



Medos Framework

UI Guideline

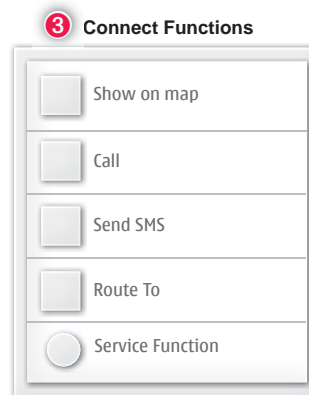
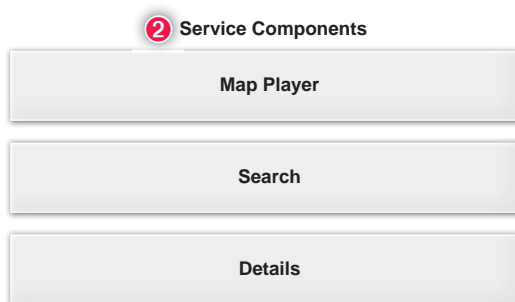
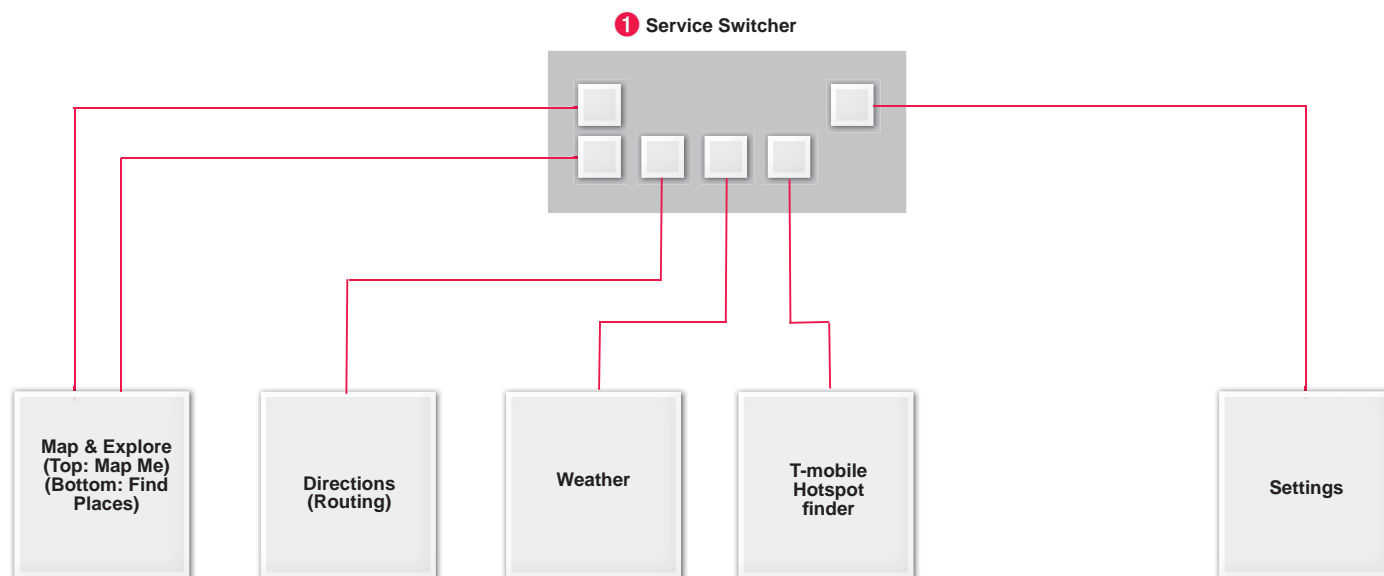
Release: Medos Framework

Platform: Rover, Touch

Last Changes: April 27, 2009 3:14 PM

Author: ext-anita.wilhelm@nokia.com

SoLo Framework IA | Rover scope, framework IA & elements



Descriptions:

Product Scope --- Rover Release
 Target Date: Early July
 Rover release is scheduled to contain the following services, service components, and connect functions

