

# Process Designer Palette Specifications

<https://issues.jboss.org/browse/AF-977>

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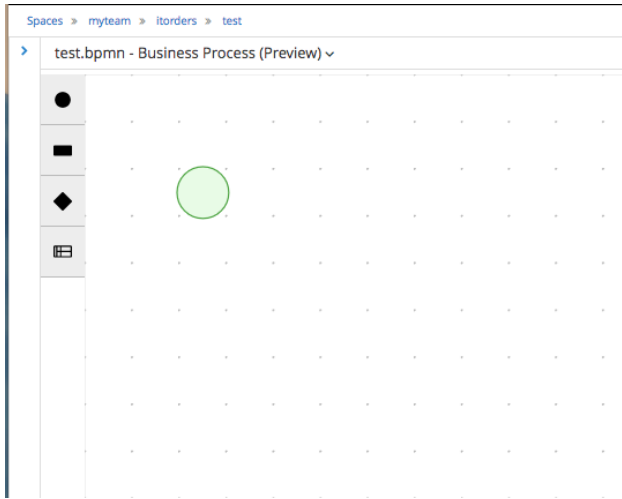
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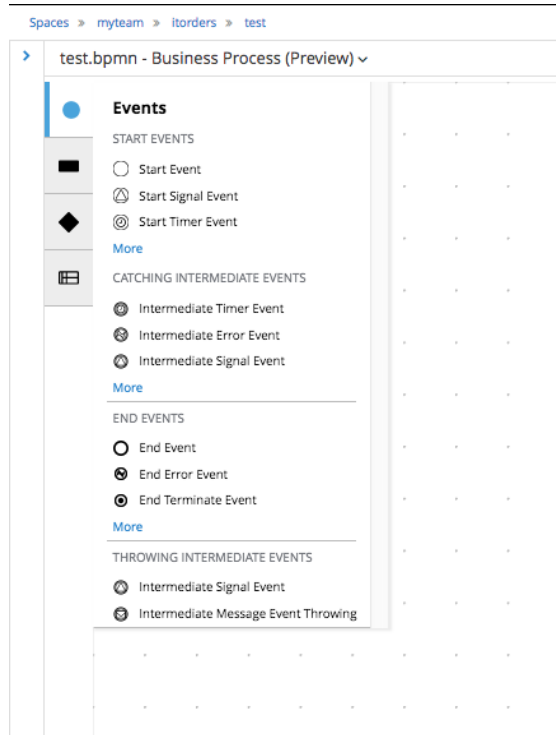
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# Existing implementation

Closed



Open



Change request/feedback:

- Don't like black and white icons, no description, etc.
- It's not intuitive, it's very difficult to know what elements are inside what tab.
- There are too many elements in the same tab.
- The old Designer palette is really better than the Stunner one.

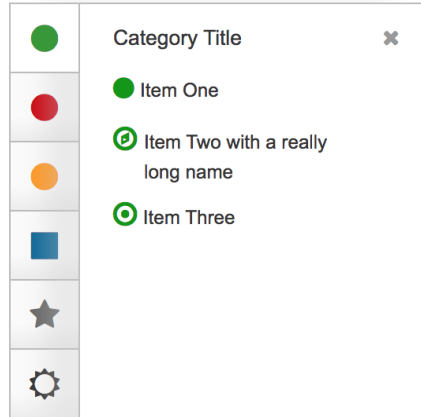
## Redesign mockup

\* Please refer to specs for actual images, colors, etc.

