

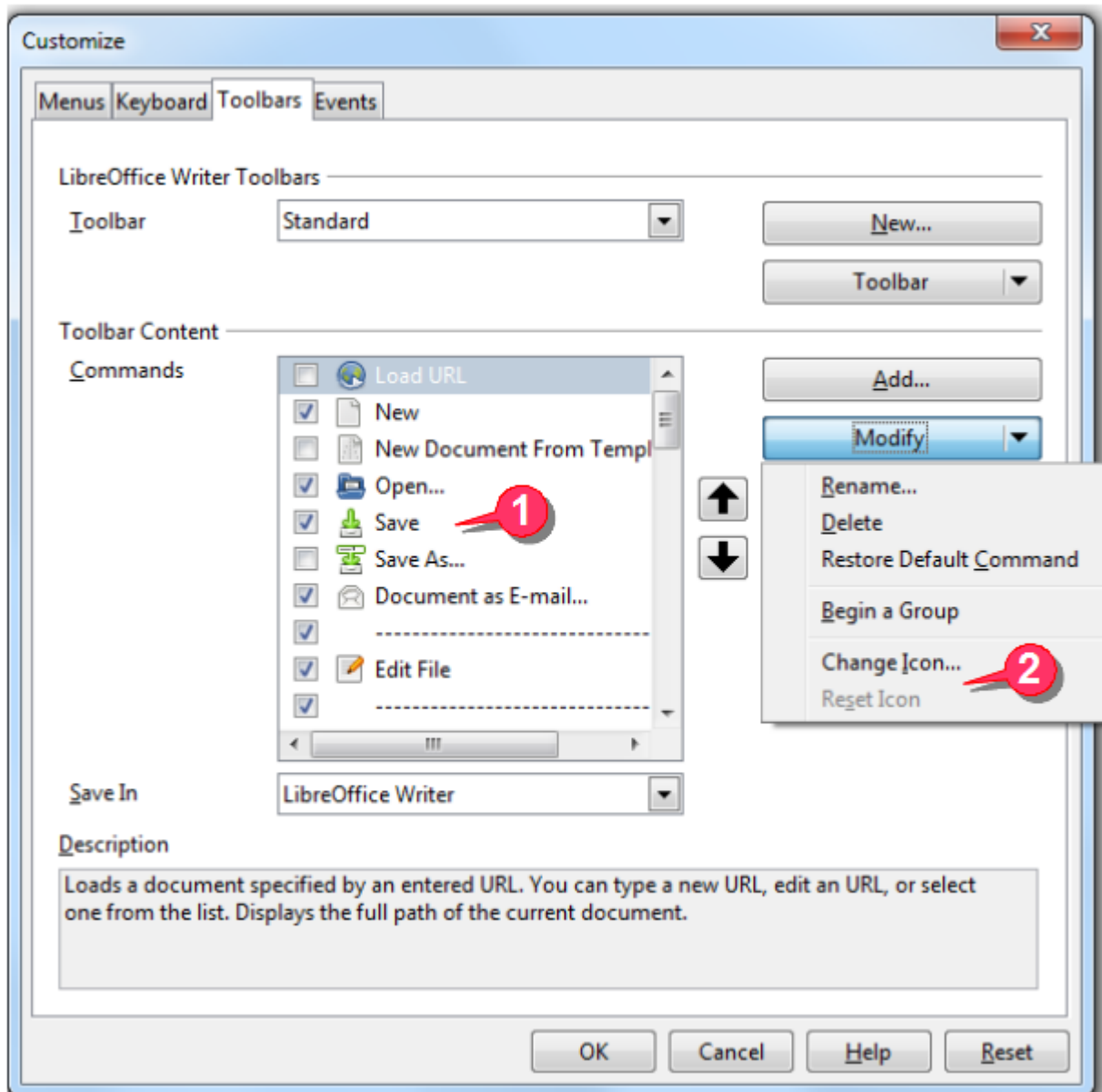
Assigning a keyboard shortcut to a toolbar icon

The toolbars of any application provide most of the functionalities of the application. While the toolbar is meant for people who prefer to use mouse, the keyboard shortcuts are meant for power users.

So it would be most intuitive to graduate from a toolbar user to a power user by assigning shortcuts to toolbar icons. But Writer does not allow this.

Neither the **Toolbar** tab nor the **Keyboard** tab allows us to assign keyboard shortcuts to toolbar buttons:

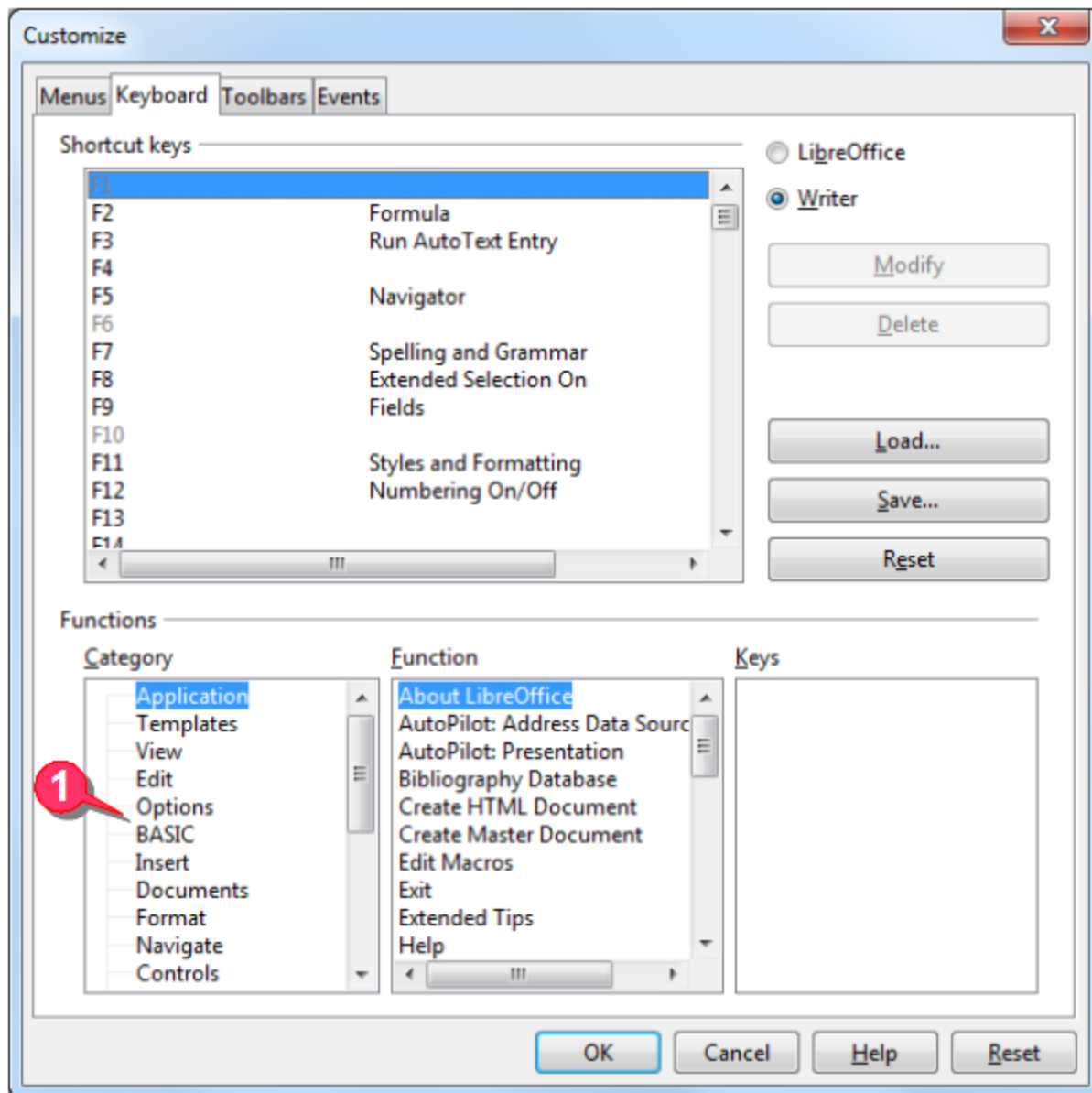
The Toolbar tab



1. The GUI does not show what keyboard shortcut is assigned to the toolbar buttons (e.g. **CTRL+S** for **Save**).
2. The **Modify...** drop-down list does not have an option to **change keyboard shortcut**.

The Keyboard Tab

This tab classifies the functions in a totally unfamiliar categories. Compare these categories with the toolbars. There is no correlation between the two.



Writer Toolbars

3D-Settings
Align
Basic Shapes
Block Arrows
Bullets and Numbering
Call outs
Color
Drawing
Drawing Object Properties
Edit Points
Find
Flowchart
Fontwork
Fontwork Shape
Form Controls
Form Design
Form Filter
Form Navigation
Formatting
Frame
Full Screen
Graphic Filter
Insert
Media Playback
More Controls
Navigation
OLE-Object
Optimize
Page Preview
Picture
Standard
Standard (Viewing Mode)
Stars and Banners
Symbol Shapes
Table
Text Box Formatting
Text Object
Tools

First of all, there is no guarantee whether the desired toolbar button exists at all in this categorized list. Even if the button's functionality is there, the user has to find it using a completely different logic. This is a bad design, as it makes the user struggle to find what he wants.

The following table shows the categories and toolbars side by side.

Pick any entry from one column and try to find it in the other column. See how difficult it is!

| Categories | Toolbars |
|-------------|---------------------------|
| Application | 3D-Settings |
| Templates | Align |
| View | Basic Shapes |
| Edit | Block Arrows |
| Options | Bullets and Numbering |
| BASIC | Call outs |
| Insert | Color |
| Documents | Drawing |
| Format | Drawing Object Properties |
| Navigate | Edit Points |
| Controls | Find |
| Table | Flowchart |
| Drawing | Fontwork |
| Graphic | Fontwork Shape |
| Data | Form Controls |
| Frame | Form Design |
| Numbering | Form Filter |
| Modify | Form Navigation |
| Internal | Formatting |
| Macros | Frame |
| Styles | Full Screen |
| Character | Graphic Filter |
| Paragraph | Insert |
| Frame | Media Playback |
| Pages | More Controls |
| Numbering\ | Navigation |
| | OLE-Object |
| | Optimize |
| | Page Preview |
| | Picture |
| | Standard |
| | Standard (Viewing Mode) |
| | Stars and Banners |
| | Symbol Shapes |
| | Table |
| | Text Box Formatting |
| | Text Object |
| | Tools |

Conclusion

Any user would be already familiar with the toolbars, and so it is far easier to remember the function classification based on toolbars.

Therefore the **Category** box should either classify the functions based on Toolbars, or provide a **Toolbar** node, where all functions are available as per the toolbars.