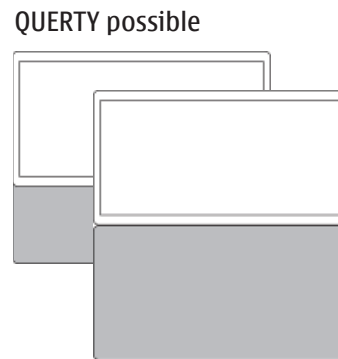
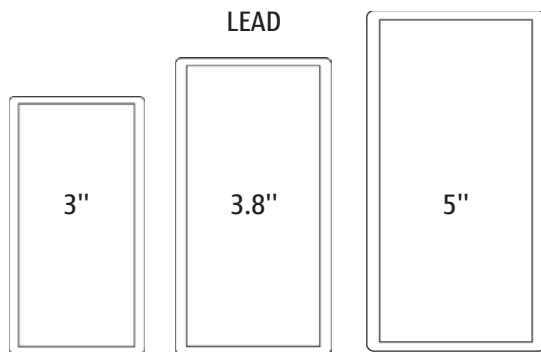
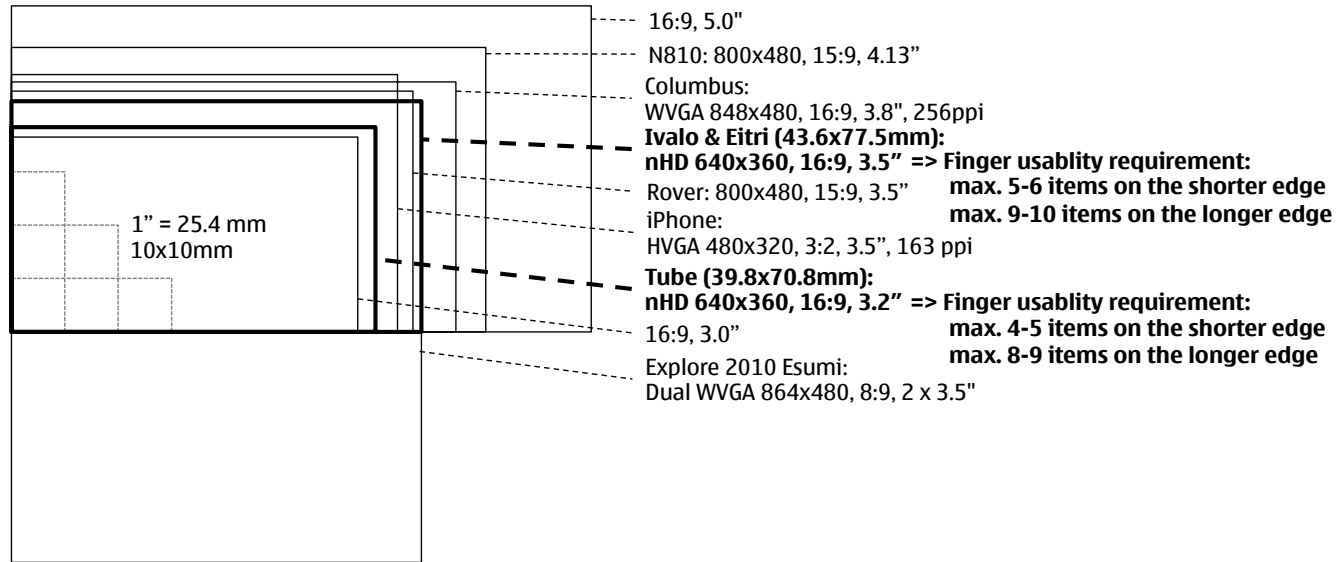
- 1 Service**
 Rover release, to be released early July is to contain the following services (reflected through entry points in the Service Switcher)
 1. Map & Explore
 - a. Map Me -- Map Access
 - b. Find Places -- Search List Access
 2. Directions
 3. Weather
 4. T-mobile Hotspot Finder
 5. Settings

- 2 Service Components**
 The services can use either of these components to enhance the functionality of their service. At this time, the following players and components are available:
 1. Map Player
 2. Search
 3. Details Container

- 3 Connect Functions**
 Related to these Services the connect menu should then include the following items:
 1. Show on Map
 2. Call
 3. Send SMS
 4. Route to
 5. Service Function (optional)

