TABLE 10–C

COMPARISON OF CODING METHODS

Code	*Maximum number of items* *	*Evaluation*	*Comment*
Color	11	Good	Little space required Location time short
Numerals and letters	Unlimited for combinations of symbols	Good	Little space required if contrast and resolution is good Location time longer than for color
Geometric shapes	~15	Good	Little space required if resolution is good
Size	5	Fair	Considerable space required *Location time longer than for color or* shapes
Number of dots	6	Fair	Considerable space required Easily confused with other coded items
Orientation of line	12	Fair	For special purposes
Length of line	4	Fair	Will clutter display with many signals
Brightness	4	Poor	Poor contrast effects will reduce visibility of weaker signals
Flash rate	4	Poor	Interacts poorly with other codes
Stereoscopic depth	Unknown	Fair	Requires complex electronic displays and special viewing equipment

* That generally will give overall accuracies of 95 percent or better

From C T Morgan, et al Human Engineering Guide to Equipment Design *New York, McGraw-Hill Book Co, 1963 Used with permission of the publisher*

ing technique for various controls Color codes can

1 Be useful for visual identification

2 Be useful for standardizing controls for identification purposes

3 Offer a moderate number of coding categories

On the other hand the undesirable features associated with the use of color as a code are

1 Controls must be viewed directly

2 Illumination cannot be poor or restricted

3 People must have adequate color vision

• OPERATION *Some controls* make use of an operational method of coding, that is, the mode of operation will be different for different controls—for example, automobile windshield wiper controls turn clockwise to activate, while headlights must be pulled The desirable features associated with such a system are