## **Protocol**

Date 27.11.2006 Time 11:10 bis 12:40 Place SEM1/019

Participants Alexander, Carola, Marc, Ronny

Protocol Carola

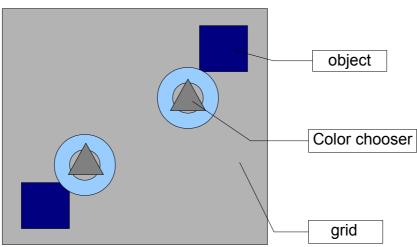
## Theme: Conception details for "Create"

 grid menu: two controller -> one for size, one for aspect ratio icon for show grid on/off, icon for snap to grid on/off

 palette menu: only experienced users should be able to use the forms triangle and circle

 color chooser for single objects: is to be painted outside the object, but located towards the center of the grid, the triangle for saturation is painted within the

circle



- functions not available in basic mode: change color of single object, rotate and scale up/down
- shades: choose a bigger panel size and make the outer pixels transparent, maybe implemented in class "Global"

## Question to all:

• Should we use a level mode with "basic" and "complex" or should the menus be extensible?

## **Next meeting:**

Thursday 30.11.06, 14:50, SEM1/019