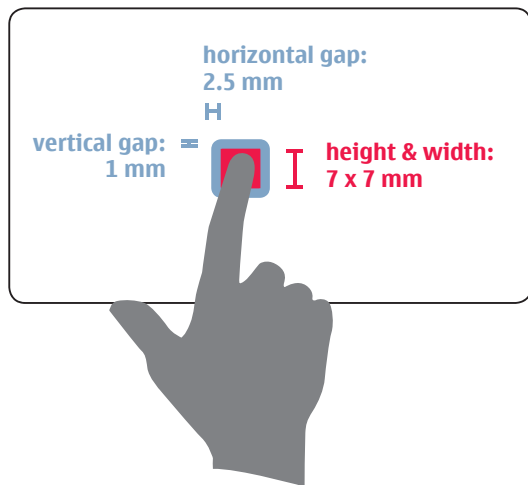
Device Guidelines

Touchscreen displays and pointing target sizes



Recommended Finger Pointing Target Sizes

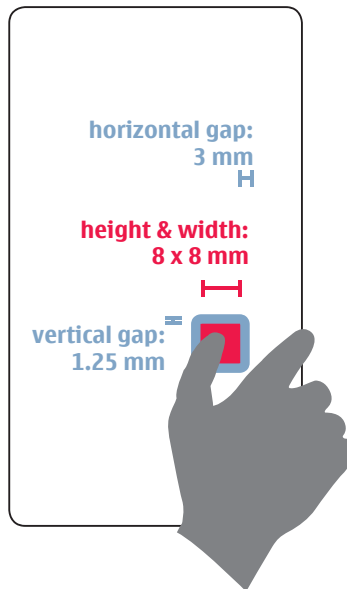
Finger Touchable



Max number of touchable items: 9-10



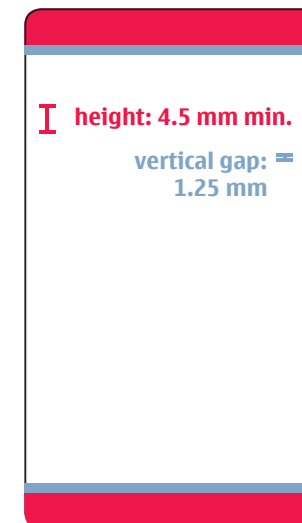
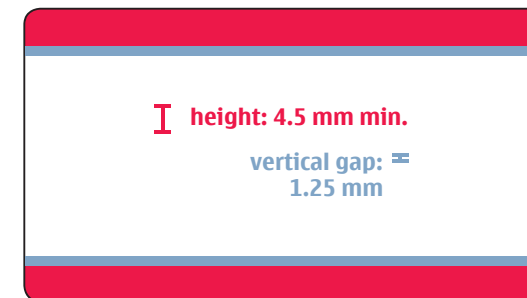
Thumb Touchable



