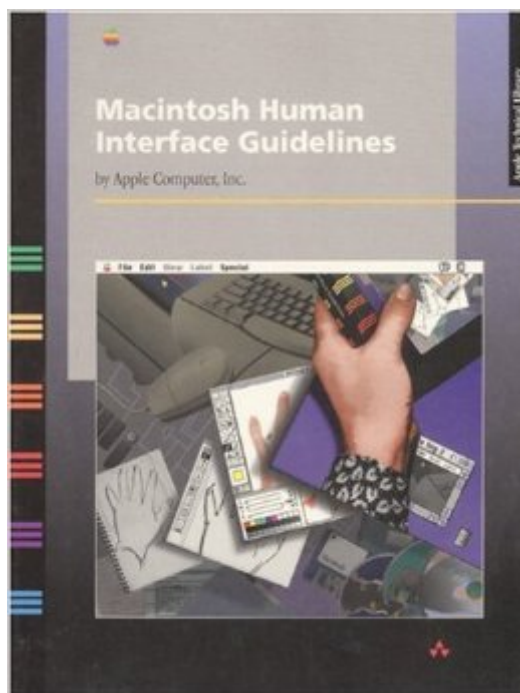


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# Macintosh Human Interface Guidelines



## Synopsis

Since 1985, Apple and Addison-Wesley have been publishing authoritative books about Apple technologies. The Apple Technical Library provides Macintosh developers with the official treatment of all the major new technologies that Apple releases. Timely, accurate, and clear, this collection of books is the essential resource for anyone developing software for the Macintosh. You'll find definitive coverage of the newest and most important technologies, such as QuickDraw 3D and Apple Guide. You'll also find the classic cornerstones of Macintosh development, like Macintosh Human Interface Guidelines, MacsBug Reference and Debugging Guide, and Planning and Managing AppleTalk Networks. Care has been taken to provide the information using the most appropriate medium. From the multimedia presentations of Electronic Guide to Macintosh Human Interface Design to the electronic reference included with Advanced Color Imaging on the Mac OS, the material is presented in the way that allows you to access it most effectively.

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## Book Information

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## Customer Reviews

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This was an excellent book, when it first came out. Nowadays GUI's are much more advanced, but the fundamental characteristics of the MacOS are still the same. Much can be learned from the MacOS GUI design. The goes into great detail on every bit of the GUI, so you won't miss anything.

Though this book is a little dated, there are many concepts in here that are timeless when it comes to user interface design. There are things that have been sitting in this book for ages that can help your software today. Some of it you'll read and think "Oh, that's why they do that" and of course it will make the layout of your mac make a bit more sense. It's still worth a read after all this time.

Even though the specific examples are dated, no better or more comprehensive compendium of why UIs need to be built this way has been written to my knowledge. I wish it was put back into print.

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