

UI TOOLKIT

Style Suggestions for Overlays in High Fidelity

LAST MODIFIED: MAY 5, 2016



Sections

OVERVIEW

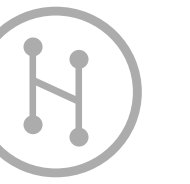
- Color
- Scale
- Typography
- Icon language and library
- Classification of UI types
 - Overlay Classes
 - General UI Elements
- Current Design Constraints

OVERLAY CLASSES

- Menu Dialog
 - Submenu Indicator
 - Shortcut Key Indicator
 - Submenu Frames
- Form Editor Dialog
 - Overlay Title
 - Close Button
 - Pin Button
 - Resize Handle
 - Scroll bar
- Overlay View
 - Primary Text
 - Secondary Text
 - Tinted text
- Web View
 - Forward/Back Buttons
 - Reload Button
 - Address Field
 - Hide/Reveal Nav Toggle
 - Mute/Unmute
 - Loading Progress Indicator
- Modal Dialogs
- Transient Notifications
 - Progress Bar
 - Close

GENERAL UI ELEMENTS

- Text input
 - Single Line
 - Multi Line
- Token Field
- Search Field
- Button
- Button Group
- Tab Group
- Icon Button
- Combo Box
- Drop Down Box
- Stepper Field
- Stepper Field with Icon
- Color Well
- Checkbox
- Radio Button
- Horizontal Slider
- Disclosure Indicator
- Horizontal Rule
- Vertical Separator
- Tables and Table Headings
- Section Heading
- Progress Bar
- Expandable List
- Button/Token List



BASE GRAY

R: 64
G: 64
B: 64
HEX: #404040

DARK GRAY

R: 18
G: 18
B: 18
HEX: #121212

BASE GRAY SHADOW

R: 37
G: 37
B: 37
HEX: #252525

BASE GRAY HIGHLIGHT

R: 87
G: 87
B: 87
HEX: #575757

LIGHT GRAY

R: 106
G: 106
B: 106
HEX: #6A6A6A

LIGHT GRAY TEXT

R: 175
G: 175
B: 175
HEX: #AFAFAF

FAINT GRAY

R: 227
G: 227
B: 227
HEX: #E3E3E3

PRIMARY HIGHLIGHT/
BLUE HIGHLIGHT

R: 0
G: 180
B: 239
HEX: #00B4EF

BLUE ACCENT

R: 0
G: 147
B: 197
HEX: #1080B8

RED HIGHLIGHT

R: 226
G: 51
B: 77
HEX: #E2334D

RED ACCENT

R: 183
G: 10
B: 55
HEX: #B70A37

GREEN HIGHLIGHT

R: 26
G: 197
B: 103
HEX: #1AC567

GREEN SHADOW

R: 44
G: 142
B: 14
HEX: #2C8E72

TERTIARY ACCENTS

HEX: #FED959

HEX: #B3C7FF

HEX: #E97BC6

HEX: #FF6309

HEX: #9495FF

HEX: #A2277C

Typefaces : Pixel Dimensions



Use Raleway for all dialog types except input text, drop down text, and any tokenized text (if there is any). The main reasons for using Fira Sans instead of Raleway for those things are: 1) the narrower characters require less space onscreen but are almost equal in legibility, and 2) Raleway's "old-style" lining for numbers (dropping some numbers below the baseline) is not appropriate for text fields.

Raleway, Fira, and Anonymous Pro are free & open source:

<https://www.google.com/fonts/specimen/Raleway>

Raleway Light
Raleway Regular
Raleway Semibold
Raleway Bold

<https://www.mozilla.org/en-US/styleguide/products/firefox-os/typeface/>

Fira Sans SemiBold

1234567890
.-= _+*^/\|<=>#%_+<>±
Σ%o»βδfΔ°Ω≈√]~μ/ι∞•

<https://www.google.com/fonts/specimen/Anonymous+Pro>

Anonymous Pro (for Logs and code)
[01/22 13:54:38] [DEBUG] Request[...]

Overlay Text Class	Type size @ 1920 x 1080	Typeface	Weight	Add'l Notes	Type size @ 1280 x 720
Overlay Title	18 px	Raleway	Regular	-	14 px
TAB NAME	12 px	Raleway	Regular	All caps	10 px
SECTION NAME	12 px	Raleway	Regular	All caps	10 px
Input Label	14 px	Raleway	Semibold	-	10 px
Text Field Input	15 px	Fira Sans	Semibold/Reg	-	12 px
BUTTON LABEL	13 px	Raleway	Bold	-	9 px
ICON BUTTON	13 px	Raleway	Regular	All caps, 1.5x kern	9 px
List Item/Tabular Data	15 px	Raleway	Regular	-	11 px
Logs and code	16 px	Anonymous Pro	Regular	-	12 px
ROOT MENU /Menu Item	15 px	Raleway	Semibold	2x Line height, all caps on root menu items	11 px
Shortcut Text	13 px	Raleway	Light		9 px

Typefaces : Point Dimensions



Use Raleway for all dialog types except input text, drop down text, and any tokenized text (if there is any). The main reasons for using Fira Sans instead of Raleway for those things are: 1) the narrower characters require less space onscreen but are almost equal in legibility, and 2) Raleway's "old-style" lining for numbers (dropping some numbers below the baseline) is not appropriate for text fields.

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<https://www.google.com/fonts/specimen/Raleway>

Raleway Light
Raleway Regular
Raleway Semibold
Raleway Bold

<https://www.mozilla.org/en-US/styleguide/products/firefox-os/typeface/>

Fira Sans SemiBold

1234567890

. - = _ + * ^ / \ < > # % _ + < > ±
Σ % ◦ » Β δ f Δ ° Ω ≈ √] μ / < > ∞ •

<https://www.google.com/fonts/specimen/Anonymous+Pro>

Anonymous Pro (for Logs and code)
[01/22 13:54:38] [DEBUG] Request[...]

Overlay Text Class	Type size @ 1920 x 1080	Typeface	Weight	Add'l Notes	Type size @ 1280 x 720
Overlay Title	16 pt	Raleway	Regular	-	12 pt
TAB NAME	11 pt	Raleway	Regular	All caps	9 pt
SECTION NAME	11 pt	Raleway	Regular	All caps	9 pt
Input Label	13.5 pt	Raleway	Semibold	-	9 pt
Text Field Input	13.5 pt	Fira Sans	Semibold/Reg	-	9 pt
BUTTON LABEL	12 pt	Raleway	Bold	-	8 pt
ICON BUTTON	12 pt	Raleway	Regular	All caps, 1.5x kern	8 pt
List Item/Tabular Data	13.5 pt	Raleway	Regular	-	9 pt
Logs and code	15 pt	Anonymous Pro	Regular	-	10 pt
ROOT MENU / Menu Item	13.5 pt	Raleway	Semibold	2x Line height, all caps on root menu items	9 pt
Shortcut Text	12 pt	Raleway	Light		8 pt

Icon Language & Library



EDIT

UPLOAD			
SCRIPT			
TEXT			
CUBE			
SPHERE			
ZONE			
LIGHT			
WEB ENTITY			
EDIT			
MARKET			
DIRECTORY			
MENU			

QUICK MENU

HMD		
2D SCREEN		
KEYBOARD		
HAND CONTROLLERS		
GAMEPAD		
HEADPHONES		
DISCLOSURE BUTTON		
DISCLOSURE BUTTON (EXPANDED)		
SUBMENU INDICATOR		
SUBMENU INDICATOR (EXPANDED)		
SEARCH		
GRAB HANDLE		

MENU

DIALOG CONTROL

CLOSE (LARGE)		
CLOSE ON-CLICK (LARGE)		
PIN		
PINNED		
WINDOW RESIZE HANDLE		

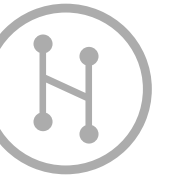
WEB VIEW CONTROL

CLOSE (SMALL)		
FORWARD		
BACK		
RELOAD		
AUDIO (UNMUTED)		
AUDIO (MUTED)		
MINIMIZE		
MAXIMIZE		
MAXIMIZE ON-HOVER		

ROOT / PERSISTENT

NOT PICTURED

MIC	SETTINGS	FOLDER	HOME	INFO	ALERT
LINK	SCALE ARROW	CARATS 4X	ERROR	QUESTION	



Classification of Types

Obviously there are many user interface elements that can't be anticipated by this document, but the elements listed at right are meant to provide a bit of a beachhead from which and with which we can pummel more exotic user interfaces into submission.

Each element will be described in all four states listed, wherever it's relevant to do so.

UI Element States

- Normal
- Hover
- Selected/Active
- Locked

Overlay UI Elements By Class

- Menu Dialog
 - Submenu Indicator
 - Shortcut Key Indicator
 - Submenu Frames
- Form Editor Dialog
 - Overlay Title
 - Close Button
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 - Secondary Text
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- Button Panes
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- Radio Button
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- Horizontal Rule
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Design Constraints and Considerations

The suggestions in the rest of this document sit between two forces: the things we may want to do but can't (yet) and the things discovered in the course defining our UI but can't take advantage of, usually because it would mean starting over or radically revising. Since both constraints and considerations are potentially valuable later, I've made this a page for documenting them.

Current Constraints

1. Based on tests with DK2 hardware, the screen resolution limits our minimum readable text size to 10pt characters on a 1920 x 1280 screen at 72 dpi. For reference, that equates to character that are 6 pixels high. Anything smaller than this is effectively unreadable.
2. The eventual expectation that users may navigate interfaces by pointing with hand controllers means we should pay careful attention to both the size of type (above) and to generous margins around interactive UI elements so that their target area is not easily missed or clicked mistakenly.

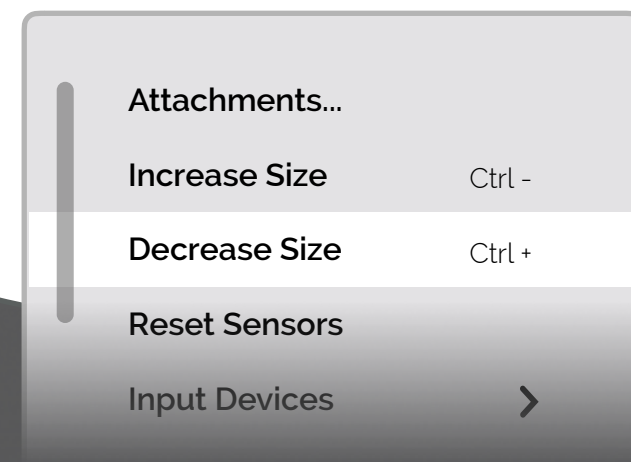
Upcoming Considerations

1. Because there's no foreseeable substitute for keyboard input (yes, we should consider making a keyboard overlay, but that's not a great substitute for the real thing,) we should strive to build as many of the UI elements as possible to not require keyboard input. We can do this by using features like value steppers, combo boxes, auto-suggestion, robust copy/cut/paste with right click, among others to minimize the need for typing.
2. There seem to be three modes of activity in High Fidelity that have very little overlap. It's worth considering that we might structure our UI to reflect those modes, which are 1.) **normal**, walking around and just being in-world mode, 2.) **menu** mode, which is centered on adjusting the ways in which software and hardware are mediating your VR experience, and 3.) **edit** mode, which encompasses all the ways in which you can create and modify the world around you in ways that have few real-world analogs (e.g. Pulling a basketball out of thin air and making it 1.5 times bigger)

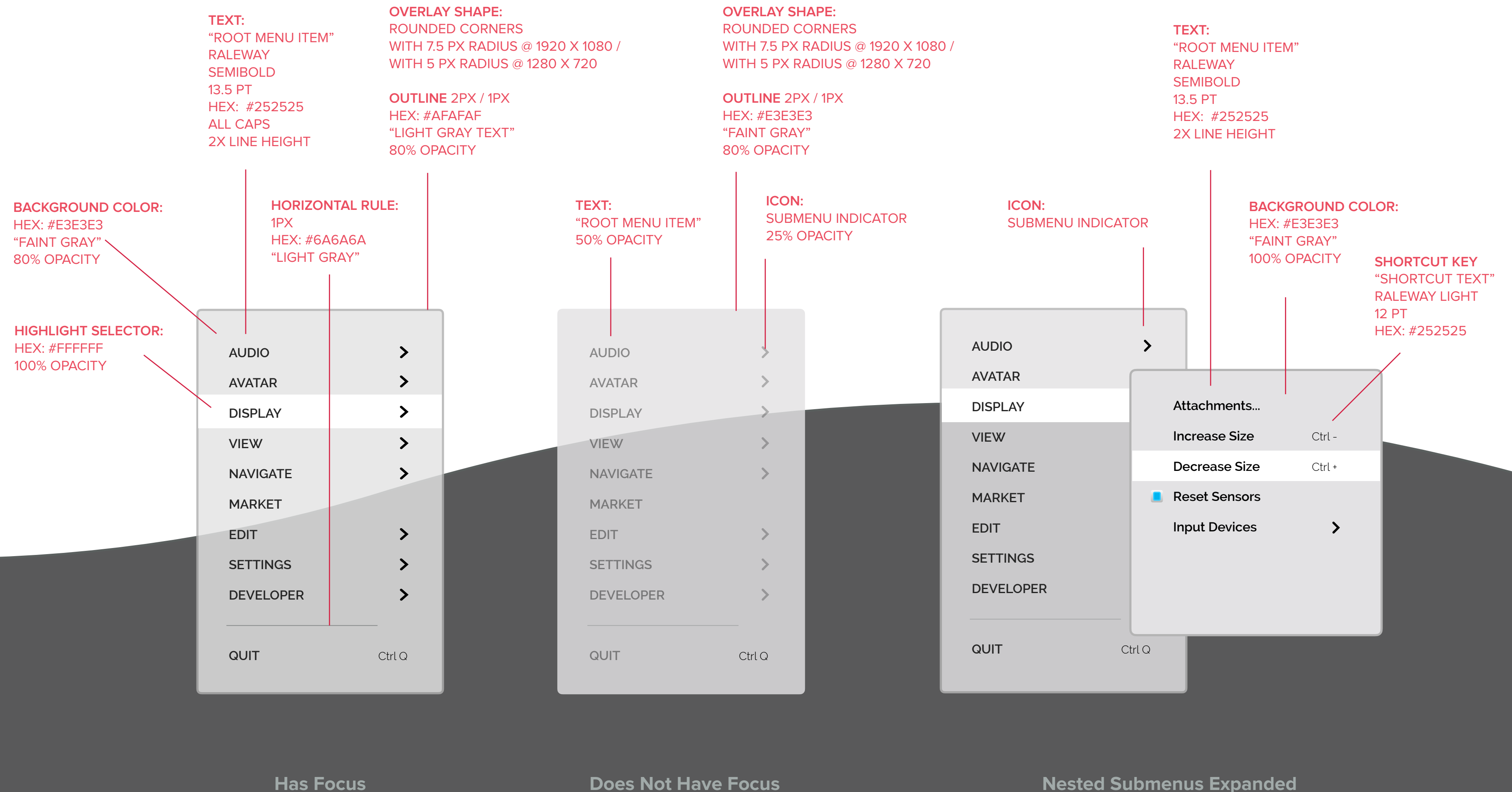
Menu Dialog

NOTES:

1. Cannot be closed or pinned
2. Is visible whenever a user is "menu mode"
3. Can be repositioned
4. Cannot be manually resized
5. In cases where a submenu's contents exceed the frame size, the submenu should be scrollable with a scrollbar that is visible only when scrolling:



6. Since a menu item cannot have both submenu indicator and a shortcut key, the same space is repurposed for whichever cue, if any, is needed.

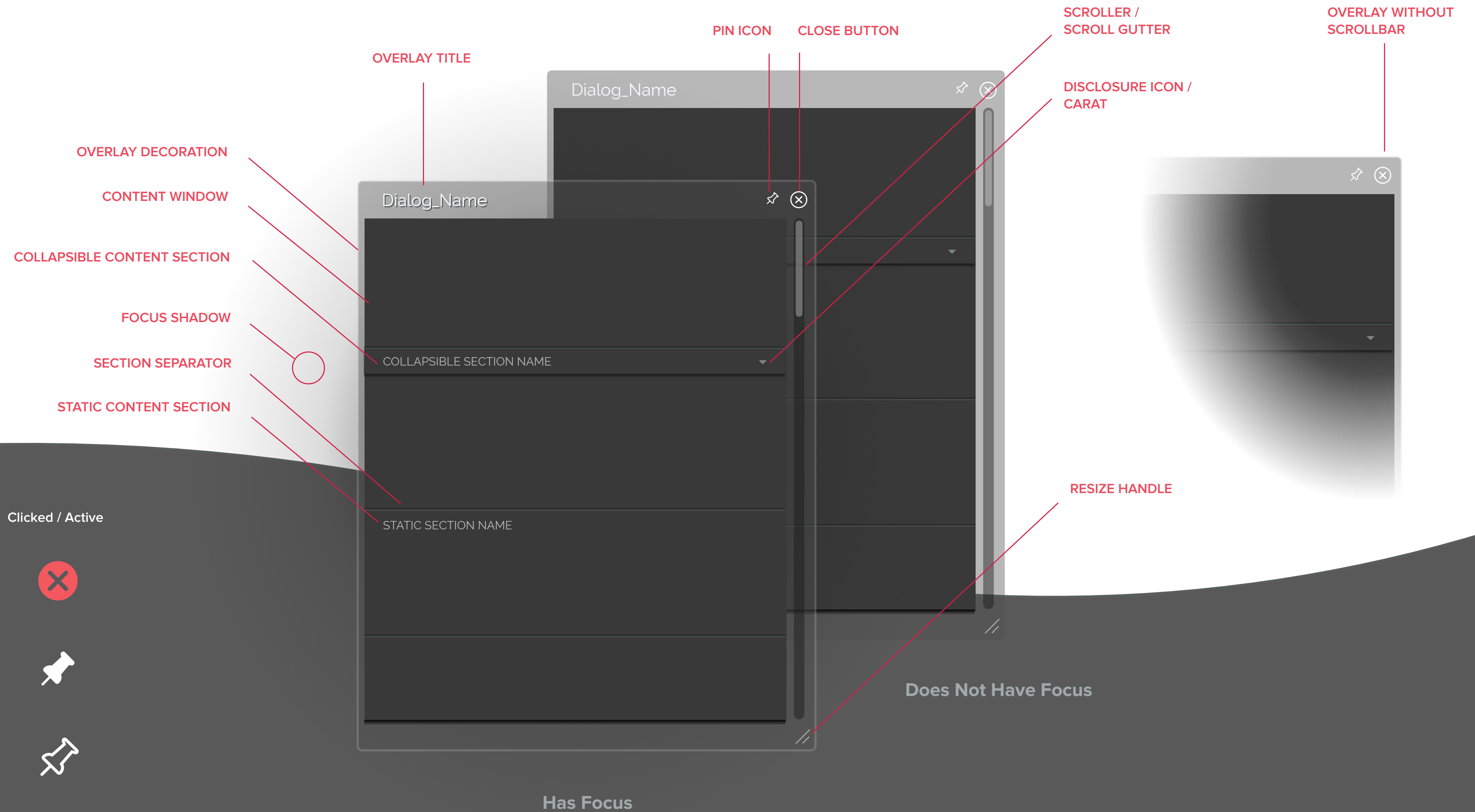














Form Editor Dialog

This is a general-purpose interactive dialog. Entity properties, Settings, and Running Scripts are good examples of this class.

NOTES:

1. Is visible whenever a user is "menu mode".
2. Can be pinned.
3. Can be repositioned and resized.
4. Can have focus.
5. Is not modal.
6. In cases where contents exceed the frame size, the overlay should be scrollable.



	Normal	Hover	Clicked / Active
CLOSE BUTTON			
PIN ICON (PIN)			
PINNED ICON (UNPIN)			
RESIZE HANDLE			

Form Editor Dialog

DESIGN NOTES FOR WHEN THE OVERLAY HAS FOCUS

OVERLAY DECORATION
 ROUNDED CORNERS
 WITH 7.5 PX RADIUS @ 1920 X 1080 /
 WITH 5 PX RADIUS @ 1280 X 720

DECORATION BACKGROUND COLOR:
 HEX: #575757
 "BASE GRAY HIGHLIGHT"
 40% OPACITY

OUTLINE
 2PX / 1PX
 HEX: #E3E3E3
 "FAINT GRAY"
 50% OPACITY

FOCUS SHADOW
 RADIAL GRADIENT
 RADIUS =2X WINDOW WIDTH
 .PNG IMAGE OR QT

FOCUS SHADOW
 POSITION 0.0
 HEX: #000

POSITION 0.667
 HEX: #000
 12% OPACITY

POSITION 1
 HEX: #000
 0% OPACITY

SECTION SEPARATOR
 1 PX "BASE GRAY SHADOW"
 1 PX "BASE GRAY HIGHLIGHT"

"OVERLAY TITLE"
 RALEWAY REGULAR
 16PT
 HEX: #FFF

IF OVERLAY HAS FOCUS,
 1PX DROP SHADOW
 OFFSET -45 DEG.
 HEX: #252525
 "BASE GRAY SHADOW"
 60% OPACITY

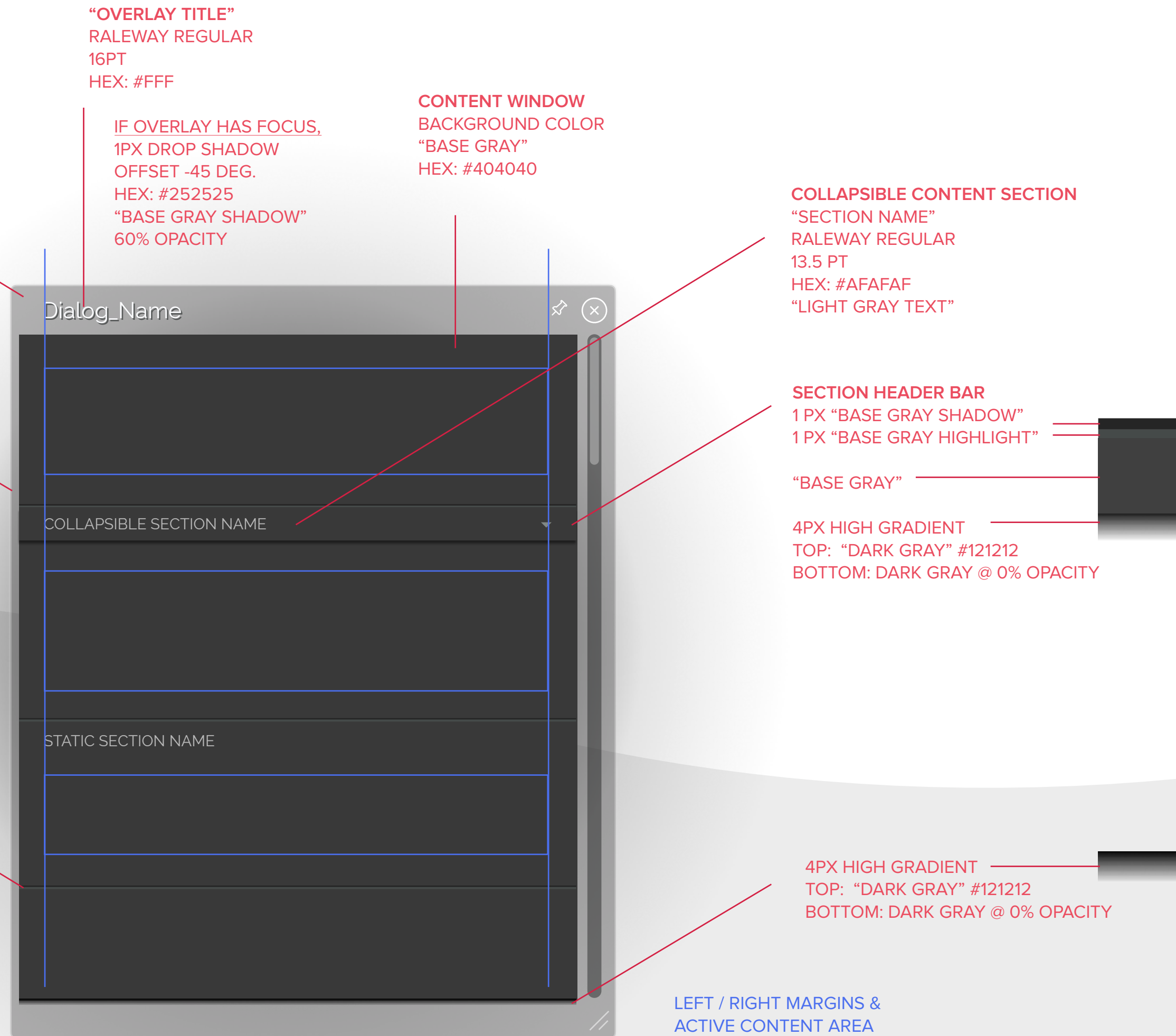
CONTENT WINDOW
 BACKGROUND COLOR
 "BASE GRAY"
 HEX: #404040

COLLAPSIBLE CONTENT SECTION
 "SECTION NAME"
 RALEWAY REGULAR
 13.5 PT
 HEX: #AFAFAF
 "LIGHT GRAY TEXT"