Max number of touchable items: 4-5

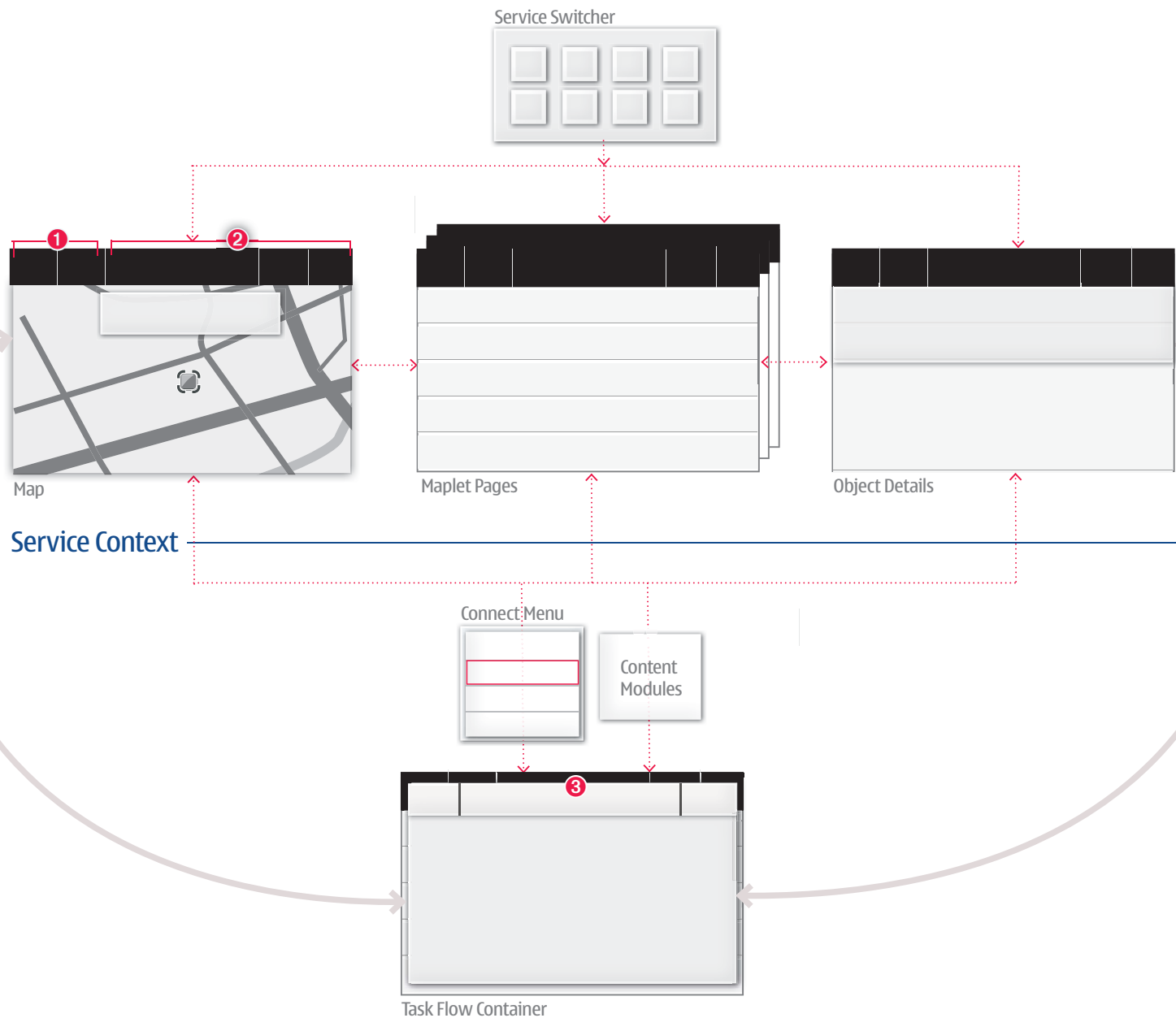


vertical sizes of touchable sidebars: Top & bottom



Medos Framework UI Guidelines

Overview | General Architecture and Components: Rover



Related

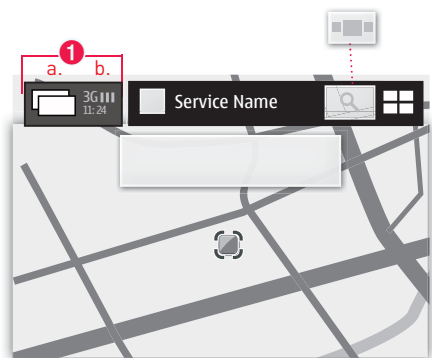
Descriptions:

The header component is holds the main framework components. The two contexts in which the header is defined:

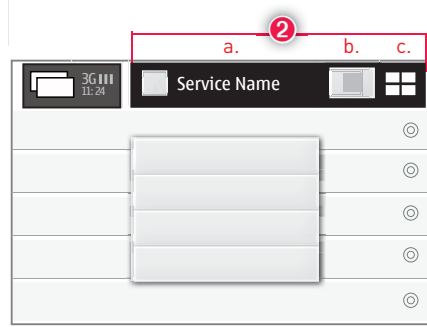
- Service Context** - available at anytime a service is opened
- Player/ Task Flow Context** - available after any Connect Function or Componet Flows are initiated

- 1 Device Integration**
In this region the device can integrate it's native functionality. Those functions include:
 - Multitasking access
 - Network streghth and time indications
- 2 Medos Integration**
Within the medos integration area, access to the views -- map/ list, as well as service switcher are found. The elements contained in this region include:
 - Service Options (optional)
 - Map/ Maplet Access
 - Service Switcher
- 3 Task Flow Container**
The task flow container will open whenever a connect menu task flow is opened or when a specific task is need. The header of the task flow container includes:
 - Position Action (Save, Next, etc.)
 - Title of the Task
 - Negative Action (Back)

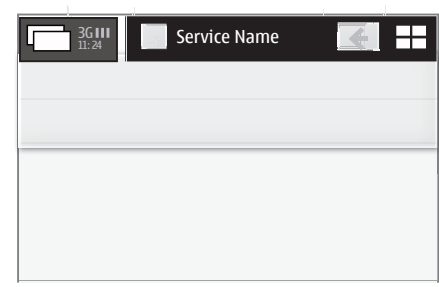
Overview | General Framework Header Components: Rover



Map

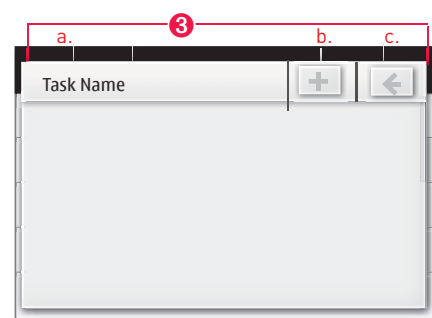


Maplet Pages



Object Details

Service Context



Task Flow Container

Player/ Task Flow Context

Notes:

Routing: 2b in map to contain their page switcher as built, and 2b in the maplet pages accesses previous state of map (or previously opened page switcher, to be decided by them)

