

Talk:Introduction to multiple-resolution support on Windows Phone 8 apps

R2d2rigo - Should this be allowed in the wiki/competition?

I'm sorry if I'm too critic, but this article seems an almost word by word copy of an existing MSDN article:

[http://msdn.microsoft.com/en-us/library/windowsphone/develop/jj206974\(v=vs.105\).aspx](http://msdn.microsoft.com/en-us/library/windowsphone/develop/jj206974(v=vs.105).aspx) 

r2d2rigo 16:16, 6 December 2012 (EET)

Hamishwillee - Review/feedback

Hi Aady,

Thanks for contributing this article - this has potential, but needs more work.

Generally there is no point creating a "derivative" article where there are great and near-complete resources on Dev Center ([Multi-resolution apps for Windows Phone 8](#) ). If we do this then we reduce the chance that developers will find the official and canonical resource - which would be a bad thing. So when we create a new article on a topic we need to:

- always link to the official topic so that people can find it a
- consider what **value** it is that we are adding over the existing document. If we can't add value, then there is no point creating the article.

As I see it, the value you currently add is that this is a simpler article than the one on DevCenter and perhaps more accessible. The images you provide are a better example of the possible problems from different resolutions - though I'd like to have seen some of the effects of images at different resolutions and splashscreens etc. I'd also like to have had a downloadable project that I could test on the emulator to show each of the highlighted problems. The other value you add is in the "Use Fonts instead of Images where ever possible" as this is not covered in the original article - but you need to explain more how you would do this and where it is appropriate/not appropriate - ie real examples (ass it is, not enough is provided for this to be really useful example).

IN terms of specific flaws, some of the advice is incomplete. For example you show how to select resources for different resolutions, but the official advice is that this can be costly, and you only do this if pixel perfect resolutions are needed - so usually you'd use WXGA resources. You also omit comments about the splashscreen. Again, this is covered in the official documentation, so to add value you would need to show examples of where it makes sense to use. And again, you must link to the original article. Tiles and app icons are omitted too - worth checking through the root article.

Does this make sense?

Regards Hamish

R2d2rigo, I would not accept a direct copy for the competition or for the wiki (for plagiarism and copyright reasons). However I don't think much of this is "copied" directly, except the actual code fragments. From a competition point of view I do not consider it particularly innovative, or comprehensive as an introduction of this feature change. Unless it can show clear value over the existing documentation it would not be able to win.

hamishwillee 01:57, 7 December 2012 (EET)

Hamishwillee - Also, is this supposed to be in category Draft still?

FYI, when you're finished, remove the Draft category. I won't usually subedit an article still in draft.

regards

Hamish

hamishwillee 02:38, 7 December 2012 (EET)

Aady - Thanks for the guidance Hamishwillee

Will do the modifications as per your suggestion and let you know. Removed from the category draft, forgot to remove it..sorry for that.

Thanks,

Aady 11:31, 7 December 2012 (EET)

Hamishwillee - Thanks for fixes

Hi Aady

I've subedited this a bit for wiki style and English. Thanks for making most of the suggested improvements.

Regards

Hamish

hamishwillee 08:16, 12 December 2012 (EET)

Aady - Thanks

Your suggestions are always helpful. Thank for guiding.

Regards,

Aady

Aady 21:55, 12 December 2012 (EET)