SECTION HEADER BAR
 1 PX "BASE GRAY SHADOW"
 1 PX "BASE GRAY HIGHLIGHT"
 "BASE GRAY"
 4PX HIGH GRADIENT
 TOP: "DARK GRAY" #121212
 BOTTOM: DARK GRAY @ 0% OPACITY

4PX HIGH GRADIENT
 TOP: "DARK GRAY" #121212
 BOTTOM: DARK GRAY @ 0% OPACITY

LEFT / RIGHT MARGINS &
 ACTIVE CONTENT AREA



Has Focus

Form Editor Dialog

DESIGN NOTES FOR WHEN THE OVERLAY DOES NOT HAVE FOCUS

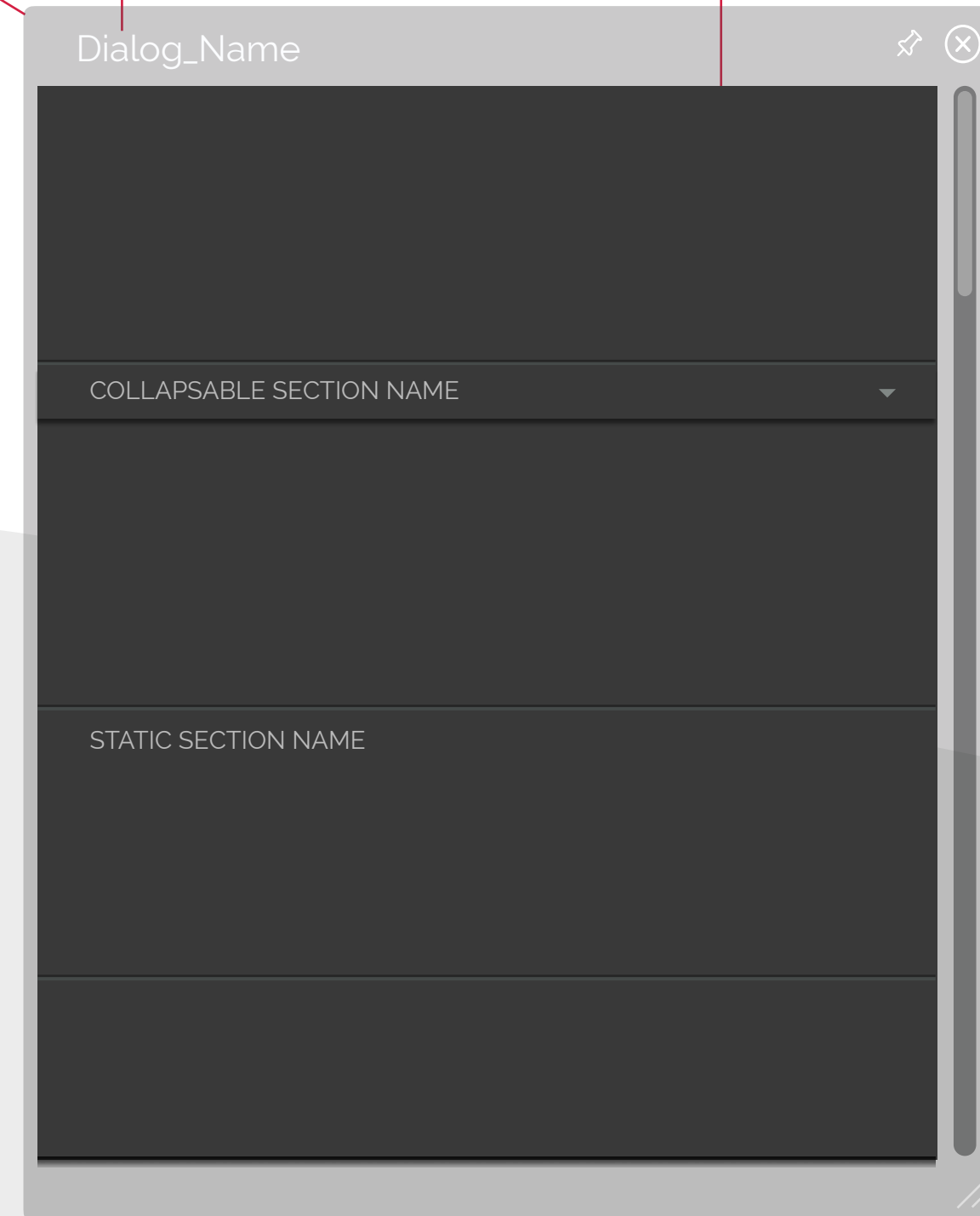
DECORATION BACKGROUND COLOR:
HEX: #575757
"BASE GRAY HIGHLIGHT"
30% OPACITY

"OVERLAY TITLE"
RALEWAY REGULAR
16PT
HEX: #FFF

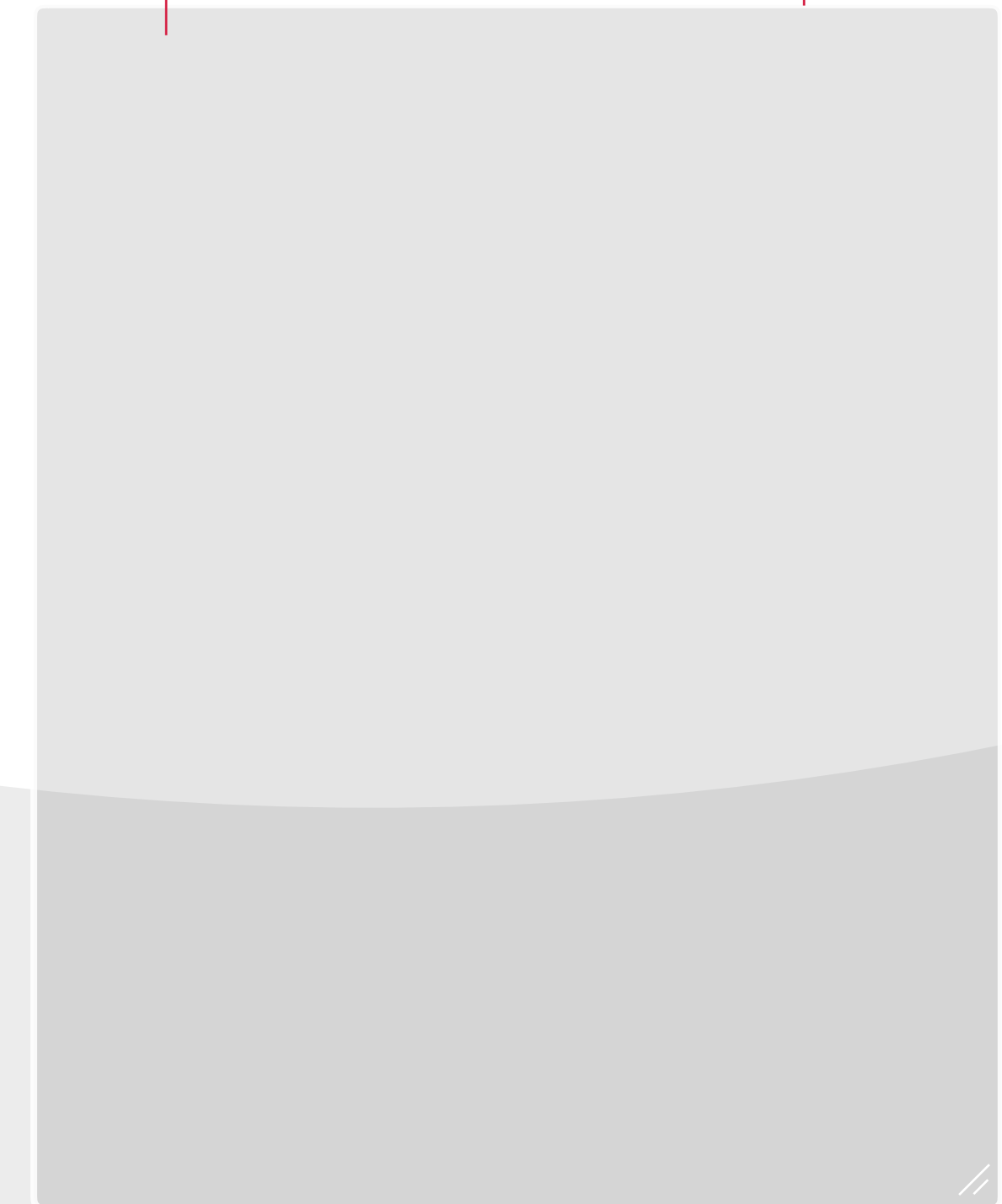
CONTENT WINDOW
BACKGROUND COLOR
"BASE GRAY"
HEX: #404040

DECORATION BACKGROUND COLOR:
HEX: #575757
"BASE GRAY HIGHLIGHT"
15% OPACITY

OUTLINE
3PXHEX: #FFF
White
50% OPACITY



Does Not Have Focus



On Resize

Overlay View

The overlay view is ideally suited to displaying dynamic information that requires little or no direct interaction with the user in normal mode.

NOTES:

1. Cannot have focus.
2. Can be pinned.
3. Is not modal.
4. Cannot be resized.

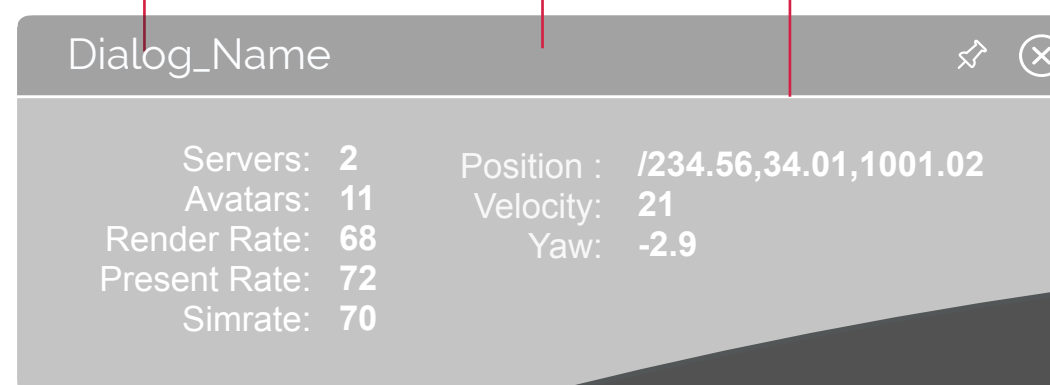
Menu Mode

Normal Mode (if pinned)

"OVERLAY TITLE"
 RALEWAY REGULAR
 16PT
 HEX: #FFF

TITLE BAR
 HEX: #252525
 "BASE GRAY SHADOW"
 40% OPACITY

2PX GAP BETWEEN
 TITLE BAR AND OVERLAY



Servers: 2 Position : /234.56,34.01,1001.02
 Avatars: 11 Velocity: 21
 Render Rate: 68 Yaw: -2.9
 Present Rate: 72
 Simrate: 70

OVERLAY WINDOW
 ROUNDED CORNERS
 WITH 7.5 PX RADIUS @ 1920 X 1080 /
 WITH 5 PX RADIUS @ 1280 X 720

BACKGROUND COLOR
 "BASE GRAY"
 HEX: #404040
 35% OPACITY

Servers: 2 Position : /234.56,34.01,1001.02
 Avatars: 11 Velocity: 21
 Render Rate: 68 Yaw: -2.9
 Present Rate: 72
 Simrate: 70

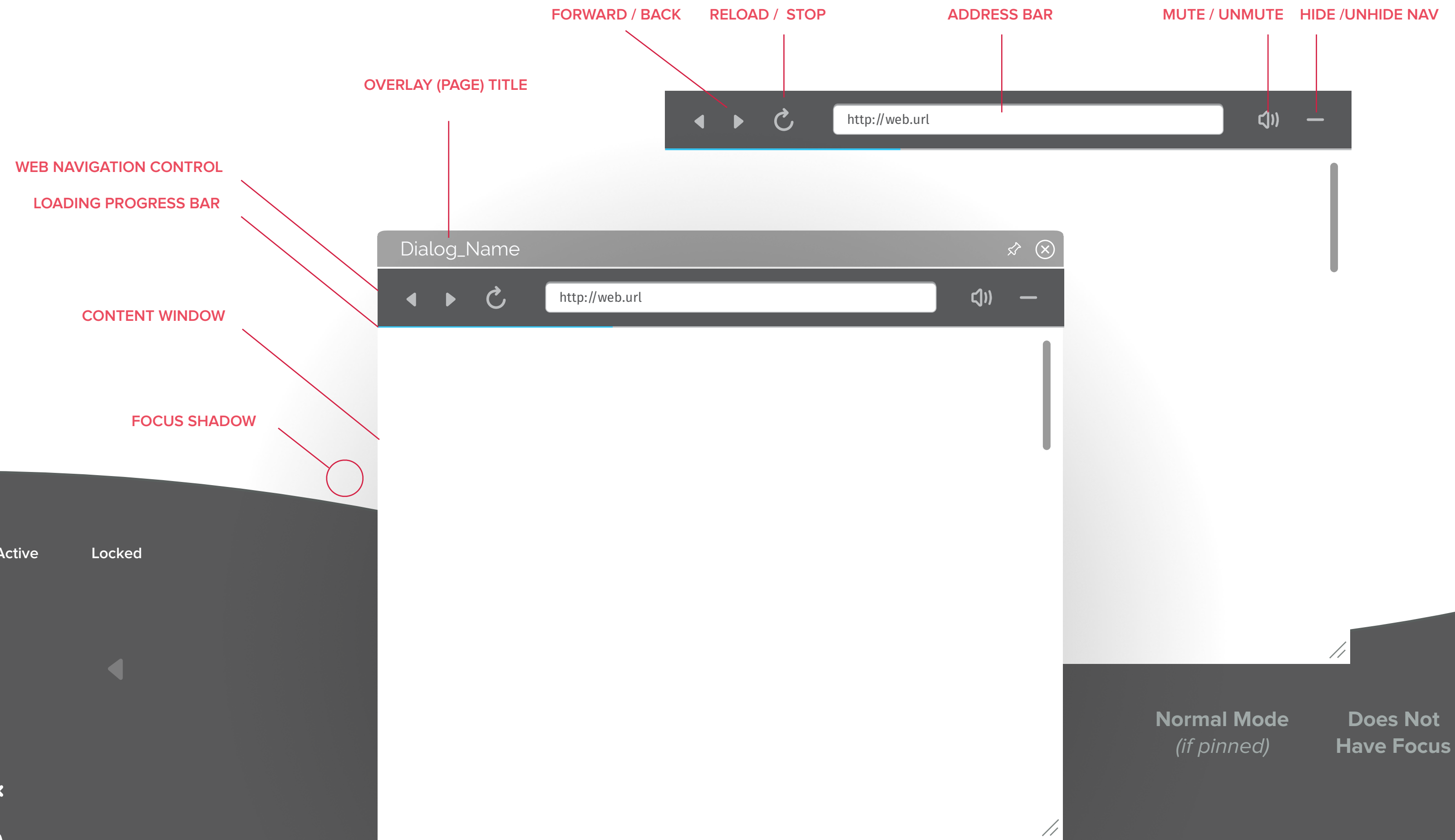
I expect that text formatting in an overlay view can be flexible enough to suit any purposes, but for the sake of an example, I've applied basic formatting to the Stats overlay.

Web View

The web view and web entity are similarly formatted, and as much as possible, I recommend trying to achieve parity between the two interfaces.

NOTES:

1. The web view shares all of the same states and behaviors as the Form Editor Dialog. The characteristics that distinguish it are that its frame decoration goes away in normal mode and it has web navigation control at the top.



	Normal	Hover	Clicked / Active	Locked
FORWARD	▶	▶	▶	
BACK	◀	◀	◀	◀
RELOAD	↻	↻	✕	
AUDIO (UNMUTED)	🔊	🔊	🔊✕	
AUDIO (MUTED)	🔊✕	🔊✕	🔊	
STOP	✕	✕	↻	

Normal Mode (if pinned) Does Not Have Focus

Menu Mode / Has Focus

Web View

The web view and web entity are similarly formatted, and as much as possible, I recommend trying to achieve parity between the two UI's.

TITLE BAR
 HEX: #252525
 "BASE GRAY SHADOW"
 40% OPACITY

ROUNDED CORNERS
 WITH 7.5 PX RADIUS @ 1920 X 1080 /
 WITH 5 PX RADIUS @ 1280 X 720

LOADED PROGRESS
 2 PX
 HEX: #00B4EF
 "PRIMARY HIGHLIGHT"

"OVERLAY TITLE"
 RALEWAY REGULAR
 16 PT
 HEX: #FFF

"TEXT FIELD INPUT"
 FIRA SANS SEMIBOLD
 13.5 PT
 HEX: #404040
 "BASE GRAY"

SELECT HIGHLIGHT
 HEX: #14A4EB
 "PRIMARY HIGHLIGHT"

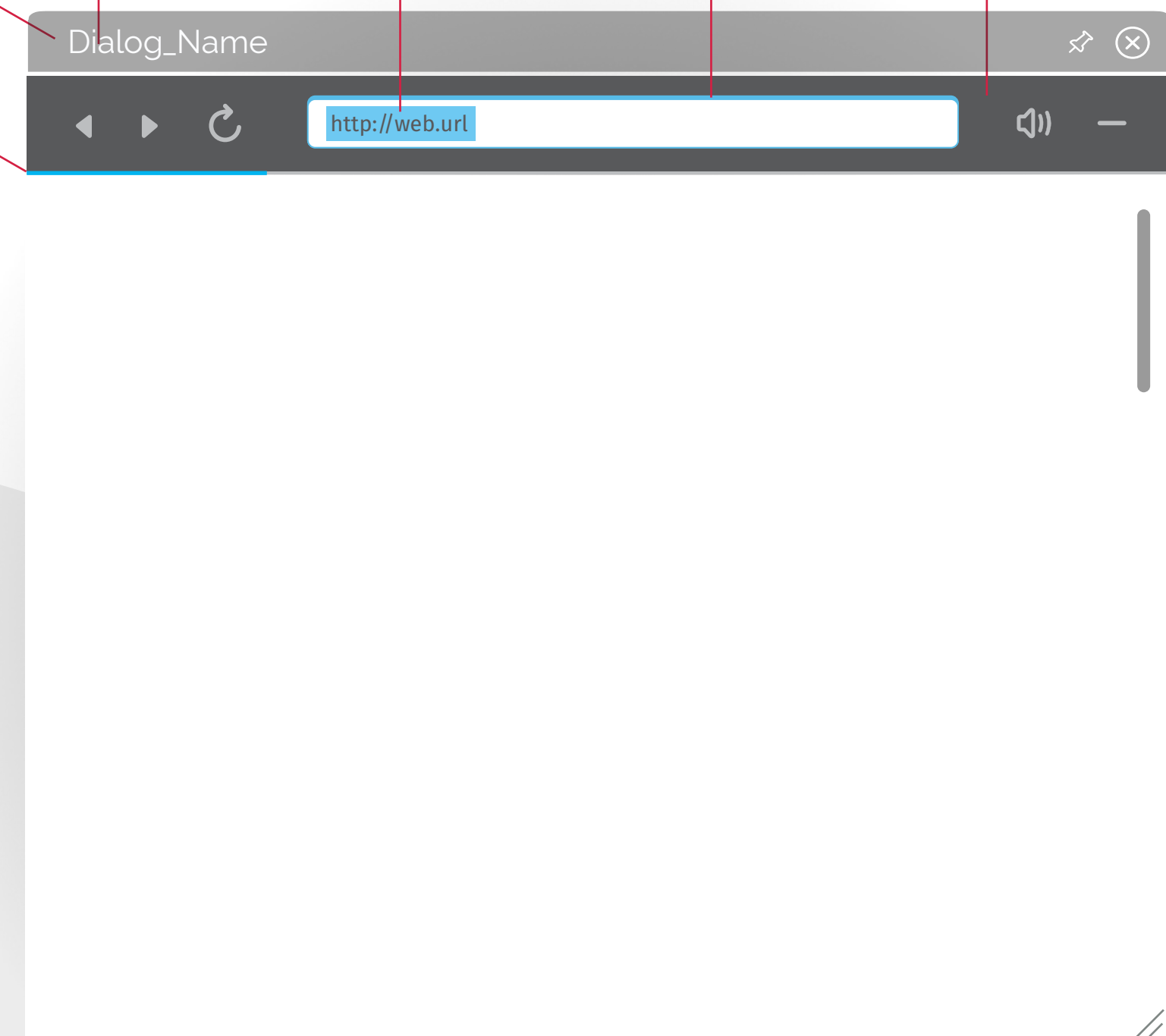
HIGHLIGHT
 2 PX
 HEX: #14A4EB
 "PRIMARY HIGHLIGHT"

WEB NAVIGATION CONTROL
BACKGROUND COLOR:
 HEX: #575757
 "BASE GRAY HIGHLIGHT"

UNLOADED PROGRESS
 2 PX
 HEX: #AFAFAF
 "LIGHT GRAY TEXT"



NAV HIDING
 Optional: It would be great, especially with web *entities*, to be able to hide/unhide the navigation with the "+" and "-" toggles shown in these mockups.