Search/ Places: 2b in map accesses the search list; 2b in maplet pages accesses previous state of map

Related

Descriptions:

The header component is holds the main framework components. The two contexts in which the header is defined:

- a. **Service Context** - available at anytime a service is opened
- b. **Player/ Task Flow Context** - available after any Connect Function or Componet Flows are initiated

1 Device Integration
 In this region the device can integrate it's native functionality. Those functions include:

- a. Multitasking access
- b. Network streghth and time indications

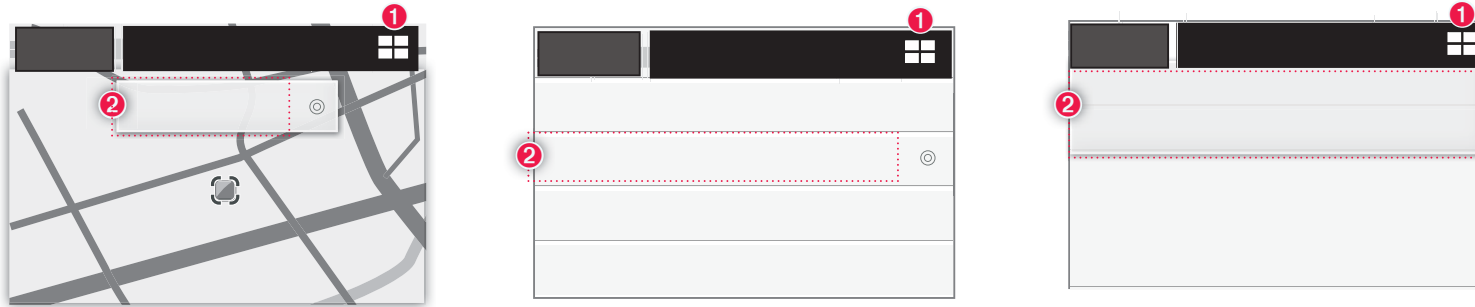
2 Medos Integration
 Within the medos integration area, access to the views -- map/ list, as well as service switcher are found. The elements contained in this region include:

- a. Service Options (optional)
- b. Navigation Elements
- c. Service Switcher

3 Task Flow Container
 The task flow container will open whenever a connect menu task flow is opened or when a specific task is need. The header of the task flow container includes:

- a. Title of the Task
- b. Position Action (Save, Next, etc.)
- c. Negative Action (Back)

Overview | Application Engine Access: Rover



Service Context

Descriptions:

The application engine is contains access to all integrated services and the third party service ecosystem. The Medos Framework holds two components which service as access points to these features:

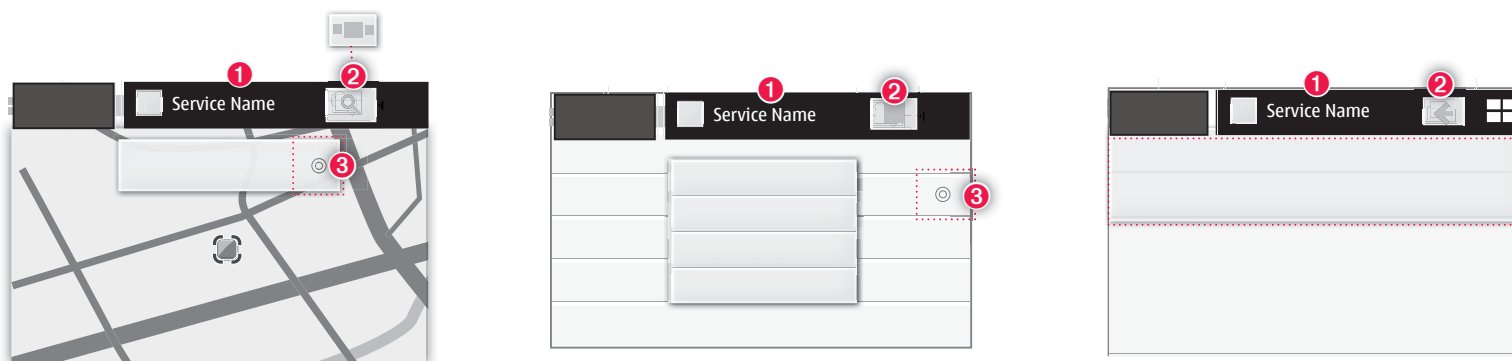
1 Service Switcher Access

The service switcher is the main launching region and dashboard for all the service offerings. It offers the user a centralized place to move between services. The service switcher can always be accessed from the upper most region of the Framework Header.

