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# INTERNATIONAL STANDARD

ISO/IEC 11581-3

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Information technology — User system interfaces and symbols — Icon symbols and functions —

Part 3: **Pointer icons** 

Technologies de l'information — Interfaces pour système utilisateur et symboles — Symboles et fonctions d'icônes —

Partie 3: Icônes de pointeurs



# ISO/IEC 11581-3:2000(E)

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### **Foreword**

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International Standards are drafted in accordance with the rules given in the ISO/IEC Directives, Part 3.

In the field of information technology, ISO and IEC have established a joint technical committee, ISO/IEC JTC 1. Draft International Standards adopted by the joint technical committee are circulated to national bodies for voting. Publication as an International Standard requires approval by at least 75 % of the national bodies casting a vote.

Attention is drawn to the possibility that some of the elements of this part of ISO/IEC 11581 may be the subject of patent rights. ISO and IEC shall not be held responsible for identifying any or all such patent rights.

International Standard ISO/IEC 11581-3 was prepared by Joint Technical Committee ISO/IEC JTC 1, *Information technology*, Subcommittee SC 35, *User interfaces*.

ISO/IEC 11581 consists of the following parts, under the general title *Information technology* — *User system interfaces and symbols* — *Icon symbols and functions*:

- Part 1: Icons General
- Part 2: Object icons
- Part 3: Pointer icons
- Part 4: Control icons
- Part 5: Tool icons
- Part 6: Action icons

# Introduction

Pointers are those icons that are used to indicate a focus within a system or application. Subsequent actions at the focus may position, select or manipulate other screen objects. Users typically manipulate pointer icons by controlling a mouse or other input device, but keyboard input may also be used to control the pointer icon. Systems also use pointer icons to reflect a change in status. This part of ISO/IEC 11581 specifies the presentation and operation of pointer icons for indicating, selecting, or manipulating objects on a screen.

# Information technology — User system interfaces and symbols — Icon symbols and functions —

## Part 3:

# **Pointer icons**

### 1 Scope

ISO/IEC 11581 applies to icons that are shown on a screen, that users can manipulate and interact with, and that represent data or computer system functions. This part of ISO/IEC 11581 addresses only pointer icons. Pointers are icons that are logically attached to a physical input device, and that the user manipulates to interact with other screen elements, see ISO/IEC 11581-1. This part describes user interaction with and appearance of pointer icons on the screen. It also specifies how pointer icons on a screen change appearance to give users feedback. Other types of icons are covered in other parts of the standard that are listed in the Foreword.

### 2 Conformance

A system, application, or set of one or more icons conforms to this part of ISO/IEC 11581 if all pointer icons available to the user in the system or application conform to 6.1 and clause 7 of this part of ISO/IEC 11581, and to clause 5 and subclause 6.1 of ISO/IEC 11581-1:2000.

### 3 Normative reference

The following normative document contains provisions which, through reference in this text, constitute provisions of this part of ISO/IEC 11581. For dated references, subsequent amendments to, or revisions of, any of these publications do not apply. However, parties to agreements based on this part of ISO/IEC 11581 are encouraged to investigate the possibility of applying the most recent edition of the normative document indicated below. For undated references, the latest edition of the normative document referred to applies. Members of ISO and IEC maintain registers of currently valid International Standards.

ISO/IEC 11581-1:2000, Information technology — User system interfaces and symbols — Icon symbols and functions — Part 1: Icons — General.