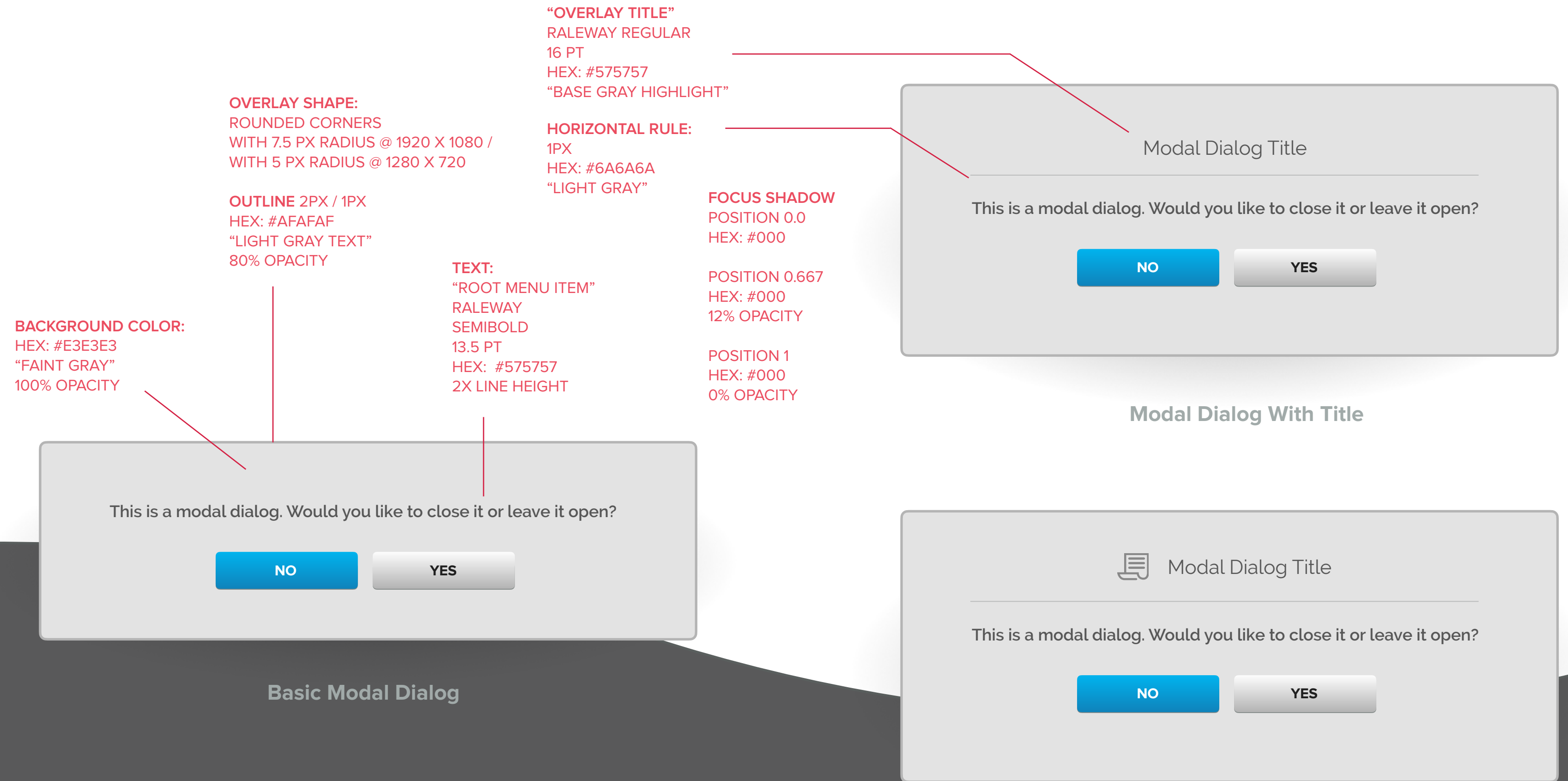


Modal Dialogs

Basic modal dialog styling is outlined here, but it's conceivable that many of the UI elements defined in the next few pages can be used here to build more elaborate interfaces,

NOTES:

1. Visible anywhere
2. Cannot be pinned
3. Can be resized if appropriate
4. Can be repositioned



Normal	Hover	Clicked / Active	Locked

	LIGHT BUTTON GRADIENT		BLUE BUTTON GRADIENT
	POSITION 0.2 HEX: #FFFFFF		POSITION 0.2 HEX: #00B4EF
	POSITION 1 HEX: #AFAFAF		POSITION 1 HEX: #1080B8

BUTTON SHAPE:
 ROUNDED CORNERS WITH 7.5 PX RADIUS @ 1920 X 1280 /WITH 5 PX RADIUS @ 1280 X 720

Modal Dialog With Title and Icon

Button Panes

The button pane is designed to put a button or cluster of buttons more or less persistently in a users' field of view. A natural example of a button pane would be the 'Directory' or 'Edit' buttons.

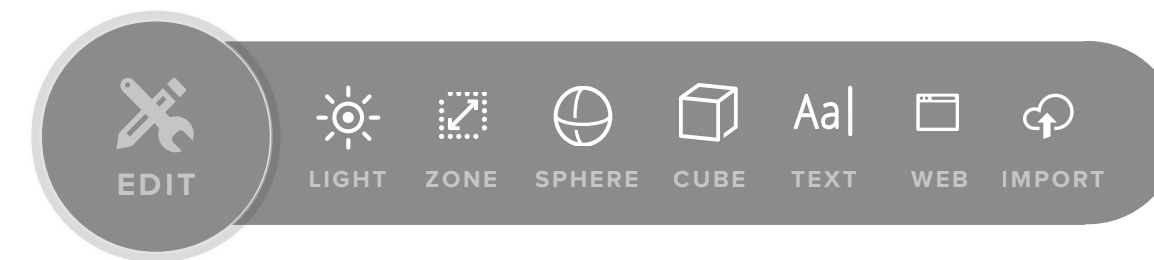
NOTES:

1. Are visible in menu mode and normal mode when pinned.
2. Cannot be resized but can be repositioned
3. Can be expandable & change shape on click events

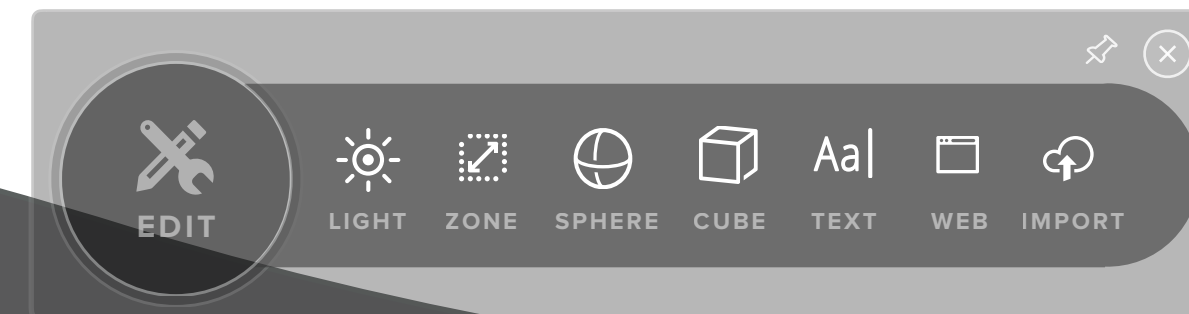
Standard Button in Normal Mode



Standard Button in Menu Mode



Irregularly-Shaped Button Pane in Normal Mode



Irregularly-Shaped Button Pane in Menu Mode

Transient Notifications

NOTES:

1. Is visible in all modes.
2. Cannot have focus.
3. Is closable and closes automatically
4. Cannot be resized.
5. Cannot be pinned.

Example: Loading
Progress Bar



SLIDER GUTTER
#252525

POS 0.2: HEX #FFFFFF
POS 1.0: HEX #AFAFAF

OVERLAY WINDOW
BG HEX: #000
50% OPACITY

“TAB NAME”
RALEWAY REGULAR
13.5 PT
HEX: #FFF

Example: Microphone
Muted Notification



CLOSE ICON

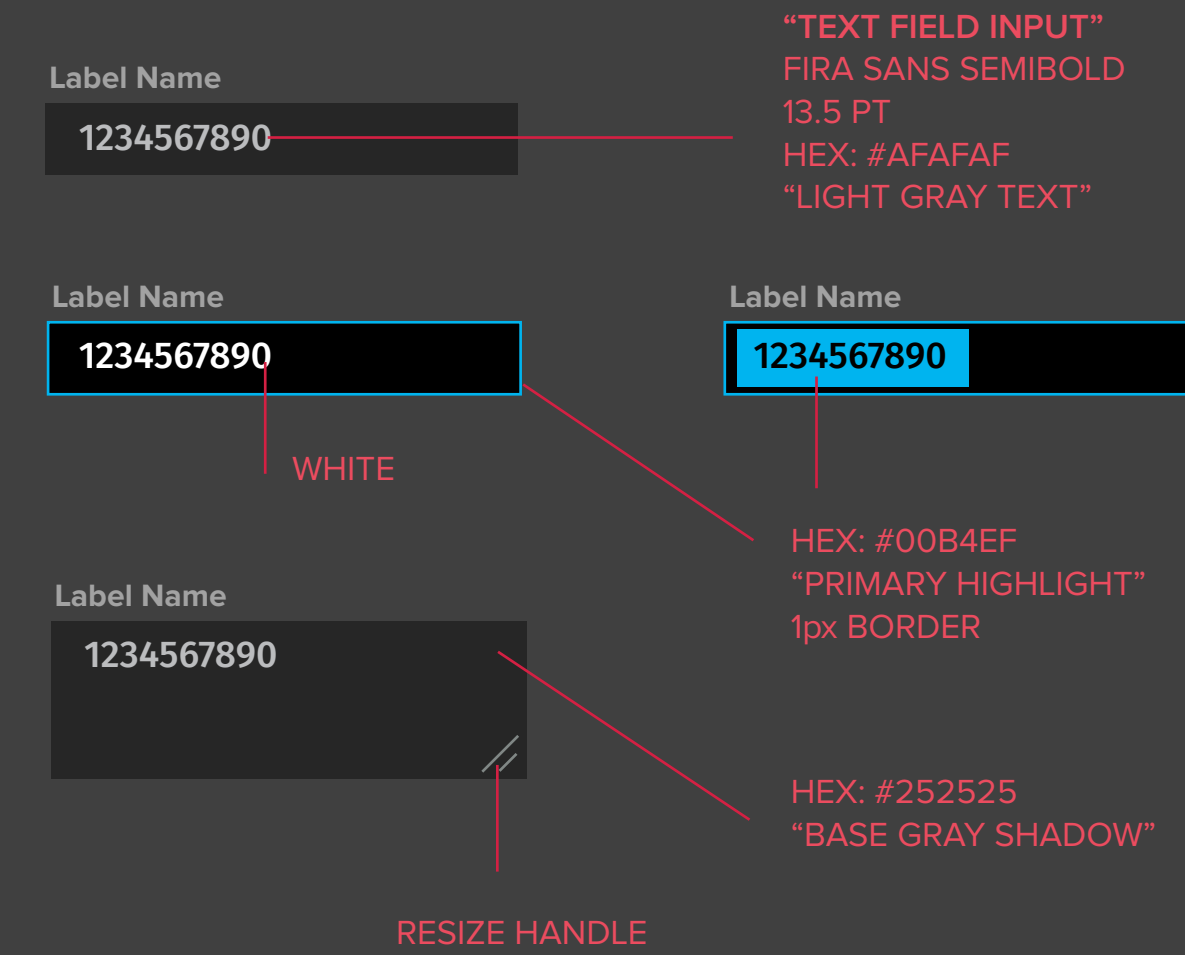
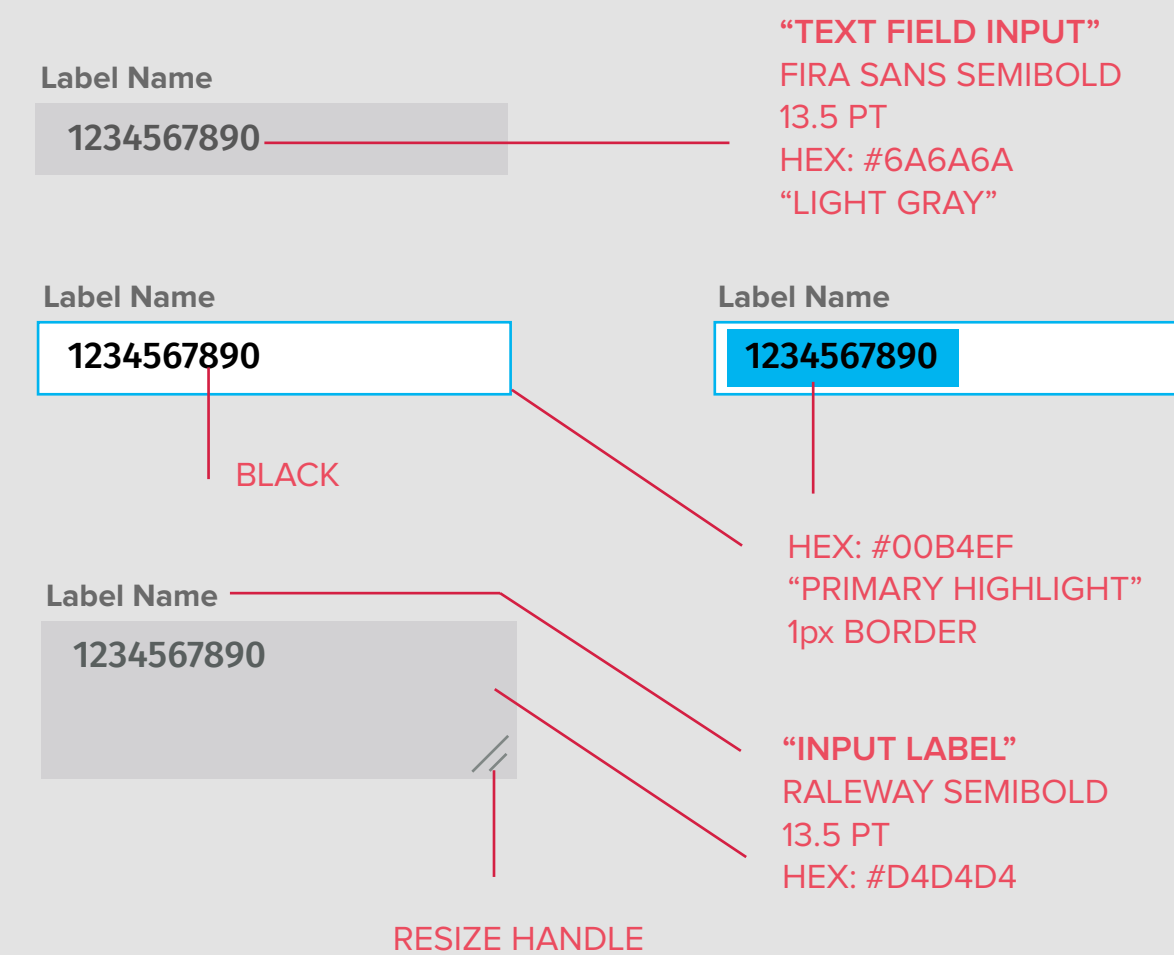
General UI Elements

- Text input
 - Single Line
 - Multi Line
- Token Field
- Stepper Field
- Stepper Field with Icon
- Search Field
- Button
- Button Group
- Tab Group
- Combo Box
- Drop Down Box
- Color Well
- Checkbox
- Radio Button
- Horizontal Slider
- Disclosure Indicator
- Horizontal Rule
- Vertical Separator
- Tables and Table Headings
- Section Heading
- Progress Bar
- The “Metadial”

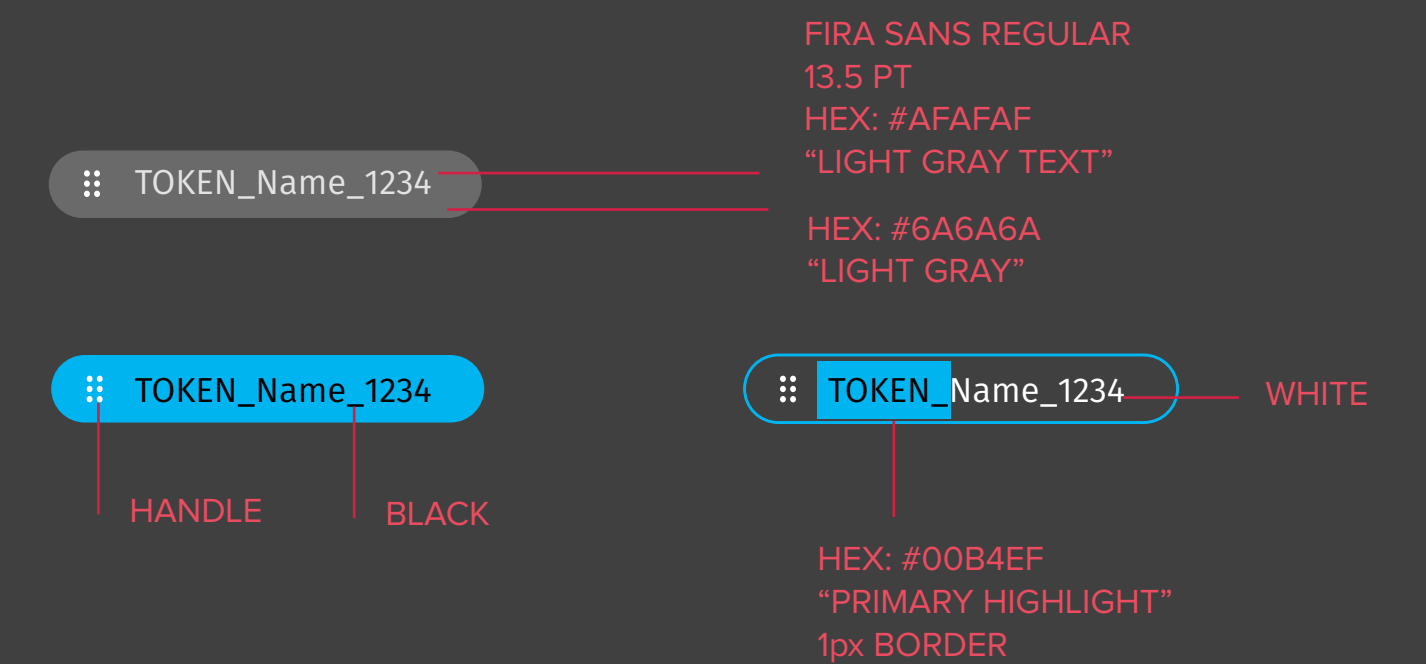
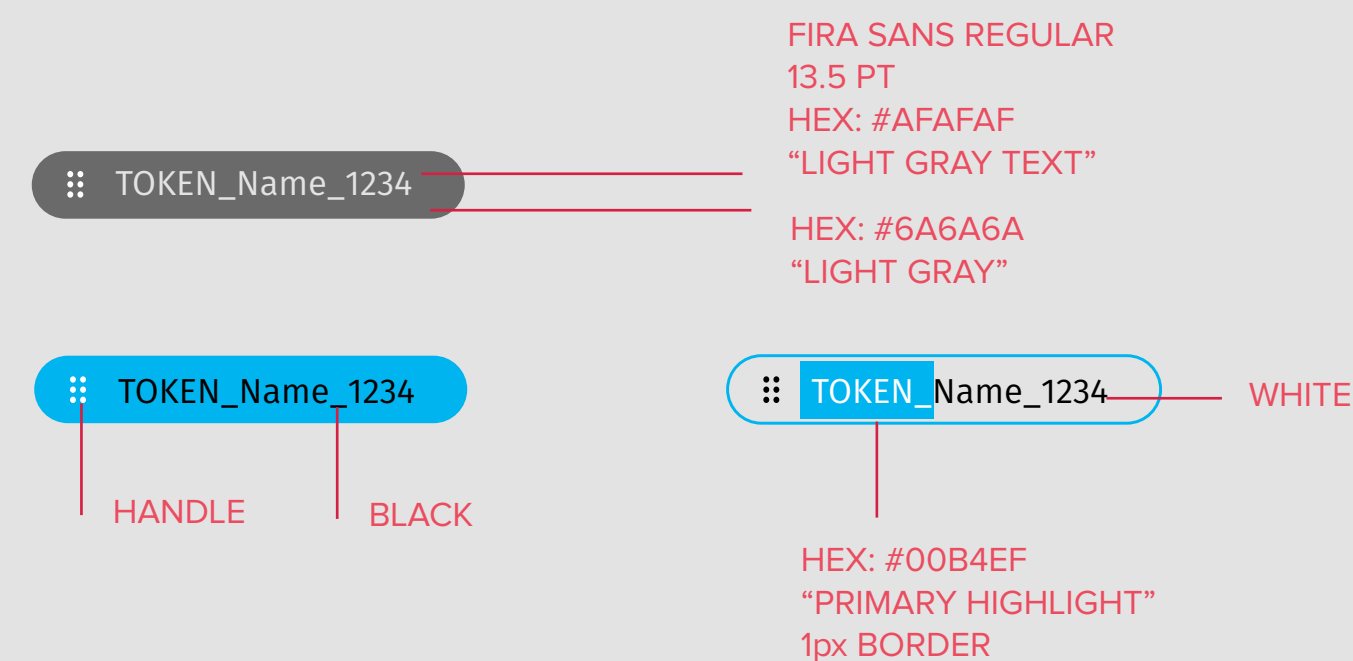
Text Input

Light Color Scheme

Dark Color Scheme



Token Field



General UI Elements

- Text input
 - Single Line
 - Multi Line
- Token Field
- **Stepper Field**
- **Stepper Field with Icon**
- Search Field
- Button
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- The “Metadial”

Stepper Field

Light Color Scheme

Dark Color Scheme

Label Name
123.456 [STYLE AND COLORS SAME AS TEXT INPUT]

Label Name
123.456 STEPPER UP #808080
STEPPER DOWN
(SELECTED) “BLACK”

Position
X: 123.456 Y: 123.456 Z: 123.456

Position
X: 123.456 Y: 123.456 Z: 123.456

Label Name
123.456 [STYLE AND COLORS SAME AS TEXT INPUT]

Label Name
123.456 STEPPER UP #808080
STEPPER DOWN
(SELECTED) “WHITE”

Position
X: 123.456 Y: 123.456 Z: 123.456

Position
X: 123.456 Y: 123.456 Z: 123.456
HEX: #EB4C5F “RED HIGHLIGHT”
HEX: #19C065 “GREEN HIGHLIGHT”
HEX: #00B4EF “GREEN HIGHLIGHT”

Stepper Field with Icon

Label Name
123.456

Label Name
123.456 [STYLE AND COLORS SAME AS TEXT INPUT]

Label Name
123.456

Label Name
123.456 [STYLE AND COLORS SAME AS TEXT INPUT]

