



INTERNATIONAL TELECOMMUNICATION UNION

ITU-T

TELECOMMUNICATION
STANDARDIZATION SECTOR
OF ITU

Z.322

MAN-MACHINE LANGUAGE

CAPABILITIES OF VISUAL DISPLAY TERMINALS

ITU-T Recommendation Z.322

(Extract from the *Blue Book*)

NOTES

1 ITU-T Recommendation Z.322 was published in Fascicle X.7 of the *Blue Book*. This file is an extract from the *Blue Book*. While the presentation and layout of the text might be slightly different from the *Blue Book* version, the contents of the file are identical to the *Blue Book* version and copyright conditions remain unchanged (see below).

2 In this Recommendation, the expression “Administration” is used for conciseness to indicate both a telecommunication administration and a recognized operating agency.

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CAPABILITIES OF VISUAL DISPLAY TERMINALS

1 Introduction

This Recommendation describes some of the capabilities which are important to the user and which are commonly available on interfaces based on VDTs. It is not an exhaustive list of capabilities. The use of additional capabilities, not covered in these Recommendations, is not precluded. Not all of the capabilities described need be present on a given system. Graphics capabilities are for future study and are therefore not considered in detail in these Recommendations.

System implementation of these capabilities may vary, depending for example on the degree of intelligence in the terminal itself and the allocation of responsibility for the man-machine interface among system components.

Items covered are treated from the point of view of the importance of their characteristics for designing the man-machine interface. Human factors are dealt with individually for each item.

2 Screen

2.1 Character definition

For further study.

2.2 Cursor

The cursor is important in the operation of a VDT because it directs the user's attention to that position on the screen appropriate to the task at hand, e.g., where the next character will appear. The cursor also allows the user to specify the location on the screen where an entry or change is desired by the user.

A set of general cursor qualities include:

- easily found by the user at any position in the display;
- easily tracked as it is moved through the display;
- does not interfere with the reading of the symbol that it marks;
- should not be so distracting as to impair the search for unrelated information displayed elsewhere on the screen;
- should be of a form that is unique and reserved for that purpose only;
- should be stable in respect to the position to which it is addressed until it is readdressed elsewhere as a result of user or system action.

2.3 Screen partitioning definition

The following definitions describe the physical partitioning of the VDT screen.

2.3.1 Visible display

The visible display is the entire physical screen of a VDT (see Figure 1/Z.322).

2.3.2 Border area

The border area is that part of a visible display which is physically unavailable for displaying or entering data (see Figure 1/Z.322).

2.3.3 Display area

The display area is that part of a visible display which is available for displaying or entering data (see Figure 1/Z.322).