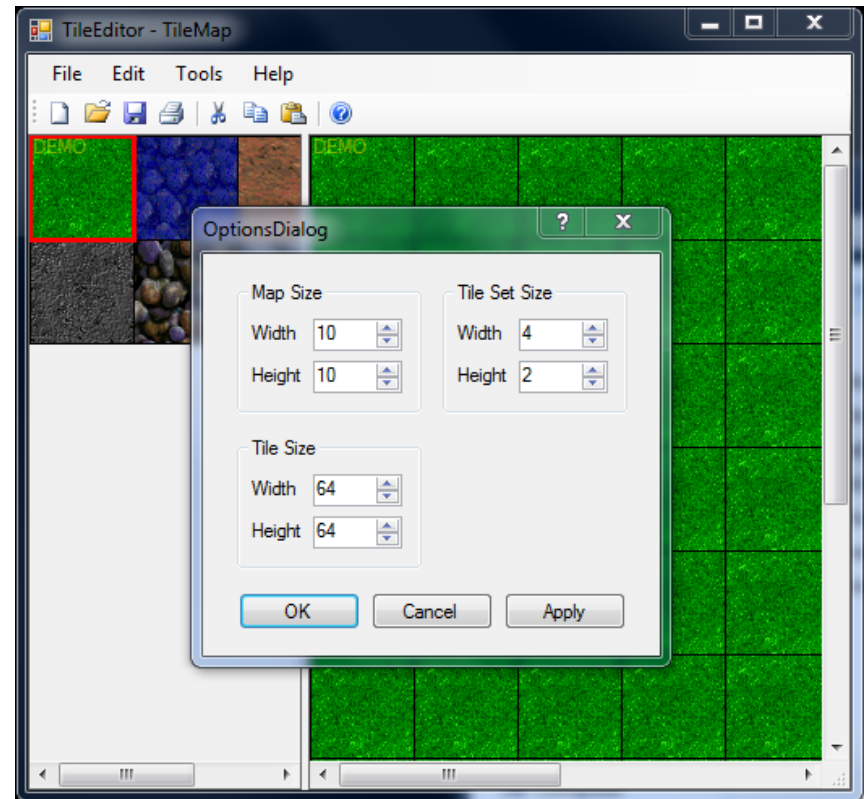
THE SIZE CONTROLS

Map, TileSet and Tile Sizes

SplitContainer.Panel1



Modal Dialog Box



The Tile Editor project will be graded on criteria that have nothing to do with the window layout you choose to implement. You're free to use any of my suggestions or choose your own. Please remember that designing intuitive and easy to use interfaces is part of a programmer's job as well.

END