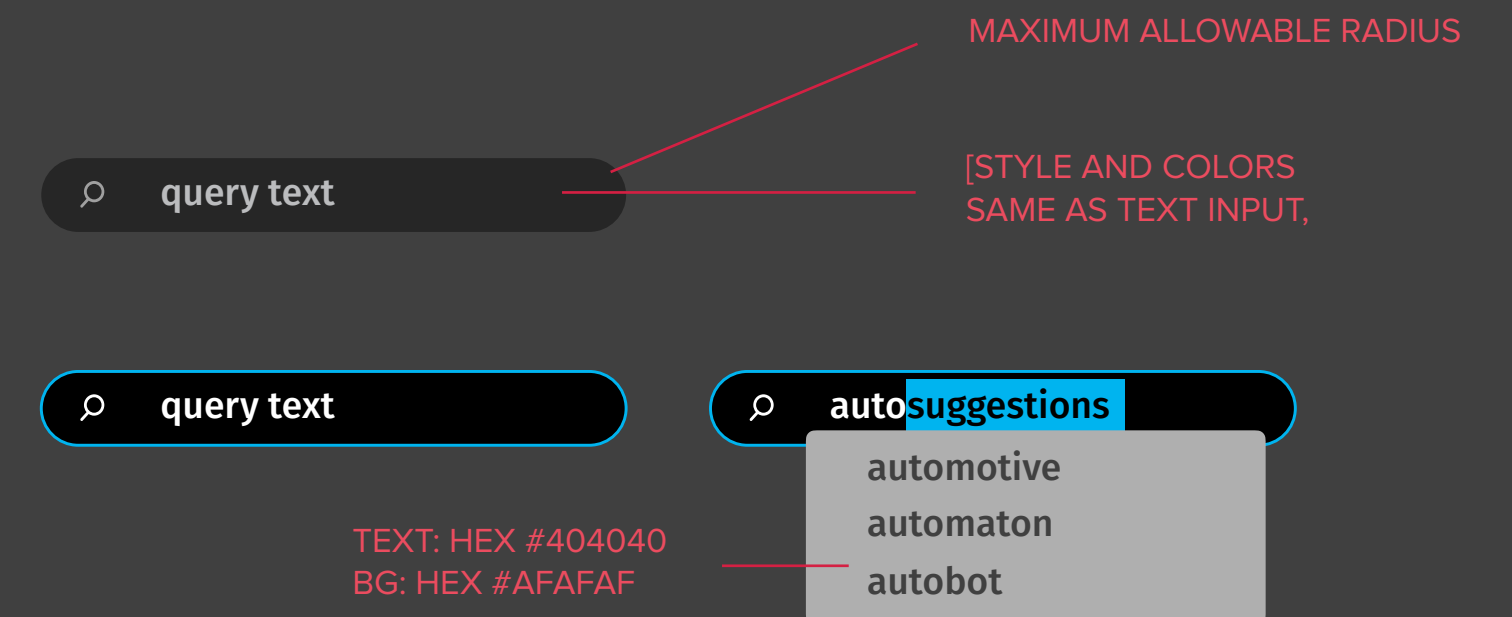
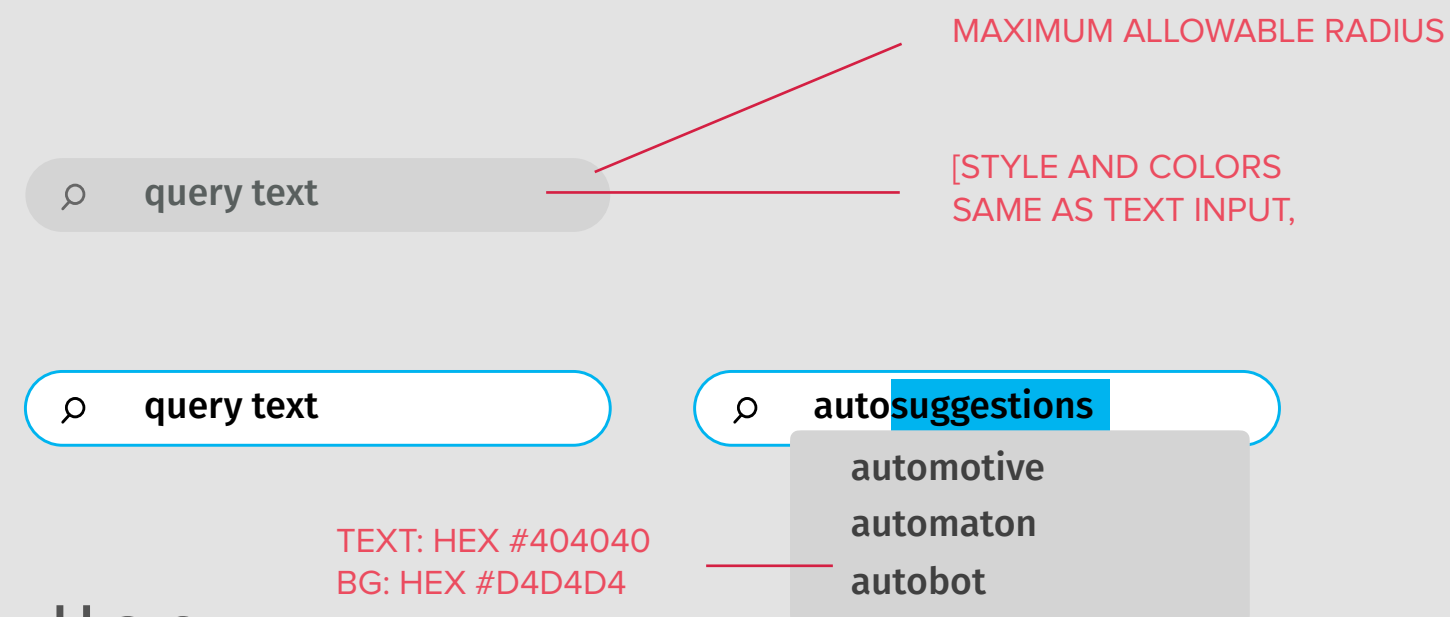
General UI Elements

- Text input
 - Single Line
 - Multi Line
- Token Field
- Stepper Field
- Stepper Field with Icon
- **Search Field**
- **Button**
- Button Group
- Tab Group
- Combo Box
- Drop Down Box
- Color Well
- Checkbox
- Radio Button
- Horizontal Slider
- Disclosure Indicator
- Horizontal Rule
- Vertical Separator
- Tables and Table Headings
- Section Heading
- Progress Bar
- The “Metadial”

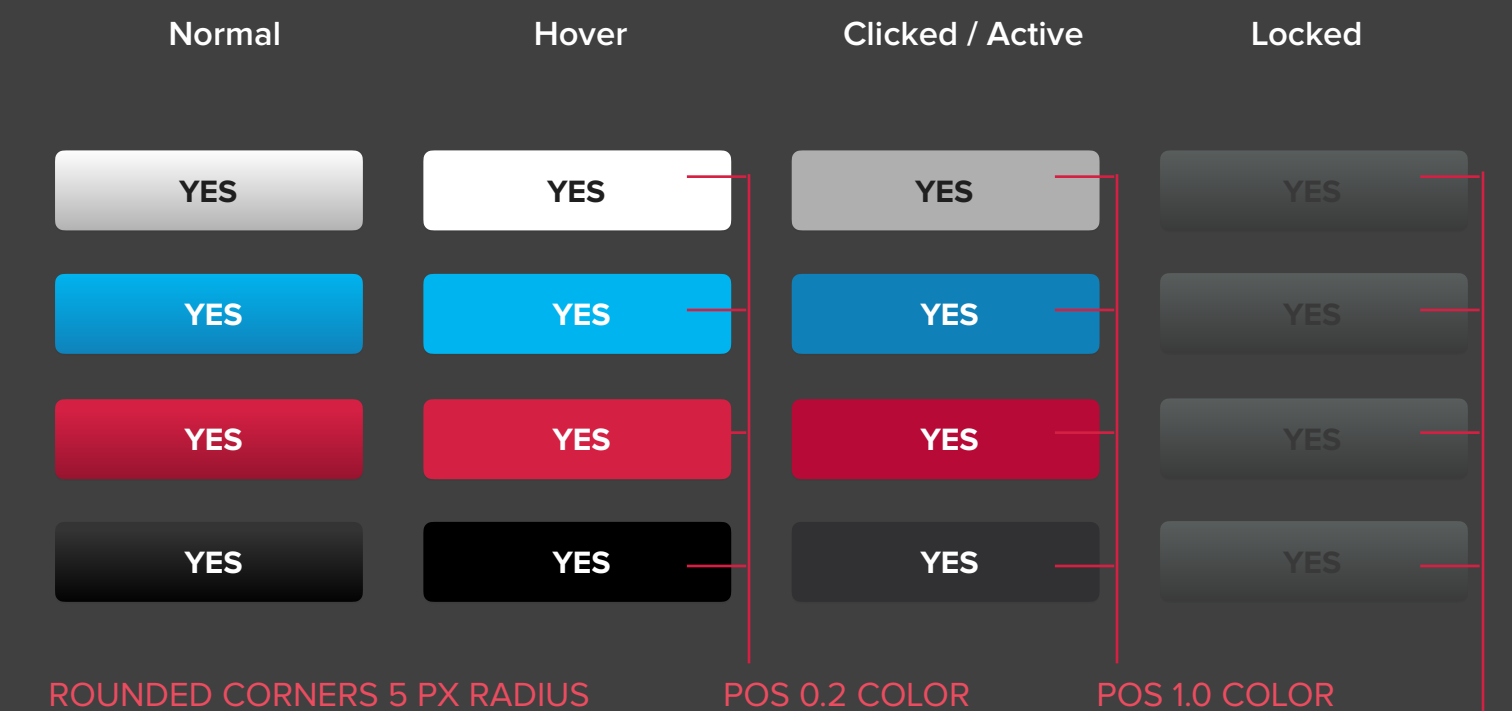
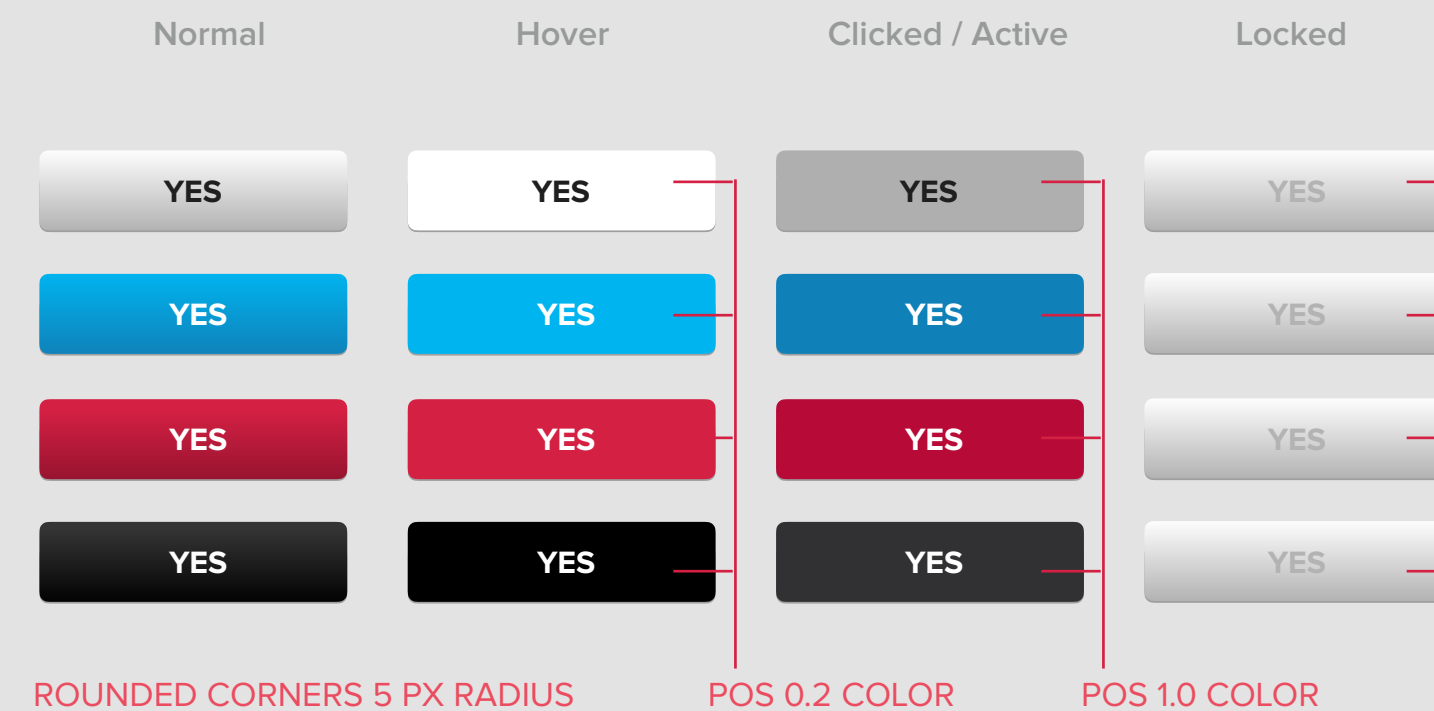
Search Field





Light Color Scheme





Dark Color Scheme



Button



	POS 0.2: HEX #FFFFFF POS 1.0: HEX #AFAFAF		POS 0.2: HEX #D42043 POS 1.0: HEX #94132E	0.2: HEX: #FFF 1.0: HEX: #AFAFAF
	POS 0.2: HEX #00B4EF POS 1.0: HEX #1080B8		POS 0.2: HEX #343434 POS 1.0: HEX #000000	TEXT: HEX: #AFAFAF

	POS 0.2: HEX #FFFFFF POS 1.0: HEX #AFAFAF		POS 0.2: HEX #D42043 POS 1.0: HEX #94132E	POS 0.2: HEX: #575757 POS 1.0: HEX: #252525
	POS 0.2: HEX #00B4EF POS 1.0: HEX #1080B8		POS 0.2: HEX #343434 POS 1.0: HEX #000000	TEXT: HEX: #252525

General UI Elements

- Text input
 - Single Line
 - Multi Line
- Token Field
- Stepper Field
- Stepper Field with Icon
- Search Field
- **Button**
- **Button Group**
- Tab Group
- Combo Box
- Drop Down Box
- Color Well
- Checkbox
- Radio Button
- Horizontal Slider
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- Horizontal Rule
- Vertical Separator
- Tables and Table Headings
- Section Heading
- Progress Bar
- The “Metadial”

Button CONTINUED

Light Color Scheme

Dark Color Scheme



ANY ICON CAN BE
SCALED FOR USE



“BUTTON “
RALEWAY REGULAR
15PT
ALL CAPS,
1.5X KERN



ANY ICON CAN BE
SCALED FOR USE



“BUTTON “
RALEWAY REGULAR
15PT
ALL CAPS,
1.5X KERN



Button Group



VERTICAL SEPARATORS

Normal

Hover

Clicked / Active



ROUNDED CORNERS 5 PX RADIUS

POS 0.2 COLOR

POS 1.0 COLOR



VERTICAL SEPARATORS

Normal

Hover

Clicked / Active



ROUNDED CORNERS 5 PX RADIUS

POS 0.2 COLOR

POS 1.0 COLOR

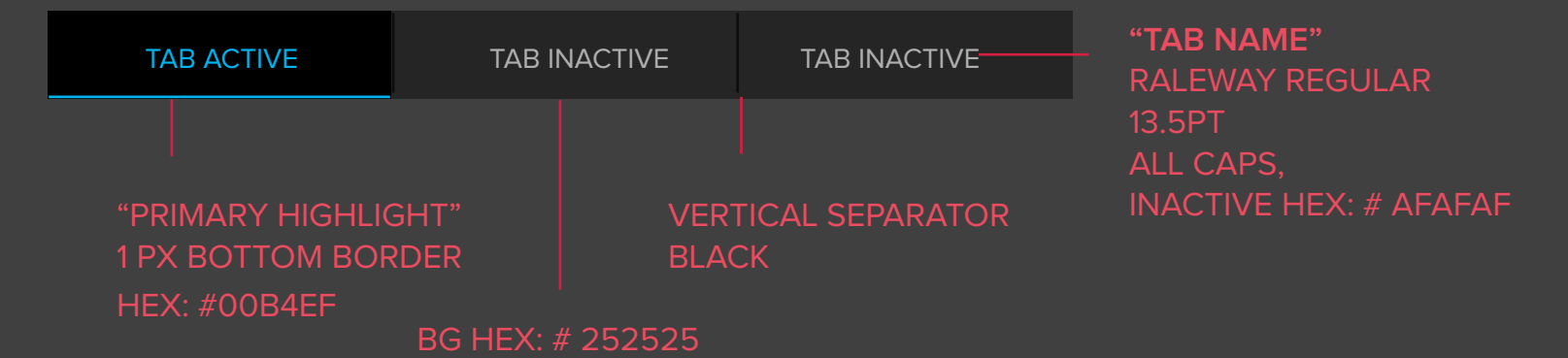
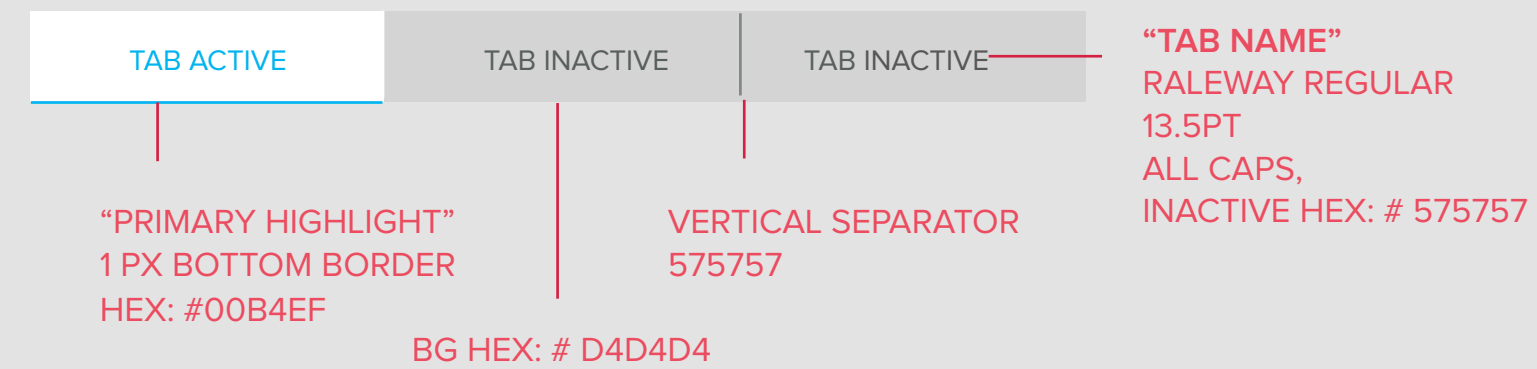
General UI Elements

- Text input
 - Single Line
 - Multi Line
- Token Field
- Stepper Field
- Stepper Field with Icon
- Search Field
- Button
- Button Group
- **Tab Group**
- **Combo Box**
- Drop Down Box
- Color Well
- Checkbox
- Radio Button
- Horizontal Slider
- Disclosure Indicator
- Horizontal Rule
- Vertical Separator
- Tables and Table Headings
- Section Heading
- Progress Bar
- The “Metadial”

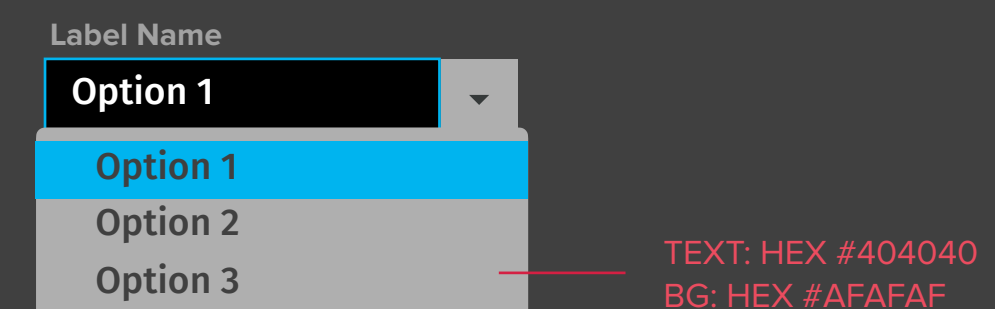
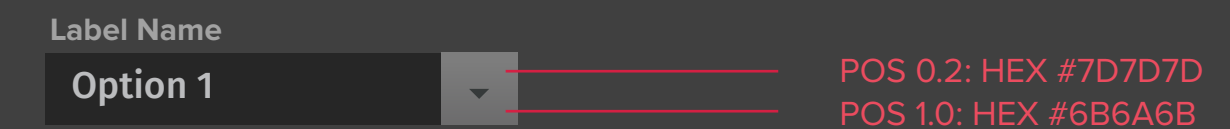
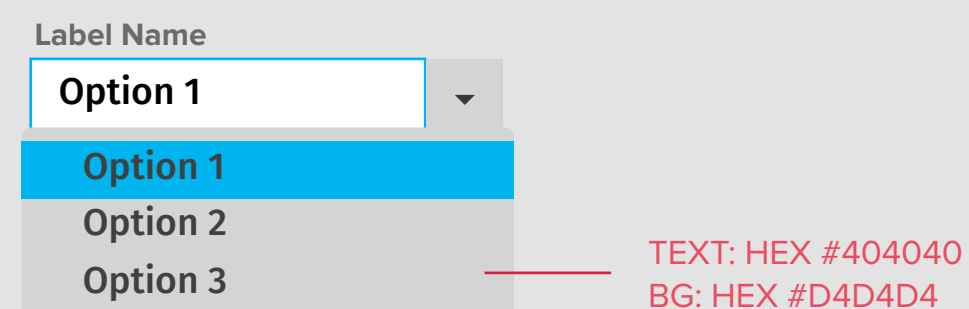
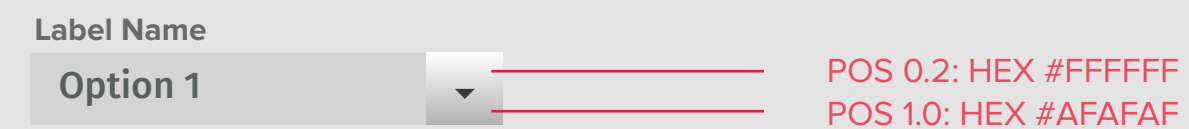
Tab Group

Light Color Scheme

Dark Color Scheme



Combo Box

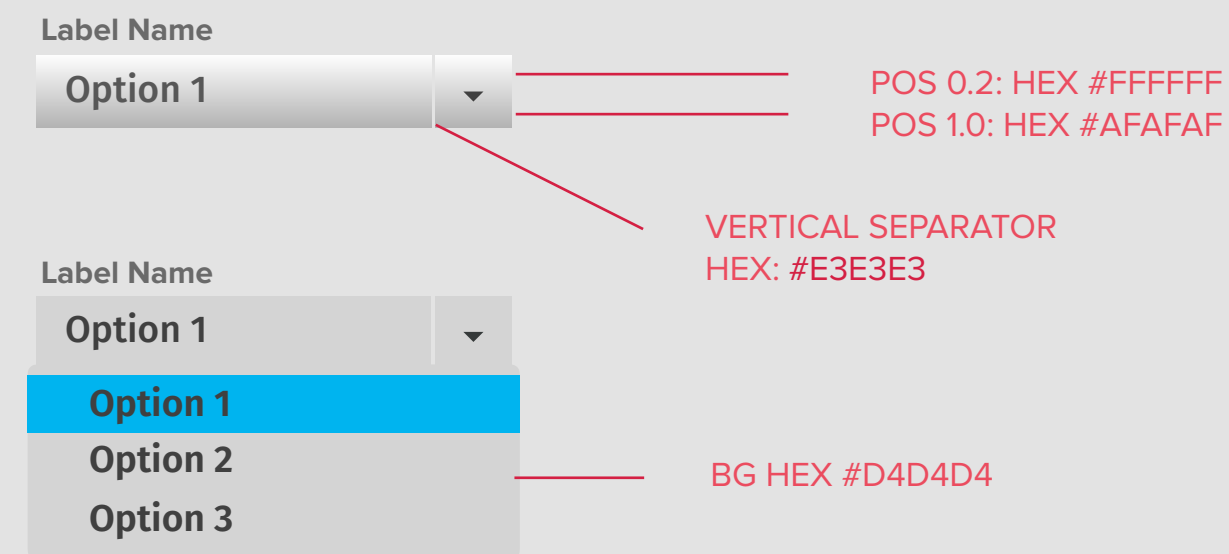


General UI Elements

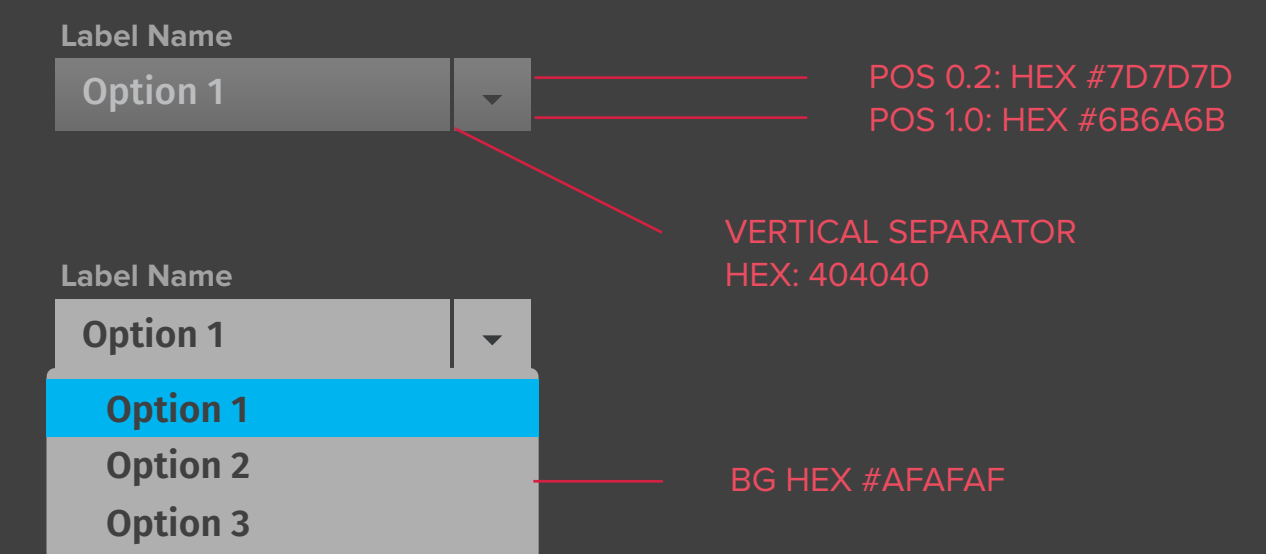
- Text input
 - Single Line
 - Multi Line
- Token Field
- Stepper Field
- Stepper Field with Icon
- Search Field
- Button
- Button Group
- Tab Group
- Combo Box
- **Drop Down Box**
- **Color Well**
- Checkbox
- Radio Button
- Horizontal Slider
- Disclosure Indicator
- Horizontal Rule
- Vertical Separator
- Tables and Table Headings
- Section Heading
- Progress Bar
- The “Metadial”