2 Connect Menu Access

The connect menu is the main integration point for core service player functionality. These players are determined on a per object basis. Accordingly, the Connect Menu is available from the Object Base container.

Overview | Service Components Access: Rover



Service Context

Descriptions:





The service components are comprised of tools and components which are available to each service to use within their domain. The access to these components are diagrammed and outlined as follows:

1 Service Menu and Branding Region

The service menu and branding region is contained in the middle region of the framework header. It contains the Service Name and Icon (optional). Clicking on this region reveals the Service Menu. The Service Menu contains functions available only to that specific service.

2 Navigation Elements

In this area, the service provider can choose to place controls to access the rest of their maplet pages. The list of navigation elements currently include:

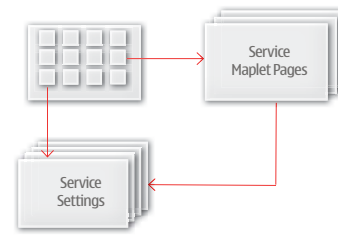
-  Single page switcher (used in Search Places)
-  Multi-page switcher (used in Routing)
-  Back to Map (returns to previous state of map)
-  Back returns to previous page

3 Access to Details Container

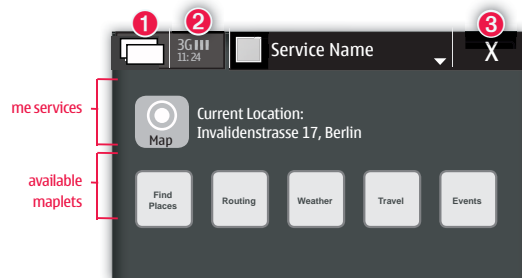
The details container holds the object POI details along with content specified by each service. Access to this container is given through the Object Base in the Infobubble and List Item. Clicking on either of these areas accesses the details container and allows the user to access detailed information available by the service for that object.

Service Switcher

Service Switcher | Basic Layout & Behavior: Rover



General Architecture



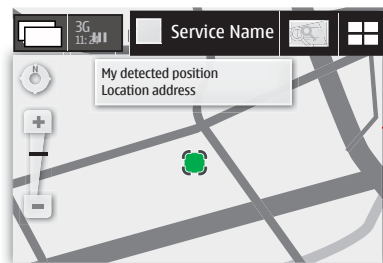
Related

Settings Menu (describes general architecture)

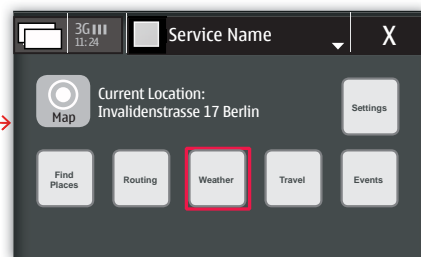
Descriptions:

- 1 Multitasking Access**
Touching the upper left region of the Framework Header calls the Device Dashboard, but does not exit the application.
- 2 Device Indication**
The area next to the device dashboard has been reserved to show device status information. Things like, network speed, network strength, etc, should be indicated in this region.
- 3 Exit**
Touching the upper right area of the Framework Header closes the application.

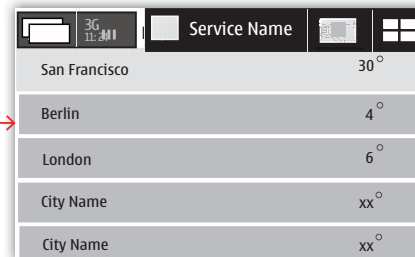
General Behaviour



Service A



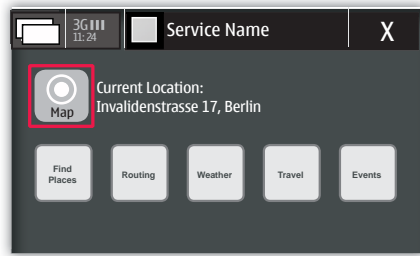
Open Service Switcher



Service B

Service Switcher | Map & Explore Entry

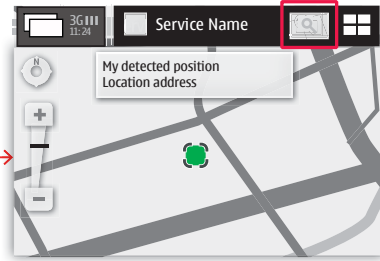
Map Me Entry



Enter Maps and Explore: Map View, with the detected location in focus



single tap



Switch to list view with search integrated.



single tap

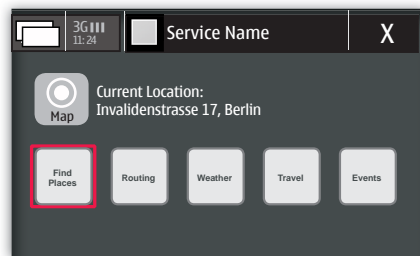


Text default focus in search field.