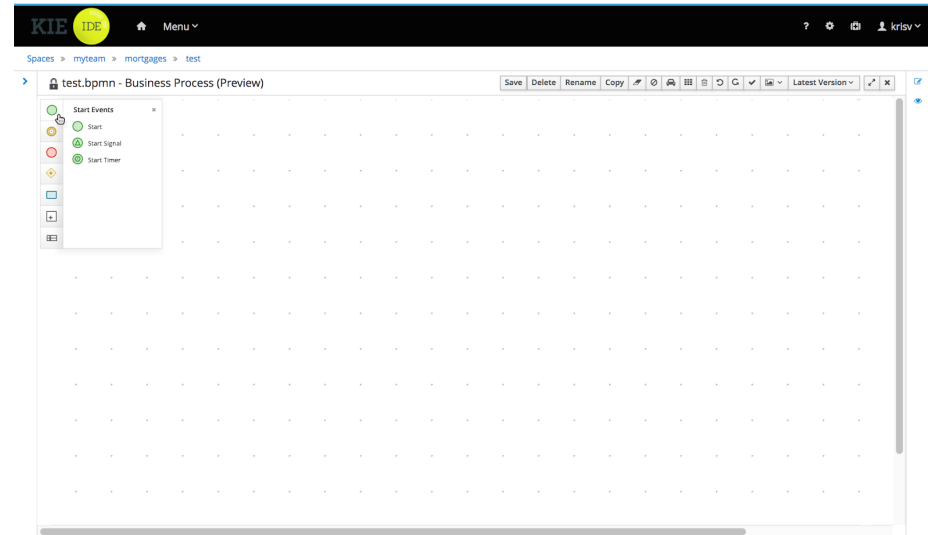
Toolbar closed: Icons  
and colors FPO



Toolbar open: Icons and colors FPO



Mockup placed in page with some actual icons.



Interactive demo:

[https://cdn.rawgit.com/lclay2/bxms-uxd-sandbox/370a8f00/design/Palette\\_demo/index.html#g=1&p=home](https://cdn.rawgit.com/lclay2/bxms-uxd-sandbox/370a8f00/design/Palette_demo/index.html#g=1&p=home)

## Palette Toolbar buttons

	Icon	Category: Items
1	Start Event Node (basic Start icon)	Start Events <ul style="list-style-type: none"> <li>• Start (* indicates label and icon type)</li> <li>• Start Signal</li> <li>• Start Timer</li> <li>• Start Error</li> <li>• Start Message</li> </ul>
2	Intermediate Event Node (timer icon)	Catching Intermediate Events <ul style="list-style-type: none"> <li>• Intermediate Timer</li> <li>• Intermediate Error</li> <li>• Intermediate Signal</li> <li>• Intermediate Message</li> </ul> Throwing Intermediate Events <ul style="list-style-type: none"> <li>• Intermediate Signal</li> <li>• Intermediate Message</li> </ul>
3	End Event Node icon (basic)	End Events <ul style="list-style-type: none"> <li>• End (* indicates label and icon type)</li> <li>• End Error</li> <li>• End Terminate</li> <li>• End Message</li> <li>• End Signal</li> </ul>
4	Tasks (generic task icon, current activities one?)	Tasks <ul style="list-style-type: none"> <li>• Business Rule</li> <li>• User</li> <li>• Script</li> </ul>
5	Subprocess (icon TBD)	Subprocess <ul style="list-style-type: none"> <li>• Reusable</li> <li>• Embedded</li> </ul>
6	Gateways (existing icon, recolored)	Gateways <ul style="list-style-type: none"> <li>• Parallel</li> <li>• Exclusive</li> </ul>
7	Containers (existing, recolored)	Containers <ul style="list-style-type: none"> <li>• Swimlane</li> </ul>
8	Service Tasks	Category1