Drop Down Box

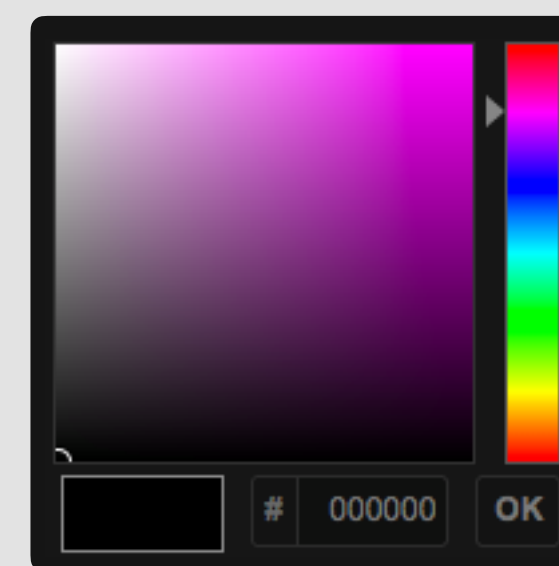
Light Color Scheme



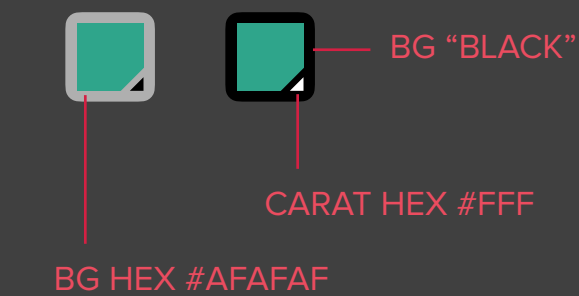
Dark Color Scheme



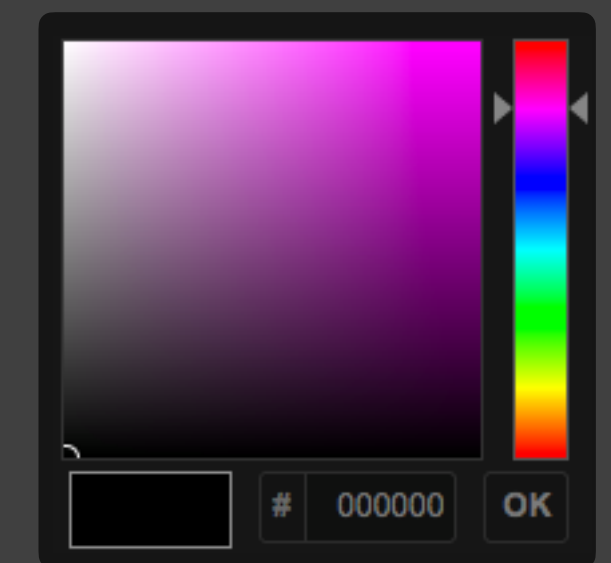
Color Well



Normal Active



[STYLING FOR COLOR PICKER TO REMAIN AS IS]



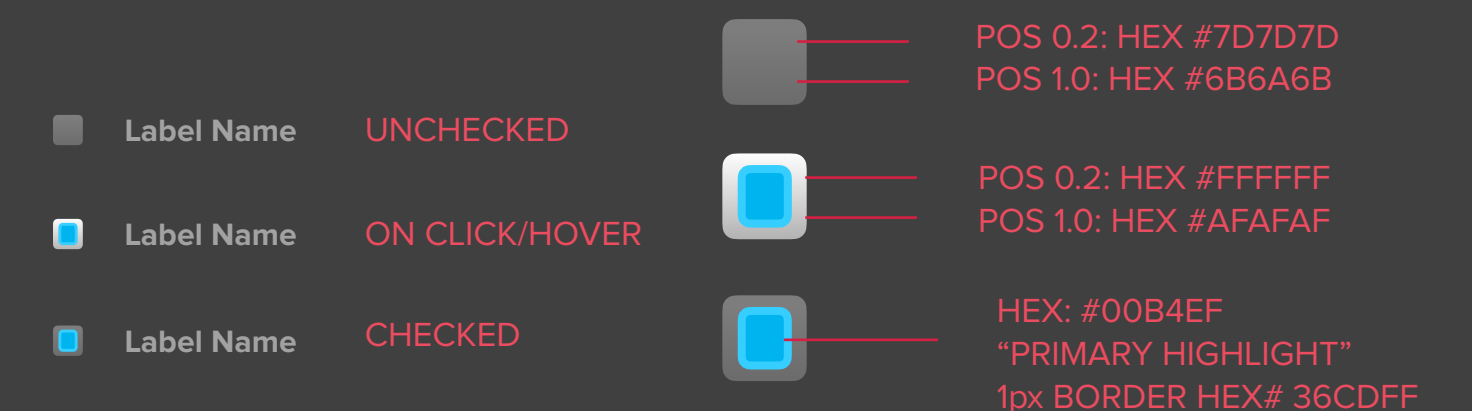
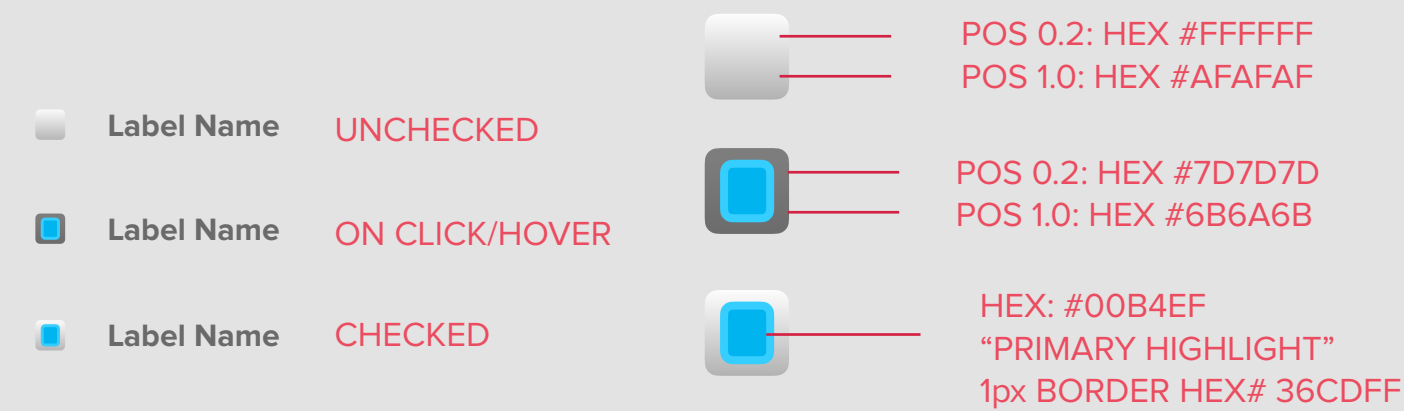
General UI Elements

- Text input
 - Single Line
 - Multi Line
- Token Field
- Stepper Field
- Stepper Field with Icon
- Search Field
- Button
- Button Group
- Tab Group
- Combo Box
- Drop Down Box
- Color Well
- **Checkbox**
- **Radio Button**
- **Horizontal Slider**
- Disclosure Indicator
- Horizontal Rule
- Vertical Separator
- Tables and Table Headings
- Section Heading
- Progress Bar
- The “Metadial”

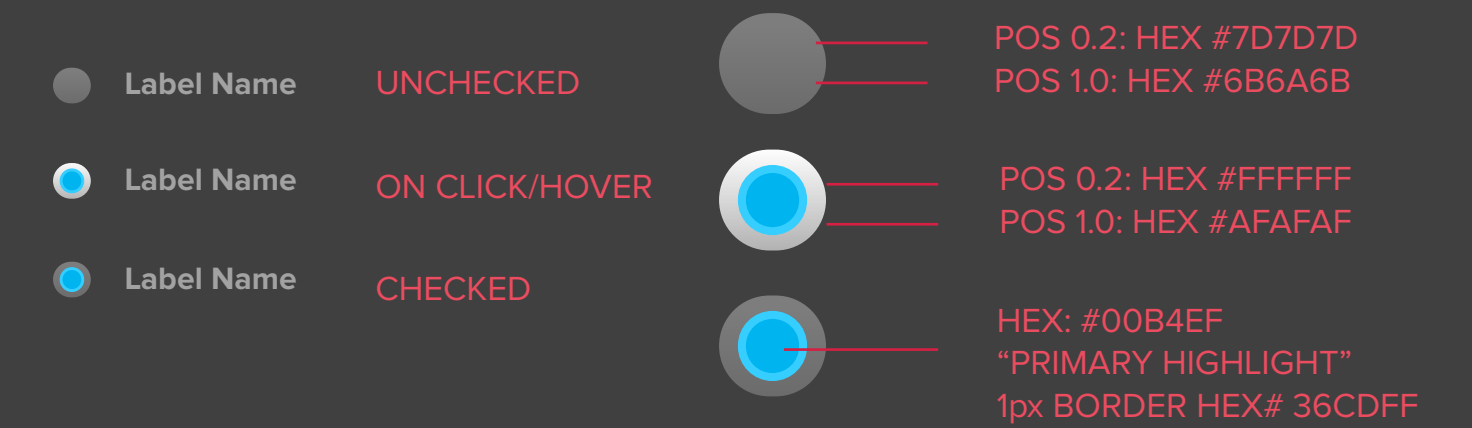
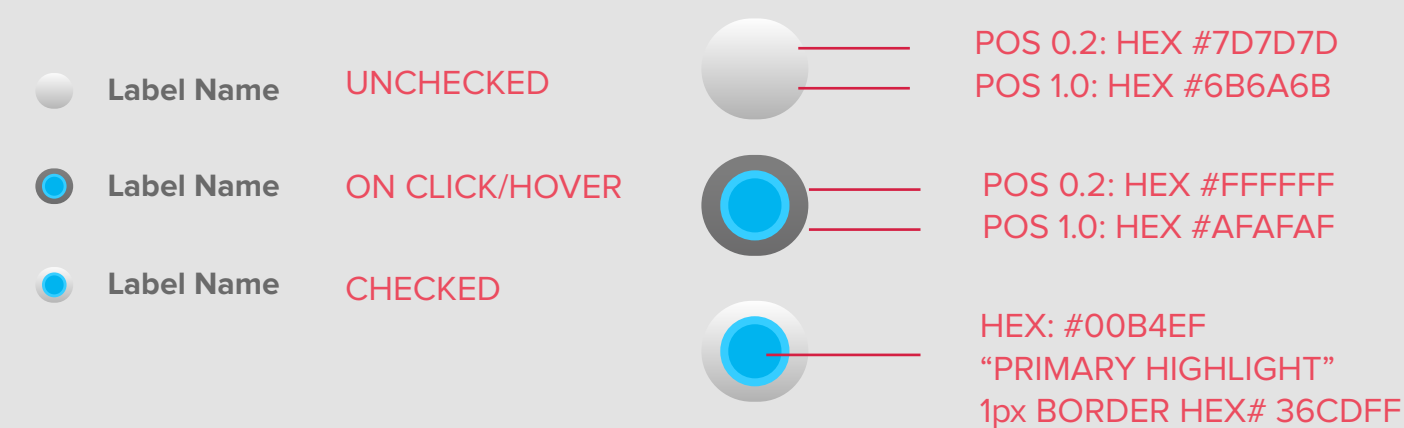
Checkbox

Light Color Scheme

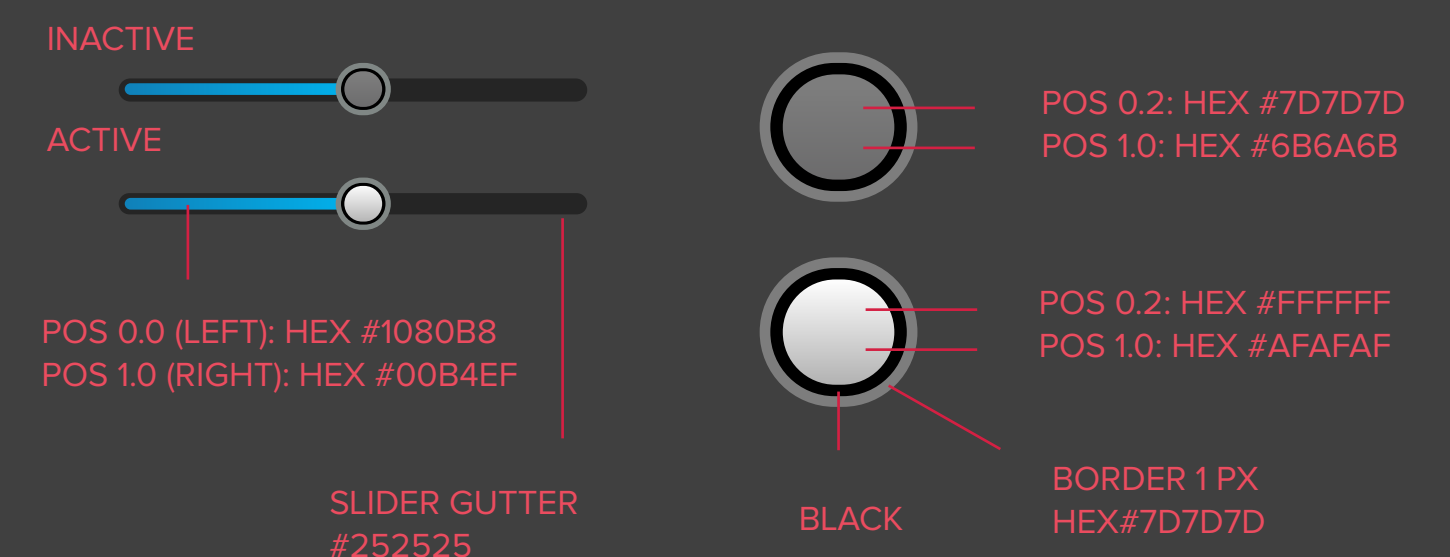
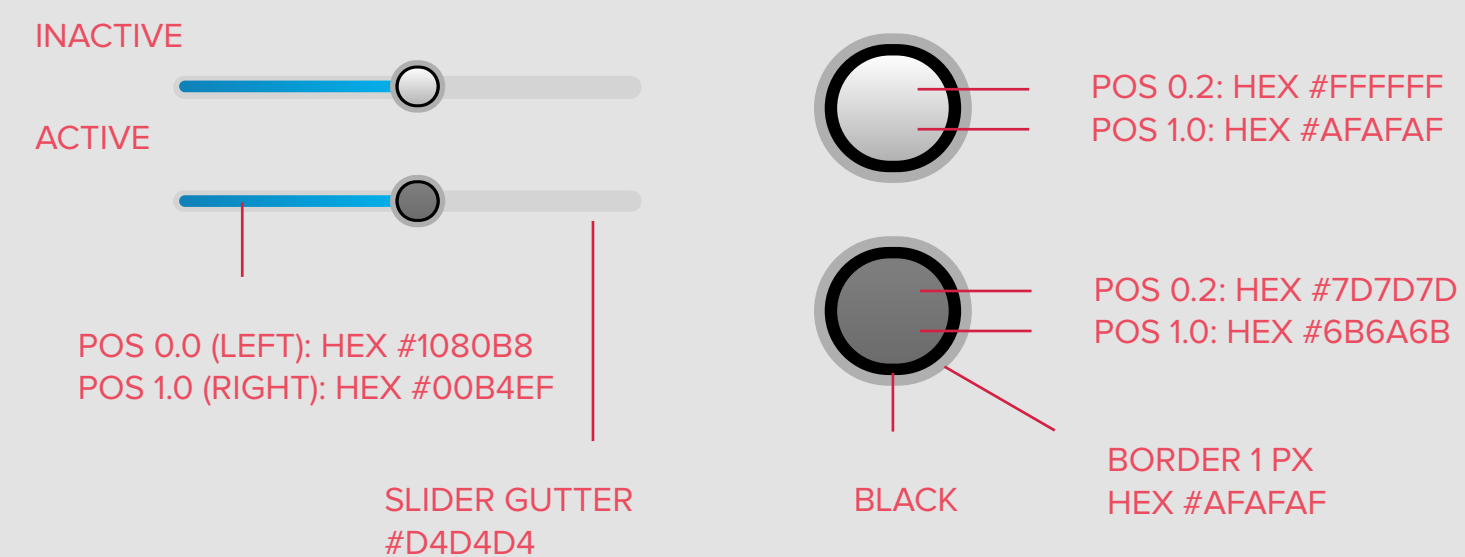
Dark Color Scheme



Radio Button



Horizontal Slider



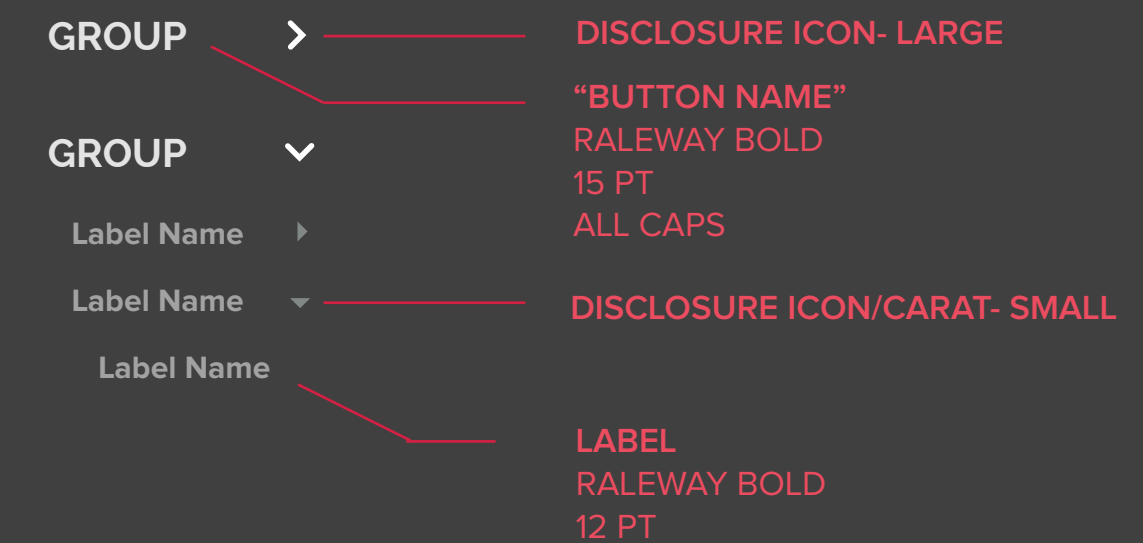
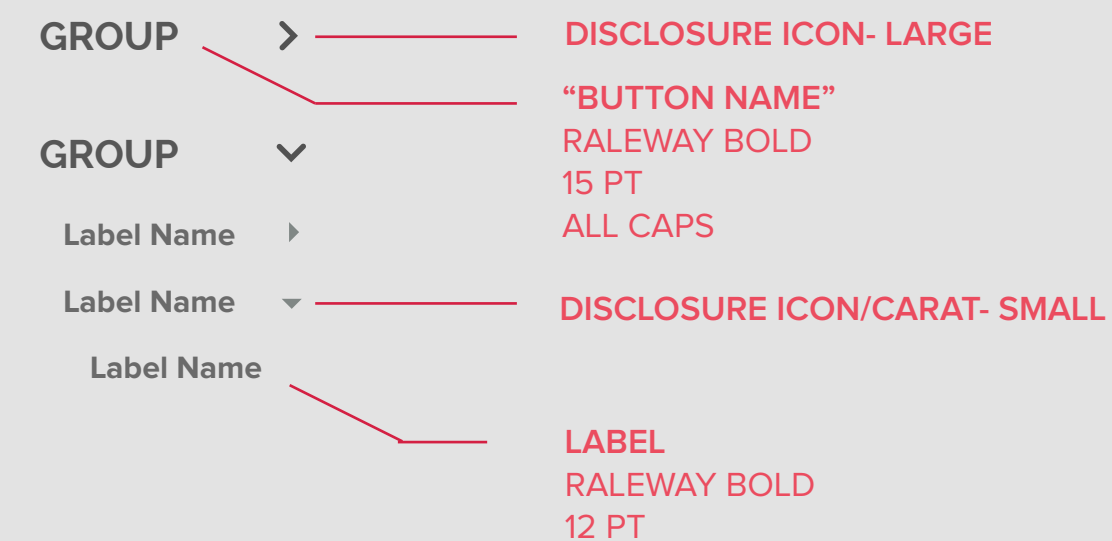
General UI Elements

- Text input
 - Single Line
 - Multi Line
- Token Field
- Stepper Field
- Stepper Field with Icon
- Search Field
- Button
- Button Group
- Tab Group
- Combo Box
- Drop Down Box
- Color Well
- Checkbox
- Radio Button
- Horizontal Slider
- **Disclosure Indicator**
- **Horizontal Rule**
- **Vertical Separator**
- Tables and Table Headings
- Section Heading
- Progress Bar
- The “Metadial”

Disclosure Indicator

Light Color Scheme

Dark Color Scheme

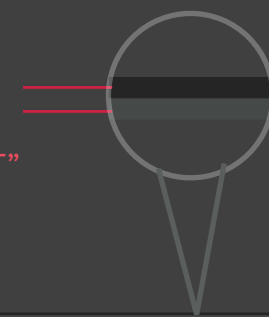


Horizontal Rule

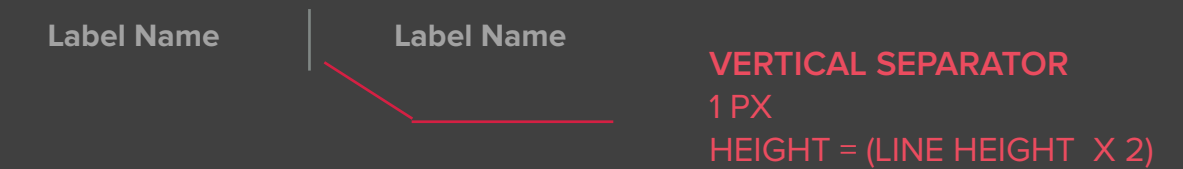
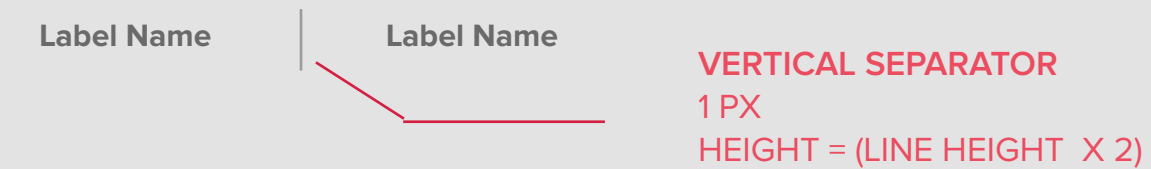
SECTION SEPARATOR
1 PX HEX: D4D4D4
1 PX "WHITE"



SECTION SEPARATOR
1 PX "BASE GRAY SHADOW"
1 PX "BASE GRAY HIGHLIGHT"



Vertical Separator



General UI Elements

- Text input
 - Single Line
 - Multi Line
- Token Field
- Stepper Field
- Stepper Field with Icon
- Search Field
- Button
- Button Group
- Tab Group
- Combo Box
- Drop Down Box
- Color Well
- Checkbox
- Radio Button
- Horizontal Slider
- Disclosure Indicator
- Horizontal Rule
- Vertical Separator
- **Tables and Table Headings**
- **Section Heading**
- Progress Bar
- The “Metadial”

Tables and Table Headings

Light Color Scheme

Dark Color Scheme

Table Structure:

- Sort Carat:** Located above the first column header.
- Vertical Separator:** A dashed line between the first and second columns.
- Table Headers:** "HEAD..." (with sort carat), "HEADING", "HEADING".
- Table Rows:** "Record", "Record", "Record", "Record", "Record", "--", "Footer Text".
- Footer Text:** Located at the bottom of the table.