Enter text to search or browse categories.

Find Places Entry



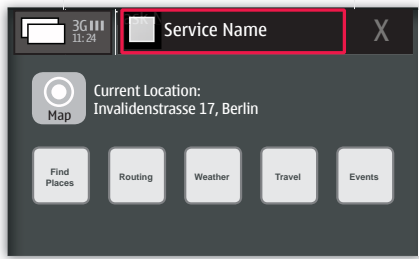
Enter Maps and Explore in the default 'explore' mode



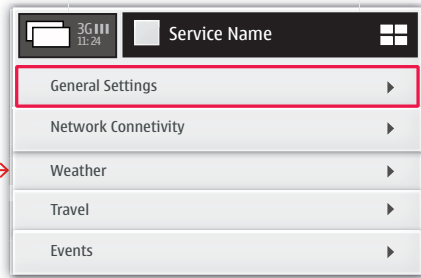
single tap

Service Switcher | Settings Menu

1 General Behaviour



Tap on Settings

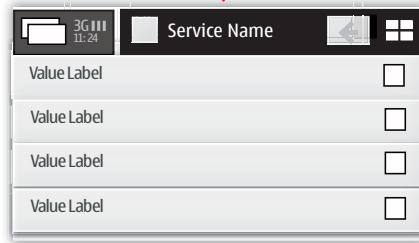


Settings menu appears in the screen view.

Open: Should we make the settings pages a secondary task flow?

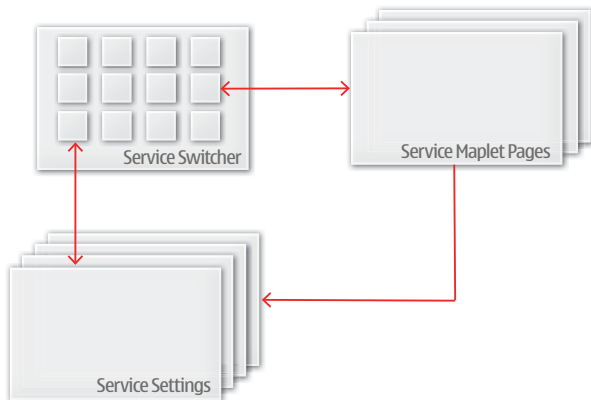


Settings form.



User is able to choose form items.

2 General Architecture

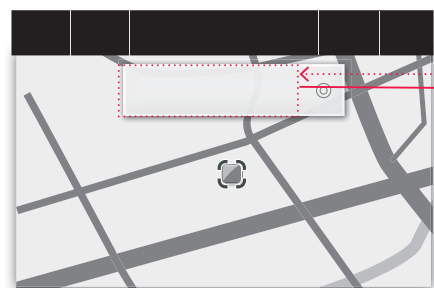


Descriptions:

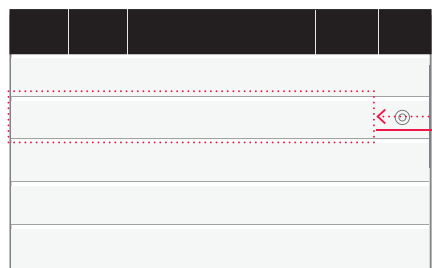
- 1 General Behavior**
The general behavior of the settings menu allows for the opens a category list, where general settings or application titles have entries in the settings menu.
- 2 General Architecture**
The settings pages are accessible from the service switcher via, the settings button or also may be linked to the maplet pages, through the service functions.

Connect Menu

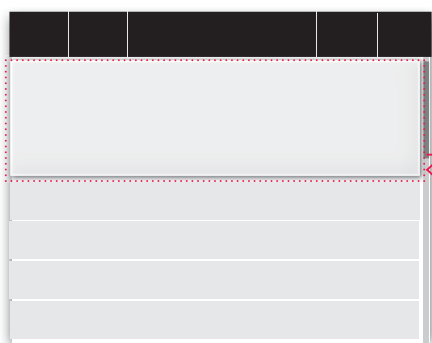
Overview | Connect Menu & Player Flow: General