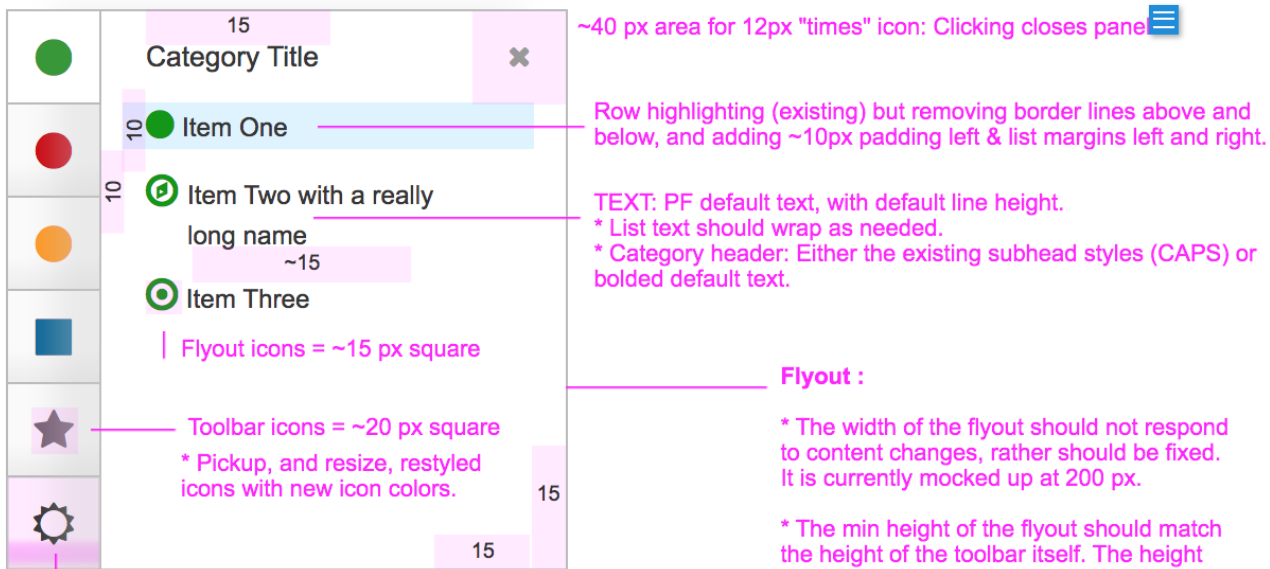
	(icon TBD)	<ul style="list-style-type: none"><li>• ServiceTask1</li><li>• ServiceTask2</li></ul> Category2 .....
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## Styles Specs

\* Please adjust as needed to match PF styles.

Also at: [https://cdn.rawgit.com/lclay2/bxms-uxd-sandbox/370a8f00/design/Palette\\_demo/index.html#g=1&p=spacing\\_style\\_specs\\_approx](https://cdn.rawgit.com/lclay2/bxms-uxd-sandbox/370a8f00/design/Palette_demo/index.html#g=1&p=spacing_style_specs_approx)

Icons and icon colors are a pickup from Visual Design.



Toolbar buttons = ~41 px square.

\* Uses PF buttons (gradient...) styles and behaviors - with exception to "Select" which should use a solid fill color of white/FFF

### Flyout :

\* The width of the flyout should not respond to content changes, rather should be fixed. It is currently mocked up at 200 px.

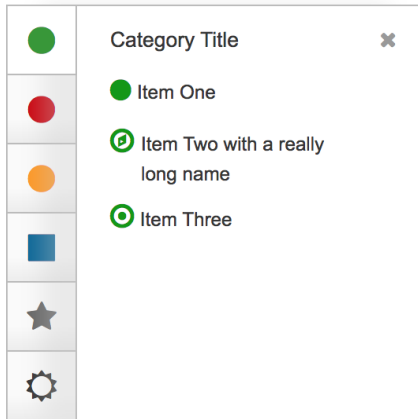
\* The min height of the flyout should match the height of the toolbar itself. The height should increase to accommodate content.

\* Border color should match PF button border color.

\* Should present a shadow to the left only. I used a 20px CCC one with a 20px blur, at 35% opacity but it's kind of a hack...

@Sarah - please keep the toolbar button borders all around when the menu is open, as it's mocked up. Thanks! :)

## Interaction notes/specs



### Flyout

OPEN: Clicking toolbar button

CLOSE:

- Toggle toolbar button
- Clicking the close button within the flyout.

SWITCH: User can switch categories “on the fly” - doesn’t need to close/open the flyout (unless it needs to from a dev perspective.)

DRAG: User can select and drag a menu item on to the canvas. \*Note below: dragging toolbar icons

- Assuming the icon in the toolbar actually represents one of the icons in the flyout - allow the user to drag from the toolbar and use the **last** one they chose from the flyout.

### Toolbar

Hover and Select: *Button states pickup PatternFly button styles with exception to “selected”, see style [specs](#).*

*\* Maintain tooltips.*

### Canvas

Floats over canvas.