Annotations:

- "TAB NAME":** RALEWAY REG. 11 PT ALL CAPS
- TABLE:** BG HEX: #575757 10% OPACITY
- ODD ROWS/ZEBRA:** BG HEX: #FFF 50% OPACITY
- BORDER:** 2 PX HEX: #AFAFAF
- SHORTCUT TEXT:** RALEWAY LIGHT 12 PT
- TABLE CELL TEXT:** FIRA SANS SEMIBOLD @13.5 PT BASE GRAY HIGHLIGHT

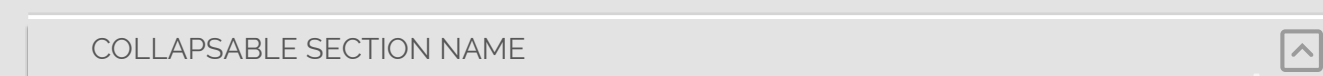
Table Structure:

- Sort Carat:** Located above the first column header.
- Vertical Separator:** A dashed line between the first and second columns.
- Table Headers:** "HEAD..." (with sort carat), "HEADING", "HEADING".
- Table Rows:** "Record", "Record", "Record", "Record", "Record", "--", "Footer Text".
- Footer Text:** Located at the bottom of the table.

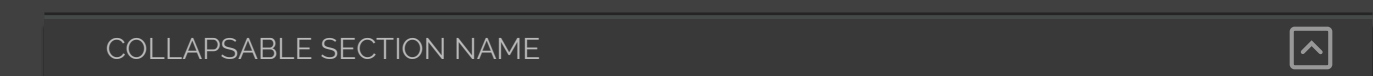
Annotations:

- "TAB NAME":** RALEWAY REG. 11 PT ALL CAPS
- TABLE:** BG HEX: #181818 65% OPACITY
- ODD ROWS/ZEBRA:** BG HEX: #393939 50% OPACITY
- BORDER:** 2 PX HEX: #FFF 25% OPACITY
- SHORTCUT TEXT:** RALEWAY LIGHT 12 PT
- TABLE CELL TEXT:** FIRA SANS SEMIBOLD @13.5 PT LIGHT GRAY TEXT

Section Heading



- SECTION HEADER BAR**
 - 1 PX HEX: #575757
 - 1 PX "WHITE"
- "FAINT GRAY"
- 4PX HIGH GRADIENT
 - POS 0.0: "DARK GRAY" #121212
 - POS 1.0: DARK GRAY @ 0% OPACITY



- SECTION HEADER BAR**
 - 1 PX "BASE GRAY SHADOW"
 - 1 PX "BASE GRAY HIGHLIGHT"
- "BASE GRAY"
- 4PX HIGH GRADIENT
 - TOP: "DARK GRAY" #121212
 - BOTTOM: DARK GRAY @ 0% OPACITY

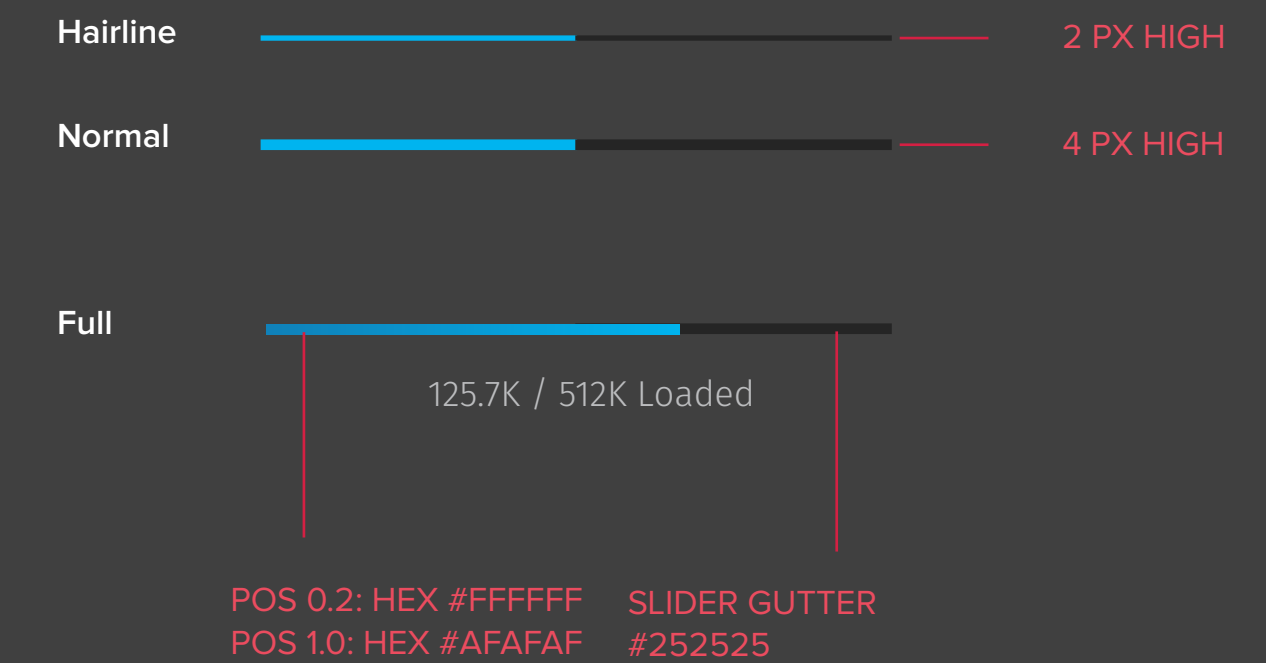
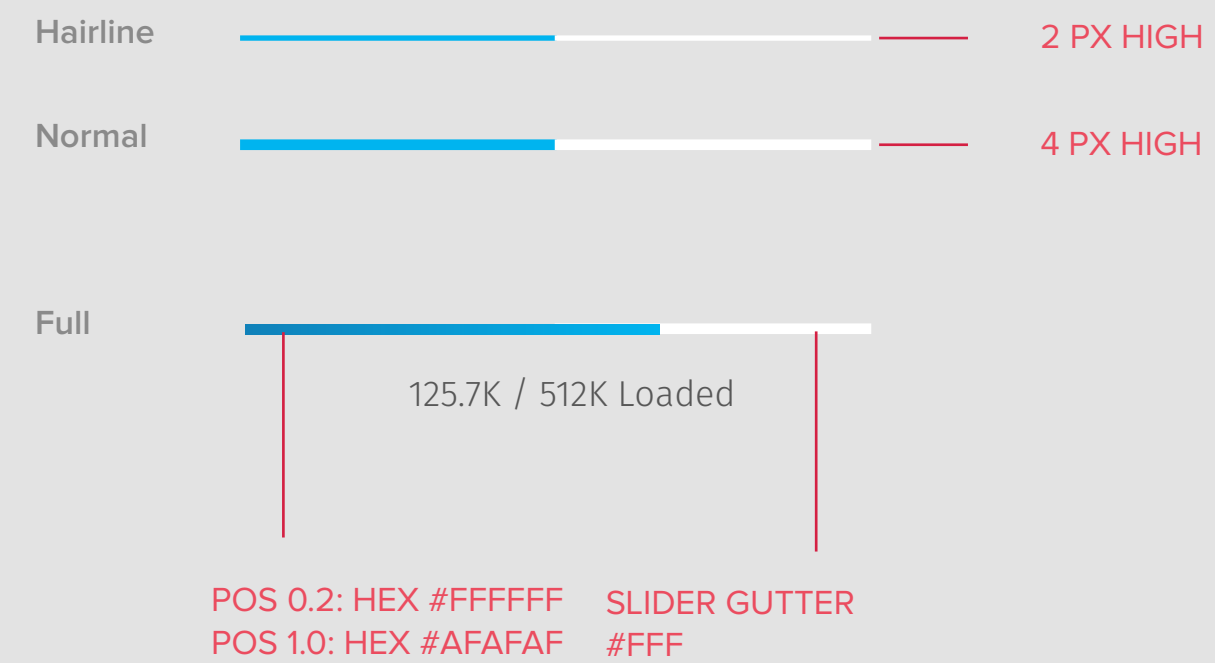
General UI Elements

- Text input
 - Single Line
 - Multi Line
- Token Field
- Stepper Field
- Stepper Field with Icon
- Search Field
- Button
- Button Group
- Tab Group
- Combo Box
- Drop Down Box
- Color Well
- Checkbox
- Radio Button
- Horizontal Slider
- Disclosure Indicator
- Horizontal Rule
- Vertical Separator
- Tables and Table Headings
- Section Heading
- **Progress Bar**
- **The “Metadial”**

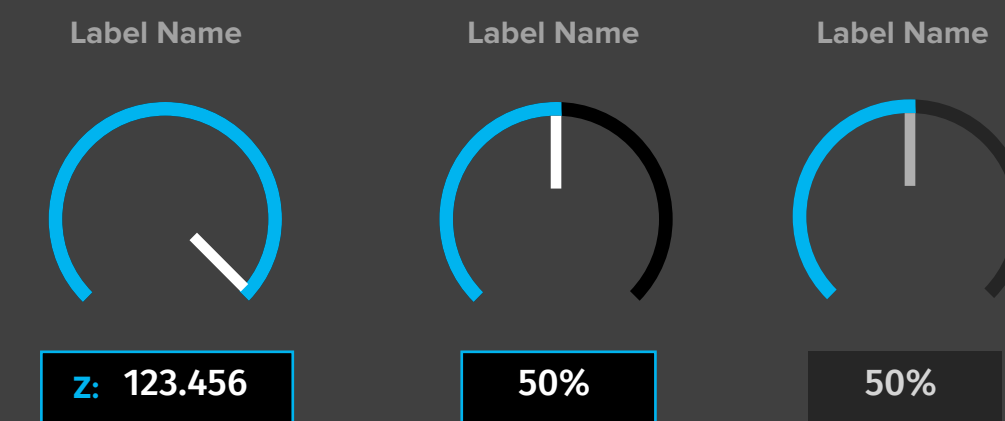
Progress Bar

Light Color Scheme

Dark Color Scheme



The “Metadial”



BUTTON SHAPE:

THIS IS LESS DEFINED, BUT ARE INCLUDED AS POSSIBLE ALTERNATIVES TO STEPPER FIELDS AND HORIZONTAL SLIDERS. THEIR POTENTIAL ADVANTAGE IS THAT THEY ARE A BIGGER TARGET FOR HAND CONTROLLERS, AND MAYBE SLIGHTLY MORE FUN.

DRAFT: LIGHT COLOR UI IN PROGRESS

SAMPLE LAYOUT:

Running Scripts

Running Scripts 🔗 ✕

CURRENTLY RUNNING

RELOAD ALL **STOP ALL**

SCRIPT NAME ▾	RELOAD
Record	↻
Record	↻
Record	↻
Record	↻
Record	↻
--	--


LOAD SCRIPTS

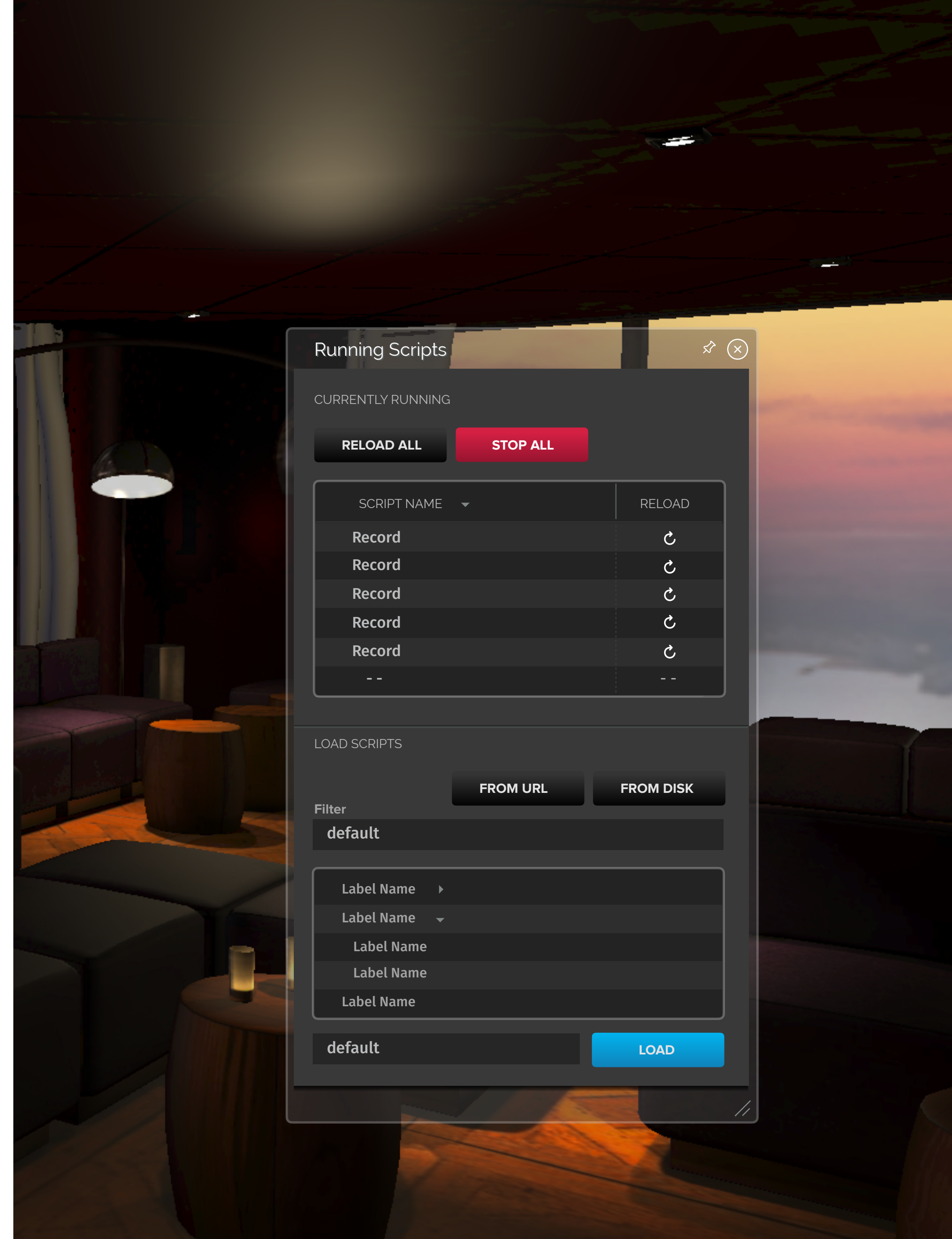
FROM URL **FROM DISK**

Filter
default

Label Name ▶
Label Name ▾
Label Name
Label Name
Label Name

default **LOAD**

 Reveal Scripts Folder



Running Scripts 🔗 ✕

CURRENTLY RUNNING

RELOAD ALL **STOP ALL**

SCRIPT NAME ▾	RELOAD
Record	↻
Record	↻
Record	↻
Record	↻
Record	↻
Record	↻
--	--

LOAD SCRIPTS

FROM URL **FROM DISK**

Filter
default

Label Name ▶
Label Name ▾
Label Name
Label Name
Label Name

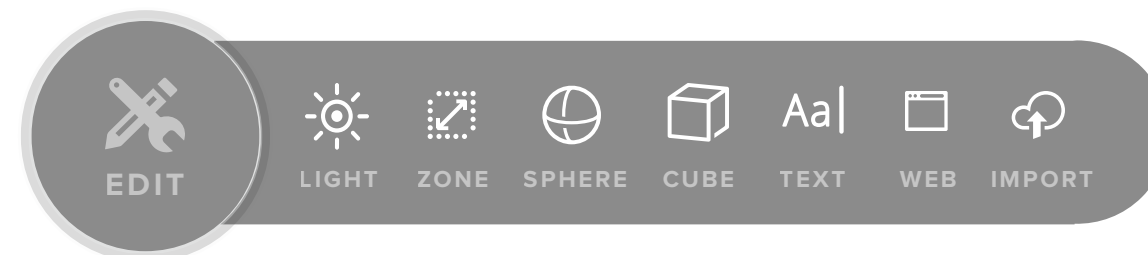
default **LOAD**

SAMPLE LAYOUT:
Edit Buttons

Collapsed



Expanded



SAMPLE LAYOUT:

Settings Dialog

General Preferences

SNAPSHOTS

Save Snapshots Here
user\file\dir CHOOSE

SCRIPTS

PRIVACY

OCTREE

Max Packets Sent Each Second: 123.456

HEAD MOUNTED DISPLAY (HMD)

GRAPHICS

Ambient Occlusion
 Antialiasing
 Shadows

CANCEL SAVE CHANGES

Max Packets Sent Each Second: 123.456

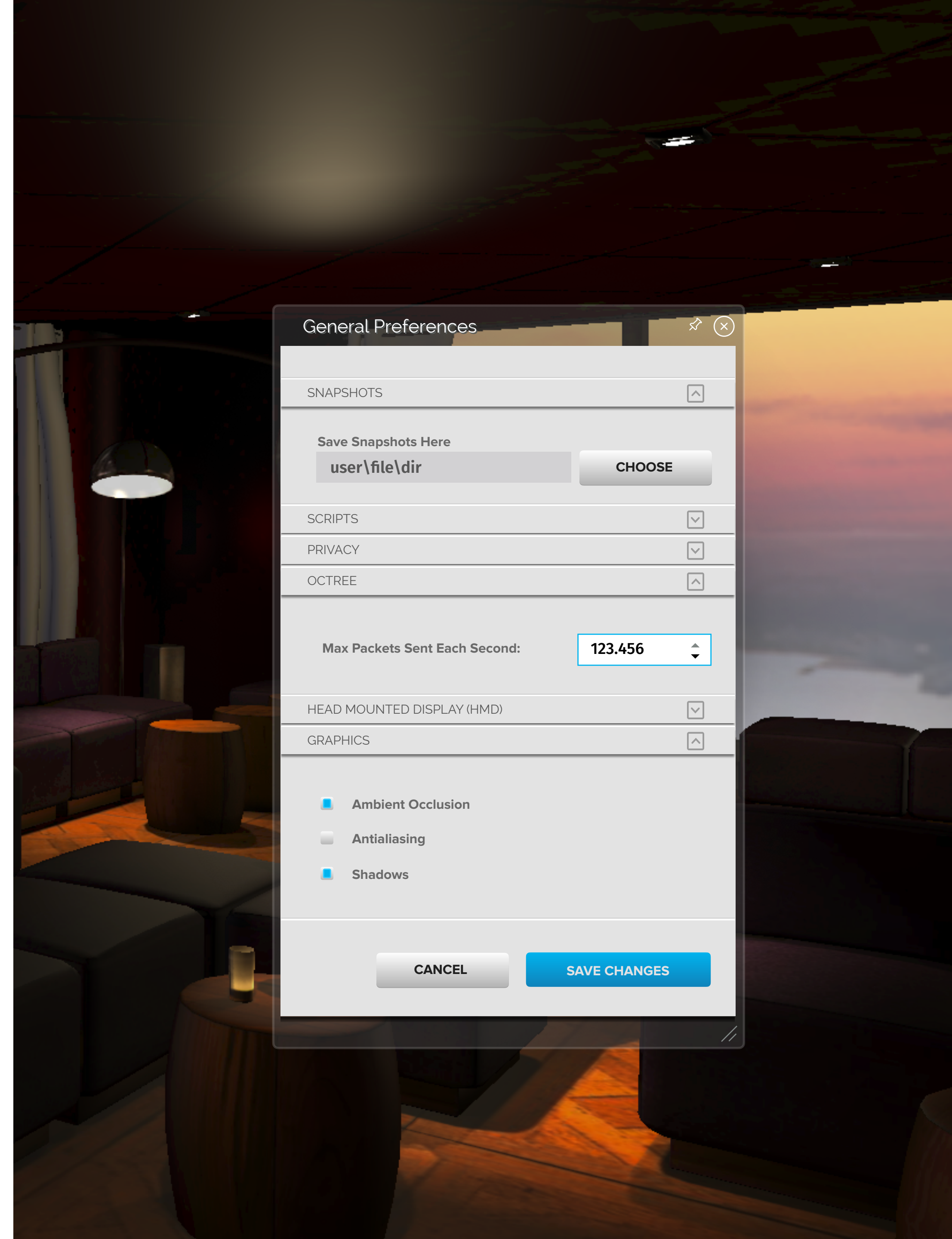
Minimum Number of Kilograms
an ocelot can carry: 123.456

Number of Ocelots: 123.456

Max Packets Sent Each Second: 123.456

Minimum Number of Kilograms
an ocelot can carry: 123.456

Number of Ocelots: 123.456



General Preferences

SNAPSHOTS

Save Snapshots Here
user\file\dir CHOOSE

SCRIPTS

PRIVACY

OCTREE

Max Packets Sent Each Second: 123.456

HEAD MOUNTED DISPLAY (HMD)

GRAPHICS

Ambient Occlusion
 Antialiasing
 Shadows

CANCEL SAVE CHANGES

SAMPLE LAYOUT:

Entity Properties

Edit

ENTITY LIST ENTITY PROPERTIES

Name

SECTION NAME

Position

X: Y: Z:

Button Name

Label Name Label Name

Label Name Label Name

Label Name

DELETE



SAMPLE LAYOUT:

Asset Server

Asset Server

ASSET DIRECTORY

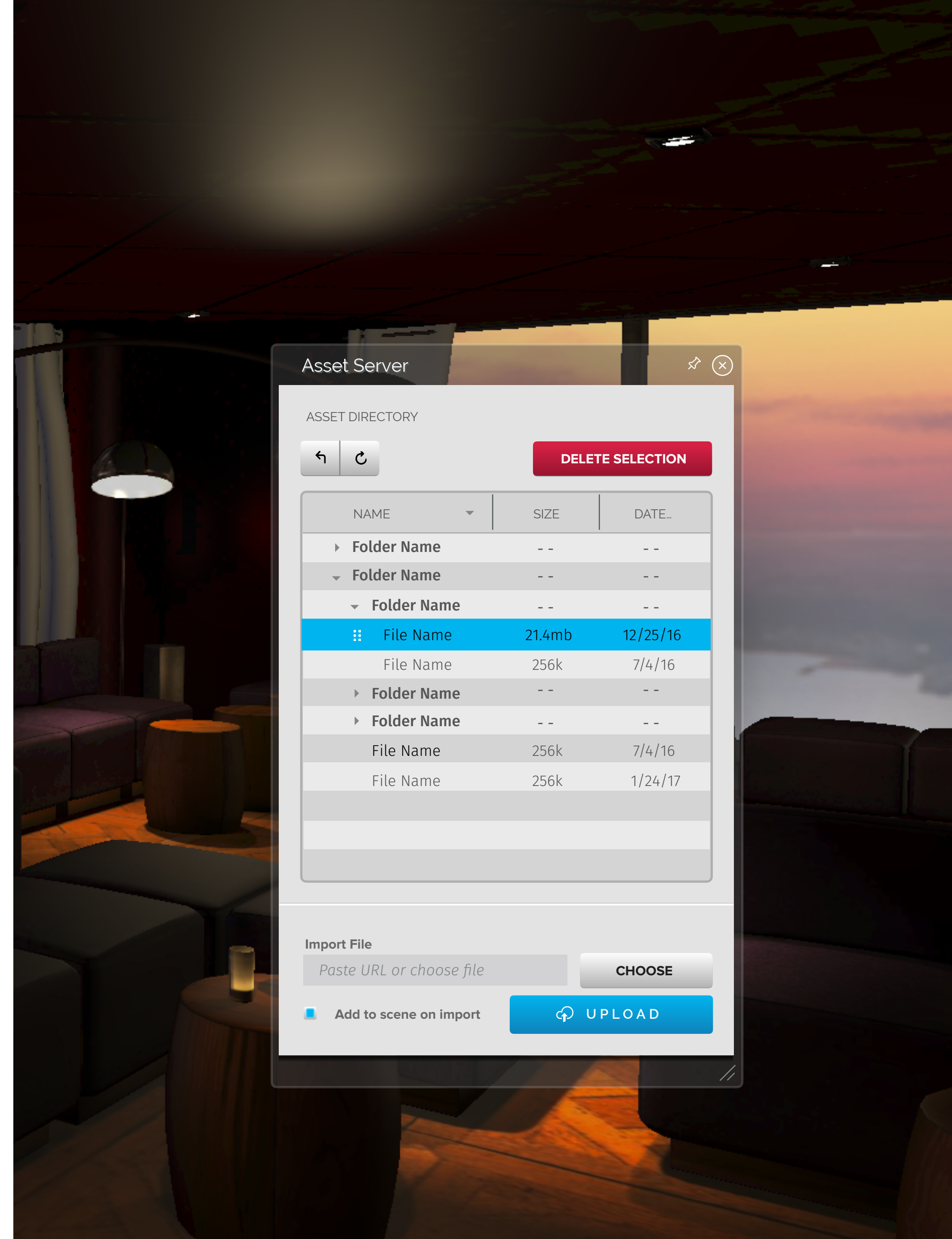
← ↻ DELETE SELECTION

NAME	SIZE	DATE..
▶ Folder Name	--	--
▼ Folder Name	--	--
▼ Folder Name	--	--
⋮ File Name	21.4mb	12/25/16
File Name	256k	7/4/16
▶ Folder Name	--	--
▶ Folder Name	--	--
File Name	256k	7/4/16
File Name	256k	1/24/17

Import File

Paste URL or choose file CHOOSE

Add to scene on import



Asset Server

ASSET DIRECTORY

← ↻ DELETE SELECTION

NAME	SIZE	DATE..
▶ Folder Name	--	--
▼ Folder Name	--	--
▼ Folder Name	--	--
⋮ File Name	21.4mb	12/25/16
File Name	256k	7/4/16
▶ Folder Name	--	--
▶ Folder Name	--	--
File Name	256k	7/4/16
File Name	256k	1/24/17

Import File

Paste URL or choose file CHOOSE

Add to scene on import

SAMPLE LAYOUT:

Asset Server

Asset Server

ASSET DIRECTORY

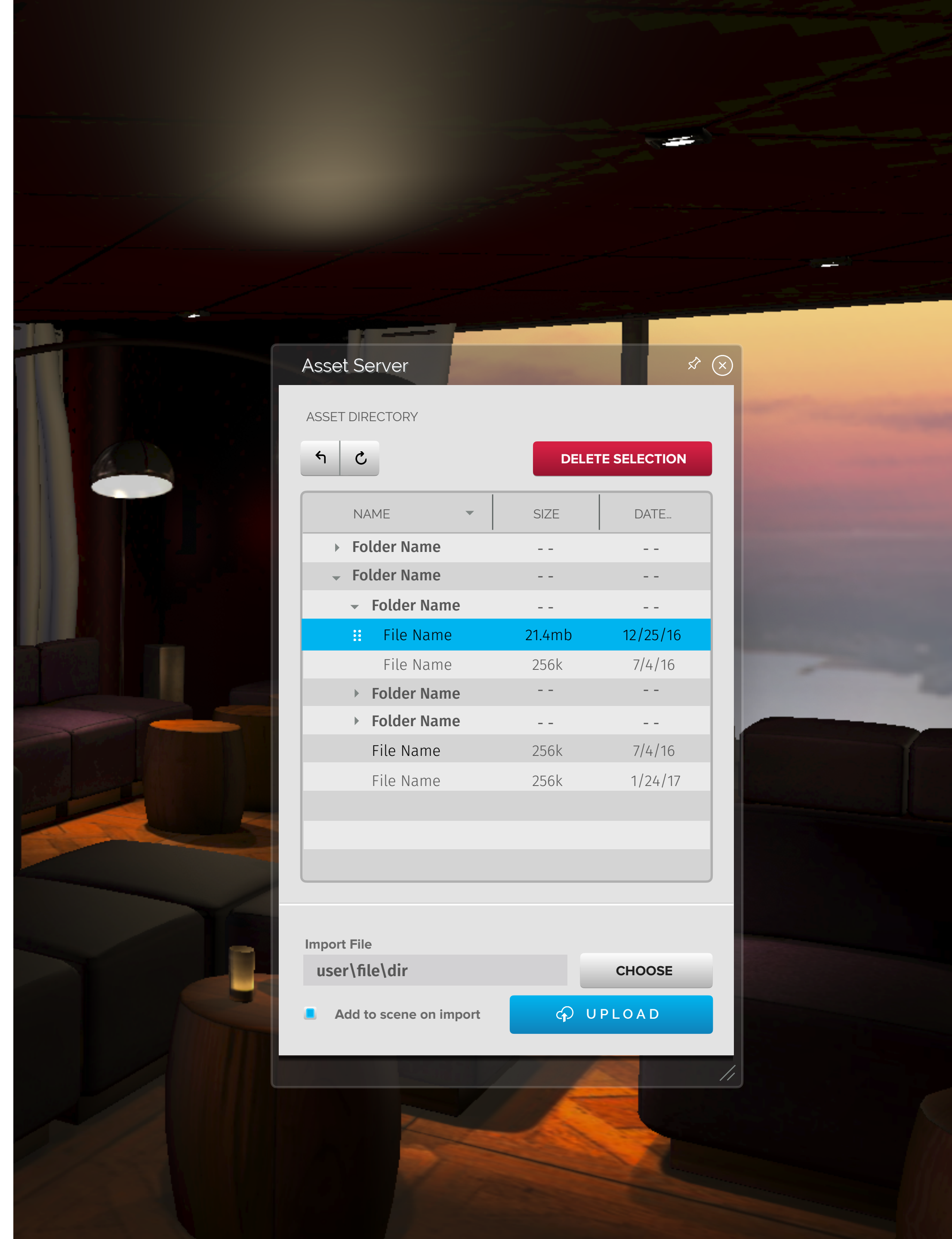
↻ ADD TO WORLD RENAME DELETE

NAME	SIZE	DATE..
▶ Folder Name	--	--
▼ Folder Name	--	--
▼ Folder Name	--	--
⋮ File Name	21.4mb	12/25/16
File Name	256k	7/4/16
▶ Folder Name	--	--
▶ Folder Name	--	--
File Name	256k	7/4/16
File Name	256k	1/24/17

Import File

Paste URL or choose file CHOOSE

Add to scene on import



Asset Server

ASSET DIRECTORY

↶ ↻ DELETE SELECTION

NAME	SIZE	DATE..
▶ Folder Name	--	--
▼ Folder Name	--	--
▼ Folder Name	--	--
⋮ File Name	21.4mb	12/25/16
File Name	256k	7/4/16
▶ Folder Name	--	--
▶ Folder Name	--	--
File Name	256k	7/4/16
File Name	256k	1/24/17

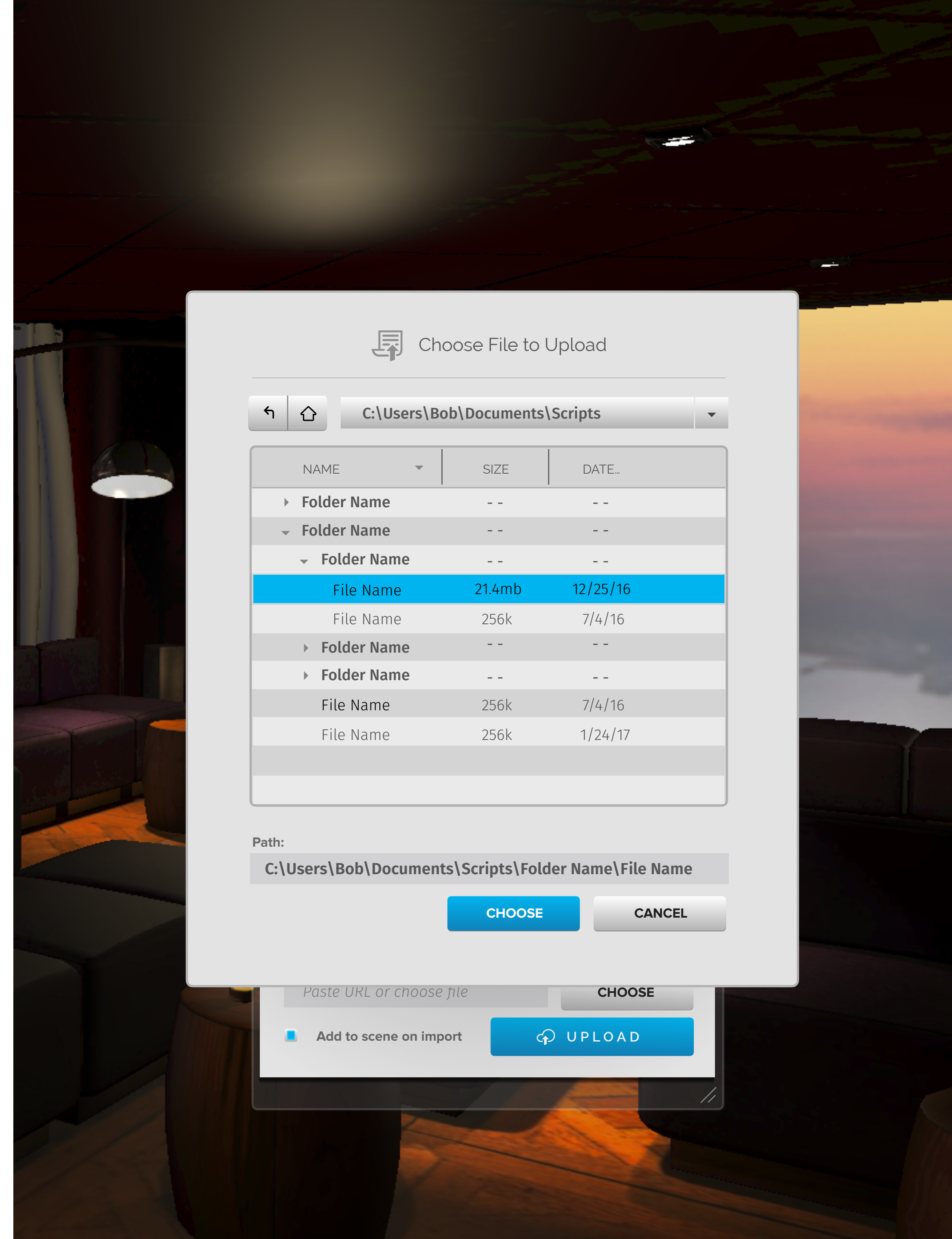
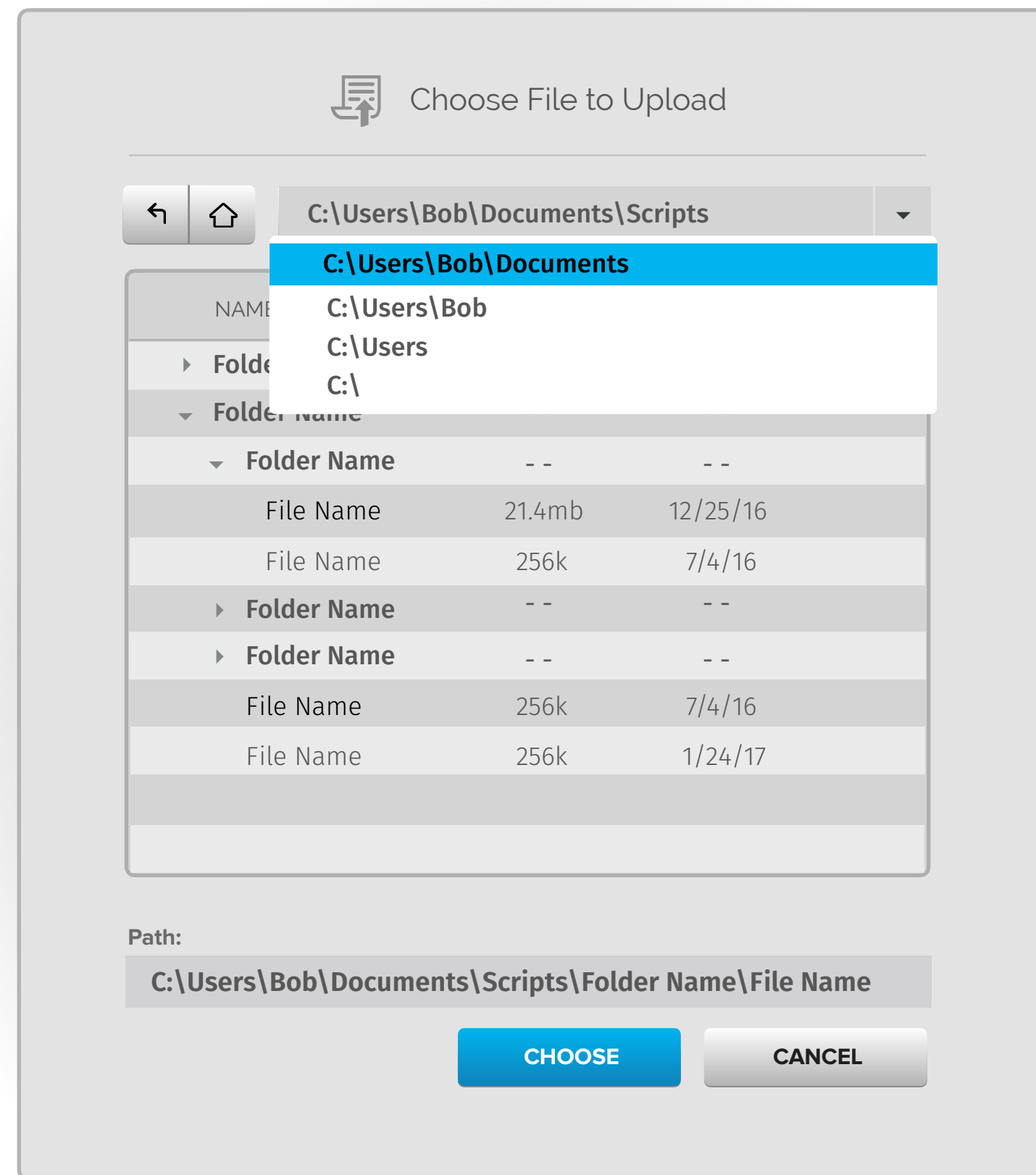
Import File

user\file\dir CHOOSE

Add to scene on import

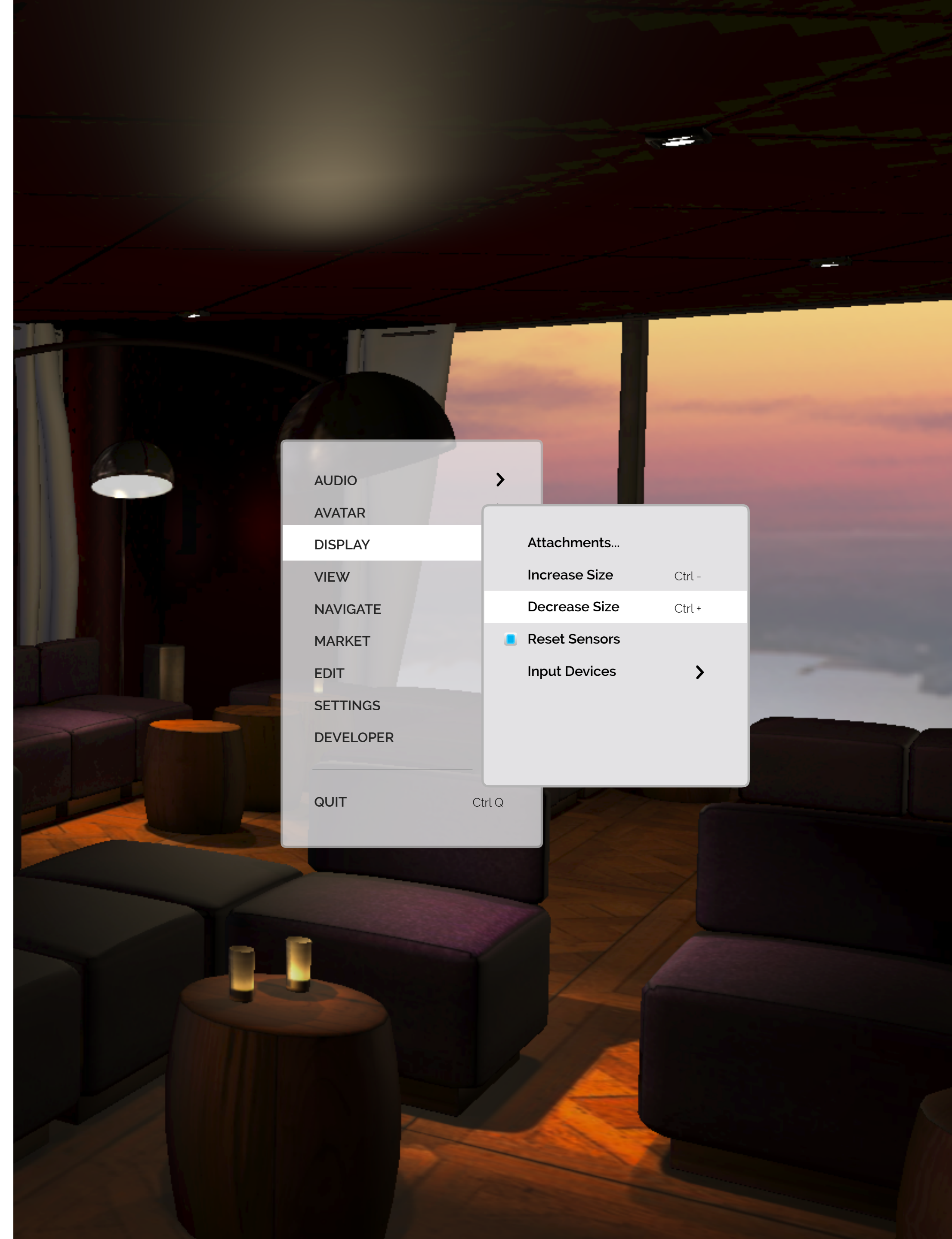
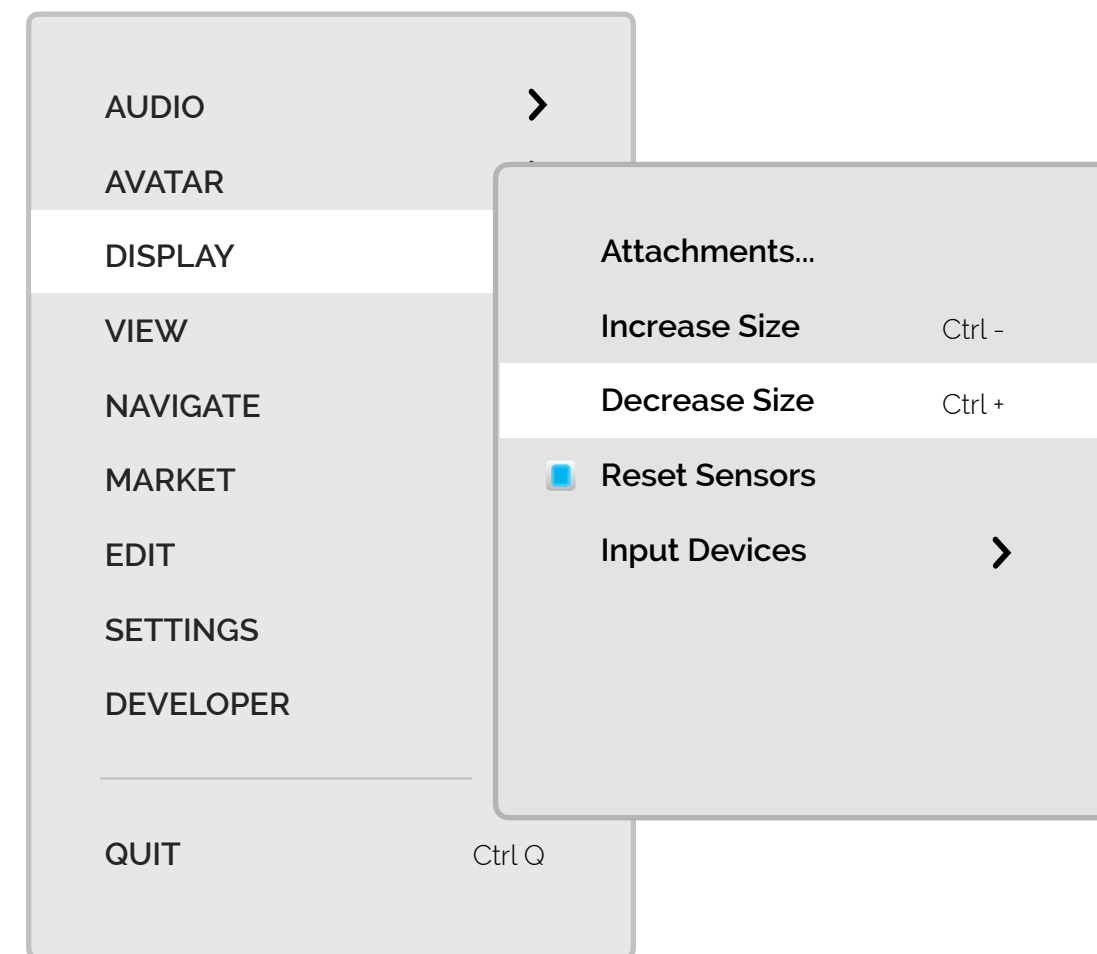
SAMPLE LAYOUT:

Modal File Explorer



SAMPLE LAYOUT:

