

Tamaya UI Meeting

Thu Mar 14 1996, Sophia-Antipolis

See also: [\[meeting 2\]](#) [\[default UI\]](#)

Suggestions for the new Tamaya

Here's what happened before the present meeting: a collection of ideas, critiques, and other comments culled from e-mail messages. Some of them talk about the current Tamaya (beta). Received between January and March 1996:

- Tim: [Re: Link Architecture \[was: Whither <DIV>? \]](#)
- Steven, Bert, Håkon: [Tamaya notes](#)
- Dan: [tamaya suggestions](#)
- Anselm: [Re: tamaya tigers](#)
- Bert: [Re: tamaya tigers](#)
- Tim: [Re: tamaya tigers](#)
- Yves: [Re: tamaya tigers](#)

Plan

1. Needs analysis
2. User analysis
3. Task analysis
4. Functional analysis
5. Task allocation
6. Iteration

First iteration

Needs analysis

What do we want to create with Tamaya? Is there a need for what we want to create? If so, what are the priorities?

It must be a Navigator, ie: both an editor and a browser. But must the editor be only an HTML editor? or do we need an editor that can do script writing, applet writing and image editing. And in this case, should we use the plug-in interface?

also, cscw (shared editing), doc management, mail, news (perhaps with plug-in interface).

Priorities

1.
 - Browser,
 - HTML editor,
 - export Postscript
 - Import/convert other document types/wrong documents
 - Platforms: Unix, PC
2. Collaborative editing, mail can be needed, see below

3.
 - Extension mechanism/plug-in API
 - applet editing
 - image/video/audio capture/editing
 - script editing
 - Editing of other types of documents.
4. Slide Editor
5. Document management
6. Mail and news reader, but they must be good ones, i.e., fully functional
7. Spreadsheet editor? (can rely on applets, for example).
8. Export other document types: RTF, MIF...
9. Other platforms: Mac,...

User analysis

For what types of users do we create Tamaya?

1. Us (some of us) to develop new concepts.
2. People that are already used to browsers *and* editors
3. First time users (swap with next?)
4. People that are already used to browsers
5. People that are used to editors/word-processors/DTP
6. Professional HTML writers/Web designers
7. The World
8. Other users. (if none of the above: extra-terrestrial?)

Also at position 1, but only for the functional design, not for the UI: software developers and people experimenting with Web applications.

Task analysis

What are the tasks a user will perform with Tamaya? The list is not complete and some of the tasks will be combined and others will be subdivided in the next iteration.

Without any order or priority.

Browser

- Follow links
- Display different documents format
- Scroll (or any means to view all of a document)
- Fill in forms
- Bookmarks
- Check tools
 - HTML checking
 - Check against doc. layout rules(through plug-in), company formats, typography, global design
- History
- Back/Forward
- Save
- Zoom
- Configuration of almost everything (look and feel templates?), shortcuts, clicks...
- Customizable look and feel, via templates and finer control.

- Customizable click binding and key bindings (common windows key bindings, common unix key bindings...)
- Customizable rendering (browser default style).
- Print (with print style sheet)

Editor

- Correct pages.
- Spell check.
- Grammar check.
- Insert, delete, modify text.. (Very much like the most popular word processors)
- Configuration of key bindings, for example a menu to select emacs-style or vi-style key bindings.
- Palette of favourite templates/layouts/styles. Including things on a higher level than HTML: a function declaration, a certain kind of list, a code fragment...
- Insert, modify, delete structural elements
- Create links
- Unlimited undo.
- Insert objects.
- Insert forms.
- Thumbnail.
- Apply formatting locally.
- Cut & paste text without structure boundaries.
- Cut & paste structured element.
- Import style, full or partial.
- Master page (like in FrameMaker), using style sheet and perhaps more.
- Open template
- Change style sheet, global formatting.
- Apply predefined *named* styles to selected part of text.
- Meta-information: date, author, revision number, revision history.
- Insert date
- Change bar?
- Edit multiple pages, a "book" (collection of pages) at the same time (concatenate and explode?)
- A possibility to have, temporarily, a "wrong" HTML structure, to help editing.

Functional analysis

What functions have to be implemented in Tamaya to support the tasks above?

Task allocation

Of each task, what is done by Tamaya and what is done manually by the user? For this, we need to have a consistent model (or possibly a metaphor) for the whole collection of tasks: what is it that the user is manipulating: HTML source code? formatted text? multimedia objects? a tree? a template and an instance? etc. This choice determines for a large part how much the UI can use Direct Manipulation.

Iteration

Create a prototype, evaluate it, then start again from the top. Repeat as often as time and resources allow.