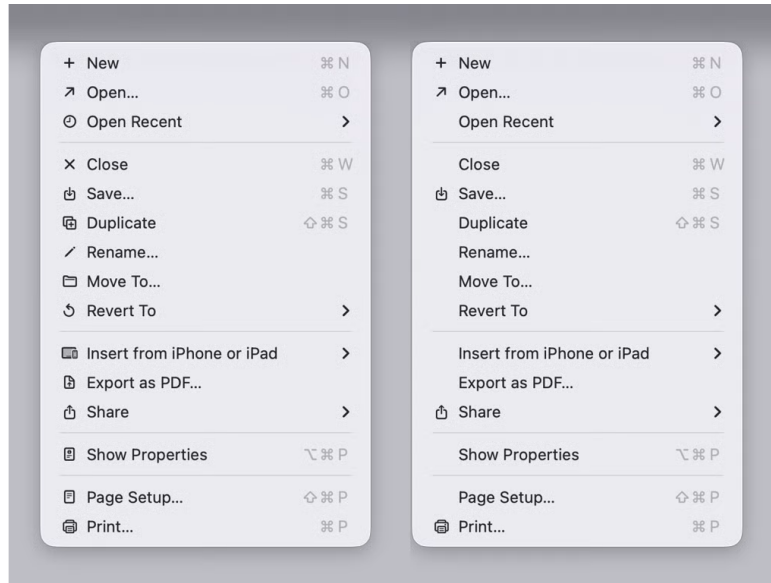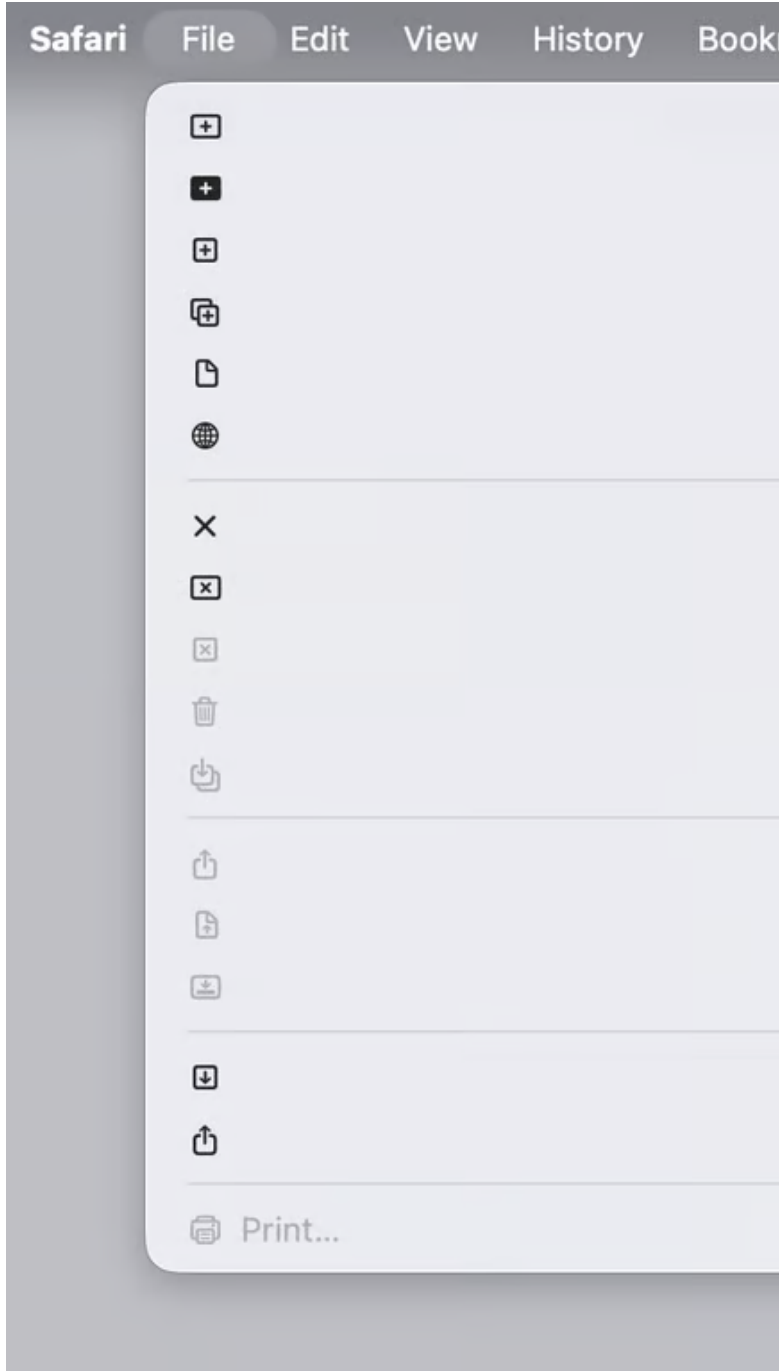# "And they can't even agree on the direction of an arrow"

[Yet another good post by Nikita Prokopov](), continuing the theme of icons in Mac OS Tahoe ([previously]()), going into more depth:

> In my opinion, Apple took on an impossible task: to add an icon to every menu item. There are just not enough good metaphors to do something like that. ¶ But even if there were, the premise itself is questionable: if everything has an icon, it doesn't mean users will find what they are looking for faster.

I always liked this kind of an exercise:

> There's a game I like to play to test the quality of the metaphor. Remove the labels and try to guess the meaning. Give it a try:

Also, this must hurt:

> Microsoft used to know this.

Nick Heer [at the excellent Pixel Envy](#), commenting on the above post, adds:

> This is a gallery of elementary problems. None of this should have shipped if someone with power internally had a critical eye for consistency and detail. If Apple deems it necessary to retain the icons, though I am not sure why it would, it should be treating this post as one giant bug report.

h/t my friends Scott and Ezra. I previously linked to [Nikita's work about syntax highlighting](#).

Newer   Older

6th January 2026   5th January 2026

Fav tech museums

Fun interface on my bike

Marcin Wichary © 2022-2025

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