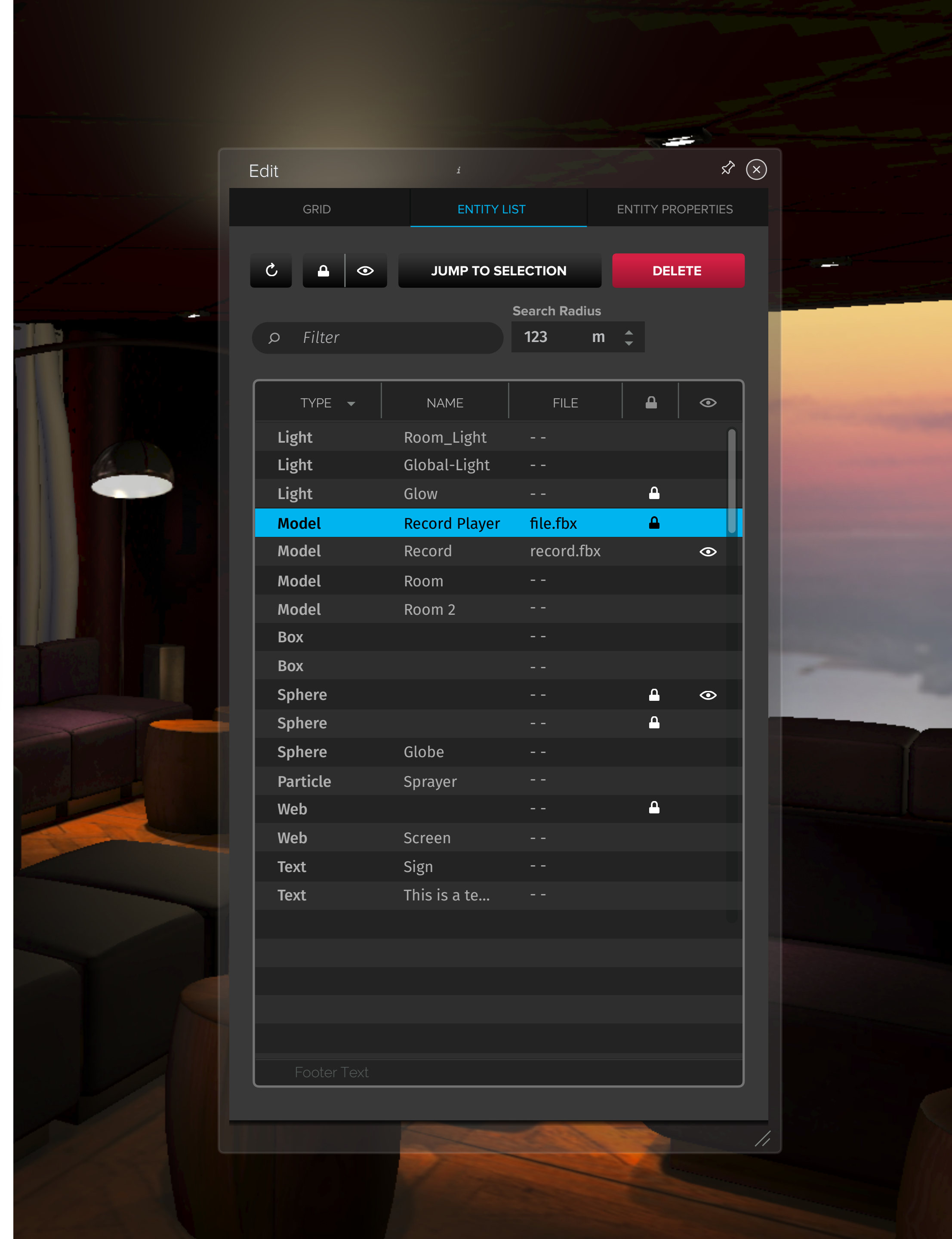
Modal File Explorer



SAMPLE LAYOUT:

Edit - Entity List

TYPE	NAME	FILE	Lock	Visibility
Light	Room_Light	--		
Light	Global-Light	--		
Light	Glow	--	Lock	
Model	Record Player	file.fbx	Lock	
Model	Record	record.fbx		Visibility
Model	Room	--		
Model	Room 2	--		
Box		--		
Box		--		
Sphere		--	Lock	Visibility
Sphere		--	Lock	
Sphere	Globe	--		
Particle	Sprayer	--		
Web		--	Lock	
Web	Screen	--		
Text	Sign	--		
Text	This is a te...	--		



TYPE	NAME	FILE	Lock	Visibility
Light	Room_Light	--		
Light	Global-Light	--		
Light	Glow	--	Lock	
Model	Record Player	file.fbx	Lock	
Model	Record	record.fbx		Visibility
Model	Room	--		
Model	Room 2	--		
Box		--		
Box		--		
Sphere		--	Lock	Visibility
Sphere		--	Lock	
Sphere	Globe	--		
Particle	Sprayer	--		
Web		--	Lock	
Web	Screen	--		
Text	Sign	--		
Text	This is a te...	--		

SAMPLE LAYOUT:

Entity Properties

Type: *No Selection*

ID:

Name Hifi-Bow-For-Game

Locked

Visible

User Data
{ "grabbableKey": { "grabbable": false } }

Hyperlink

Href - Hifi://address

Description

Spatial Properties

Position

X	Y	Z
29.5039	3.5342	-17.6116

Selection to Grid All to Grid Preview Camera

ParentID {00000000-0000-0000-0000-0000-0000-0000-0000-0000}

ParentJointIndex 65535

Registration

X	Y	Z
0.5000	0.5000	0.5000

Dimensions

X	Y	Z
0.0400	1.3000	0.2100

Reset to Natural Dimensions

100 % Rescale

Rotation

Pitch	Yaw	Roll
174.1382	-48.1199	16.9277

Edit

GRID ENTITY LIST ENTITY PROPERTIES

Sphere Locked Visible

Name
1234567890

User Data
{ "color": { "blue": 0, "green": 0, "red": 25 } }

ID: {7df91fa9-8621-4d7b-a284-fbd6230423f9} COPY ID

HYPERLINK

Href - hifi://address

Description

SPATIAL PROPERTIES

Position meters

X:	Y:	Z:
----	----	----

ALIGN TO GRID SET CAMERA TO ENTITY

Parent ID Parent Joint Index

Registration pivot point offset as ratio of dimension

X:	Y:	Z:
----	----	----

Dimensions meters

X:	Y:	Z:
----	----	----

Scale %

RESCALE RESET DIMENSIONS

Rotation degrees

Pitch:	Yaw:	Roll:
--------	------	-------

SAMPLE LAYOUT:

Entity Properties (CONTINUED)

Physical Properties

Linear Velocity meters/sec
X: 0.0000 Y: 0.0000 Z: 0.0000

Linear Damping
0.39

Angular Velocity degrees/sec
Pitch: 0.0000 Yaw: 0.0000 Roll: 0.0000

Angular Damping
0.3935

Restitution
0.5000

Friction
0.5000

Gravity
X: 0.0000 Y: 0.0000 Z: 0.0000

Acceleration
X: 0.0000 Y: 0.0000 Z: 0.0000

Density
1000.0000

Behavior

Collisionless

Dynamic

Collides With:

static

dynamic

kinematic

myAvatar

otherAvatar

Grabbable:

grabbable

triggerable

ignore inverse-kinematics

Collision Sound URL

Lifetime: -1

Script URL: <https://dl.dropboxusercontent.com/u/14997455/hifi/winterSmashUp/bow.js>

Edit

GRID ENTITY LIST ENTITY PROPERTIES

PHYSICAL PROPERTIES

Linear Velocity meters/sec
X: Y: Z:

Linear Damping

Angular Velocity degrees/sec
Pitch: Yaw: Roll:

Angular Damping

Restitution **Friction** **Density**

BEHAVIOR

Collisionless

Dynamic

COLLIDES WITH **GRABBING**

Static Entities Grabbable

Dynamic Entities Triggerable

Kinematic Entities Ignore Inverse Kinematics

My Avatar

Other Avatar

Collision Sound URL

Lifetime msec:

Script URL

SAMPLE LAYOUT:

Entity Properties (CONTINUED)

Model
Model URL
https://hifi-public.s3.amazonaws.com/models/bow/new/bow-deadly.fbx
Collision Shape Type
compound ▾
Compound Shape URL
https://hifi-public.s3.amazonaws.com/models/bow/new/bow_collision_hull.obj
Animation URL
Animation Playing <input type="checkbox"/>
Animation FPS
30
Animation Frame
0
Animation First Frame
0
Animation Last Frame
100000
Animation Loop <input type="checkbox"/>
Animation Hold <input type="checkbox"/>
Textures
Original Textures

Edit

GRID ENTITY LIST ENTITY PROPERTIES

MODEL

Model URL

Collision Shape Type

Compound

Compound Shape URL

Animation URL

Animation Playing

Loop

Hold

Animation FPS

Animation Frame

Animation First Frame

Animation Last Frame

Textures

Original Textures

SAMPLE LAYOUT:

Entity Properties (CONTINUED)

Zone

Stage Sun Model Enabled

KeyLight

Light Color

R: 255 G: 255 B: 255

Light Intensity: 1.00

Light Direction

Pitch: 90.00 Yaw: 0.00 Roll: 0.00

Ambient Intensity

Ambient URL

Stage

Stage Latitude

Stage Longitude

Stage Altitude

Automatically calculate stage hour and day from location and clock.

Stage Day

Stage Hour

Background

Background Mode: Nothing

Skybox

Skybox Color

R: G: B:

Skybox URL

Edit

GRID ENTITY LIST ENTITY PROPERTIES

ZONE

Enable Stage Sun Model

KEY LIGHT

Key Light Color Key Light Intensity

Red: Green: Blue:

Key Light Direction

Pitch: Yaw: Roll:

Ambient Intensity

Ambient Map URL

STAGE

Stage Latitude Stage Longitude Stage Altitude

Match stage hour and day to your location

Stage Day of Year Stage Hour

Background Mode

Compound

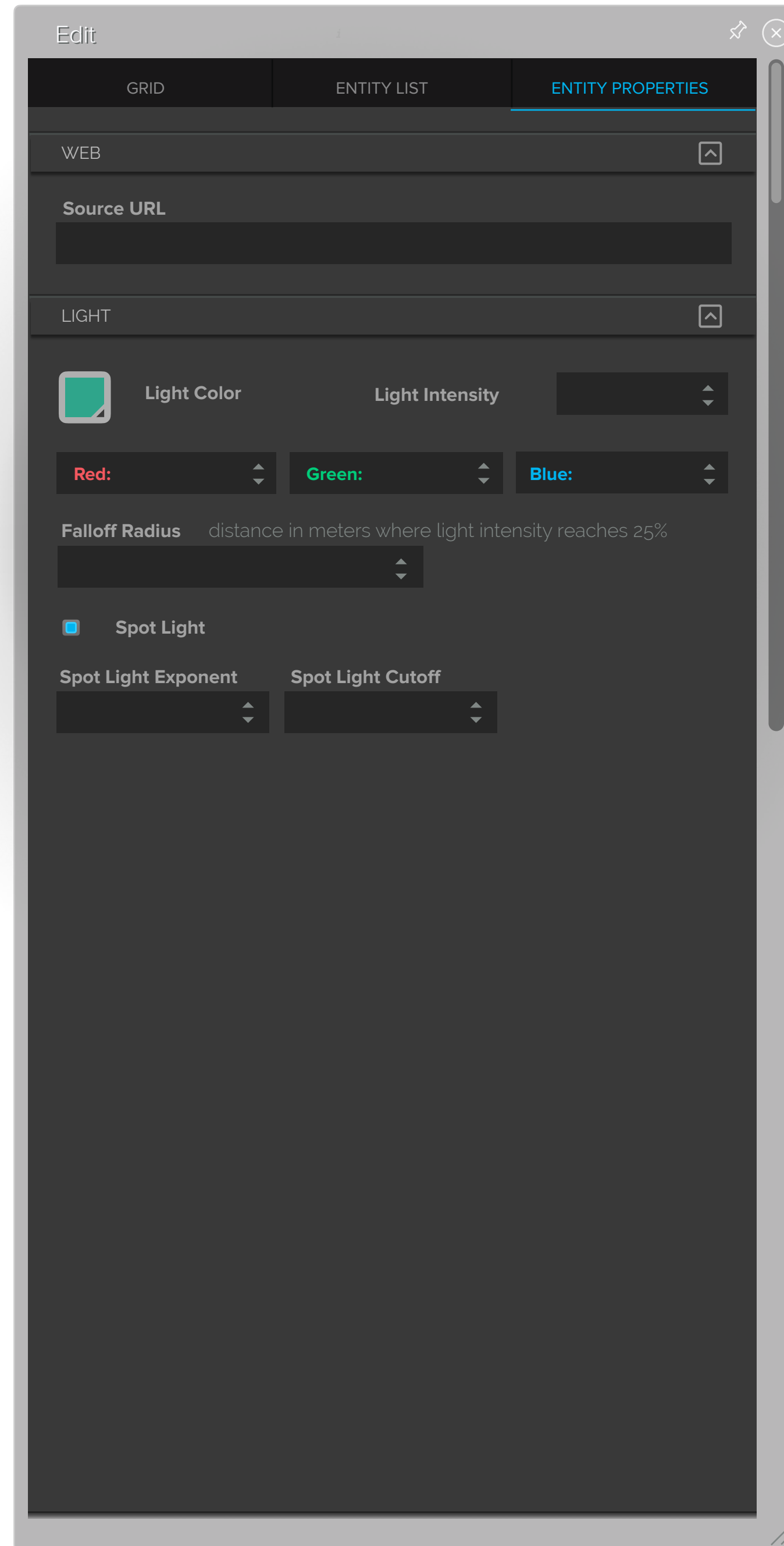
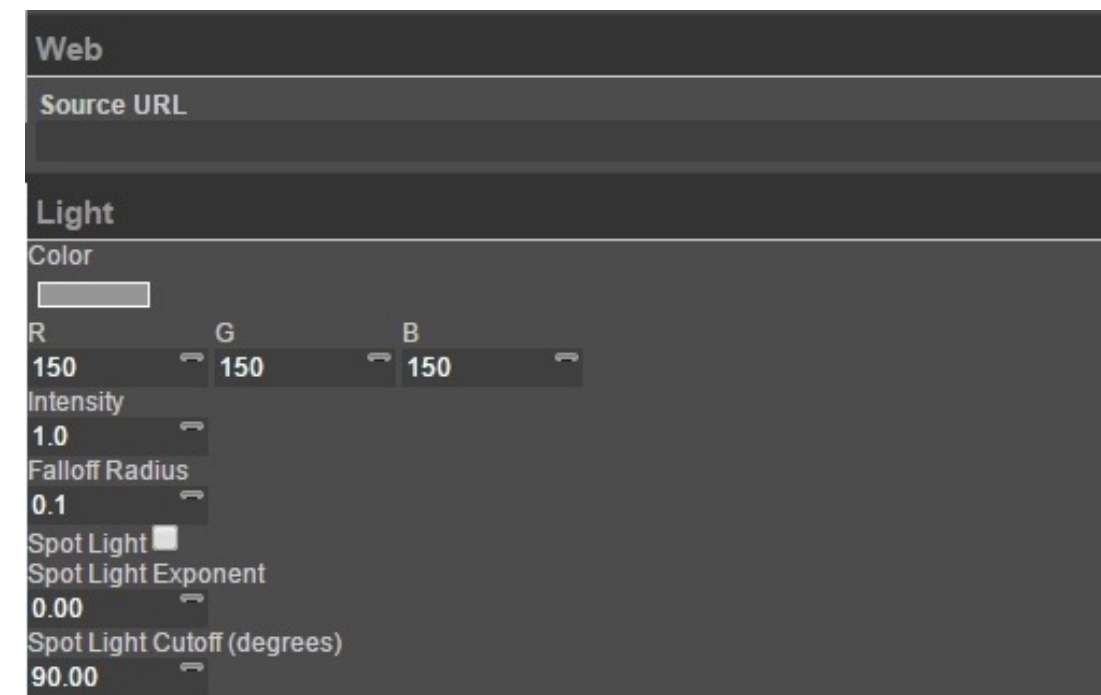
Skybox Color

Red: Green: Blue:

Ambient Map URL

SAMPLE LAYOUT:

Entity Properties (CONTINUED)



SAMPLE LAYOUT:

Entity Properties (CONTINUED)

Web

Source URL

Light

Color

R 150 G 150 B 150

Intensity 1.0

Falloff Radius 0.1

Spot Light

Spot Light Exponent 0.00

Spot Light Cutoff (degrees) 90.00

Edit

GRID ENTITY LIST ENTITY PROPERTIES

EDITING GRID

Visible

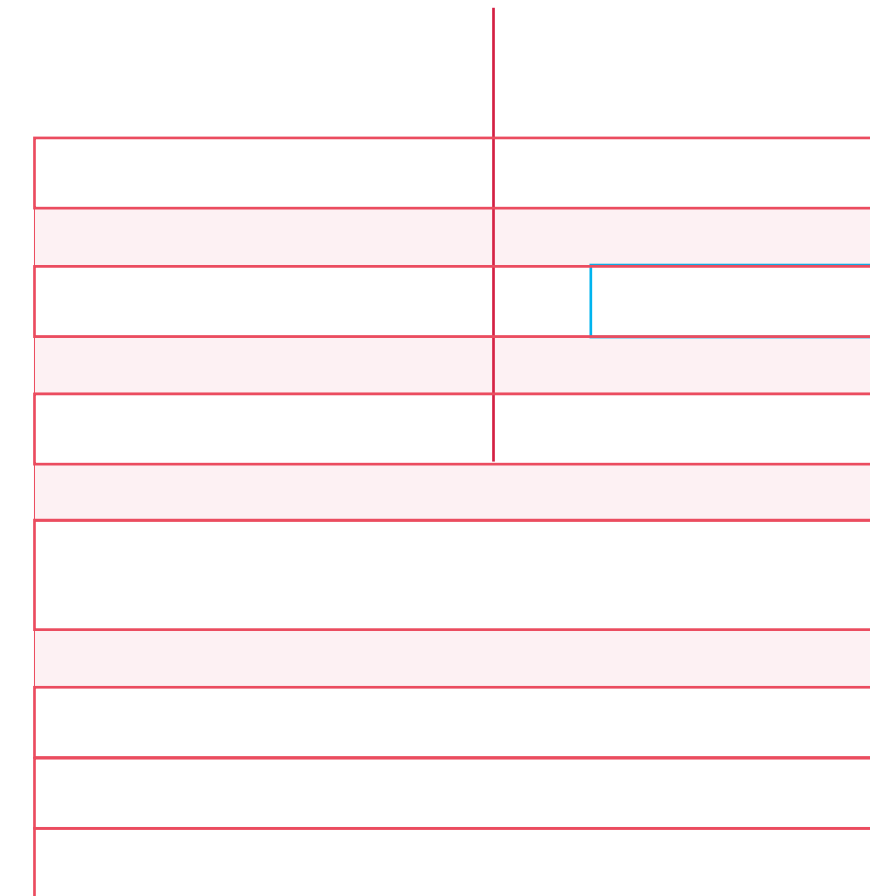
Snap Entities to Grid

Minor Grid Size (m) Major Grid Size (m)

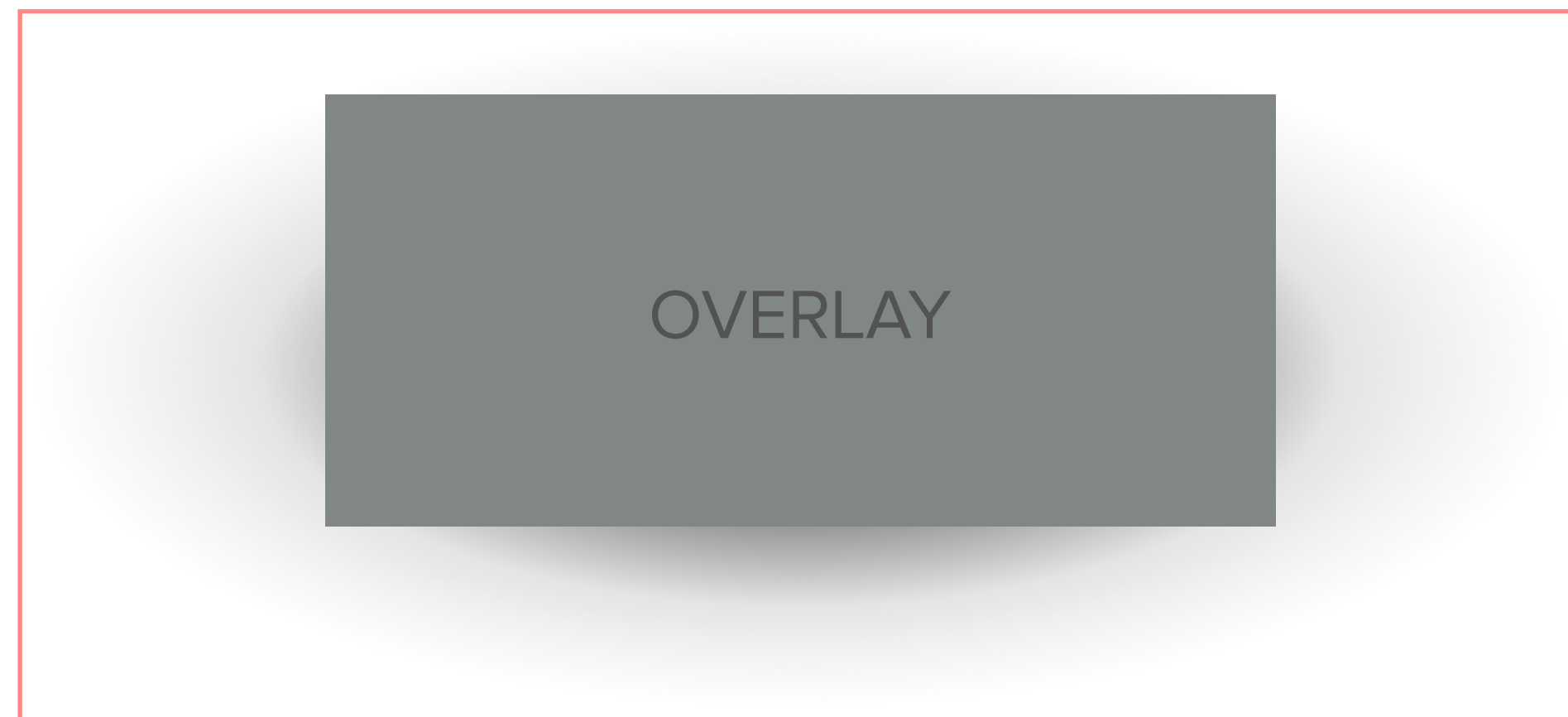
Position (Y Axis)

Grid Line Color

ALIGN TO SELECTION ALIGN TO AVATAR



Shadow Scale: 1.66x dimensions of overlay



← bounding edge of shadow →



Shadow vertical position: $\text{overlay center} - 0.25 * \text{shadow radius}$

Current

Max Ocelots Sent Each Second:

Minimum Number of Kilograms an ocelot can carry:

Number of Ocelots:

Ambient Occlusion

Antialiasing

Shadows

Revised

Max Ocelots Sent Each Second:

Minimum Number of Kilograms an ocelot can carry:

Number of Ocelots:

Ambient Occlusion

Antialiasing

Shadows

Summary of Revisions:

Many of these corrections were not specified in the UI Toolkit but here's a first pass at trying to identify positioning of elements and their margins. Please let me know how best to find and specify unit or relative dimensions for these.

RIGHT-JUSTIFIED LABELS
LINES BREAK

CONTAINER	Max Ocelots Sent Each Second:	<input type="text" value="123.456"/>
MARGIN		
CONTAINER	Minimum Number of Kilograms an ocelot can carry:	<input type="text" value="123.456"/>
MARGIN		
CONTAINER	Number of Ocelots:	<input type="text" value="123.456"/>
MARGIN		
CONTAINER	Minimum Number of Kilograms an Ocelot Can Carry While Simultaneously Juggling Cats:	<input type="text" value="23.456"/>
MARGIN		
CONTAINER	<input checked="" type="checkbox"/> Ambient Occlusion	
CONTAINER	<input type="checkbox"/> Antialiasing	
CONTAINER	<input checked="" type="checkbox"/> Shadows	

+ 75% LINE HEIGHT BETWEEN FIELDS

VERTICAL ALIGNMENT FOR CONTAINER ON CENTER

CHECKBOXES AND RADIO BUTTONS REQUIRE NO