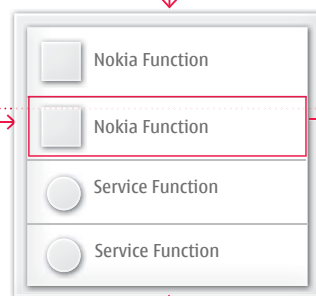
Map



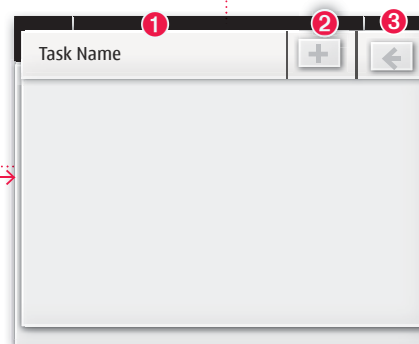
Maplet Pages



Detail View



Connect Menu



Player Component

Related

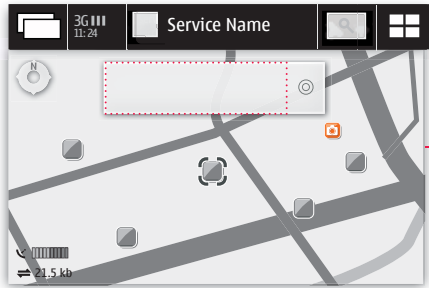
Connect Menu

Descriptions:

The connect menu enables player functions to open and perform actions on an object. Then return to the specified service. The connect menu can hold 2-9 items.

- 1 Player Title**
In the player context the title of the screen can be customized to that specific action.
- 2 Positive Action**
Services can input their positive action of choice in the positive action area.
- 3 Back/ Close**
All Players after initiating their player actions on the object will either return through actions in the flow to the object or the user can close the player and manually return to the service context.

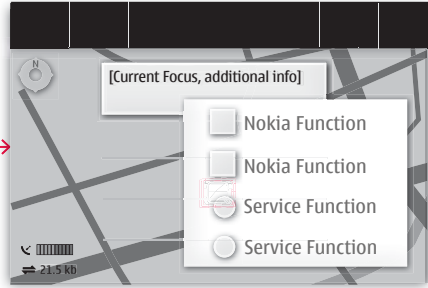
Connect Functions | Opening and Closing Connect Menu: Rover



Single tap on info flag



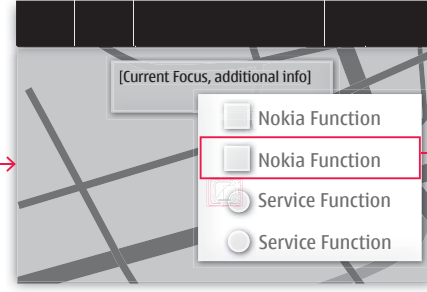
single tap



Connect menu opens.



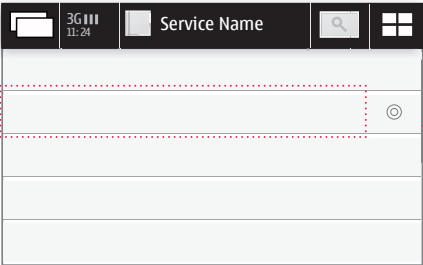
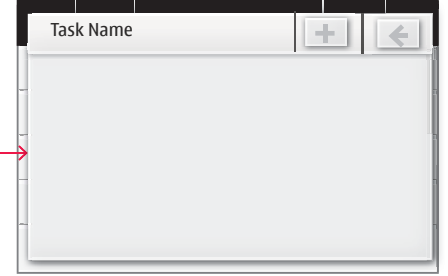
long press



Selecting menu item opens associated player flow.



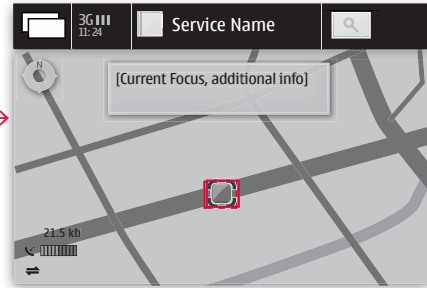
single tap



List View



single tap

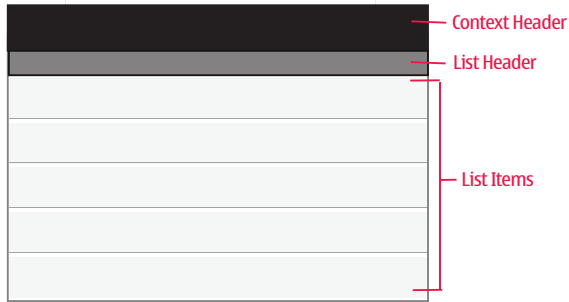


Closing Transition
User taps off the menu and closes connect menu.

Components

Components | List Container

Descriptions:



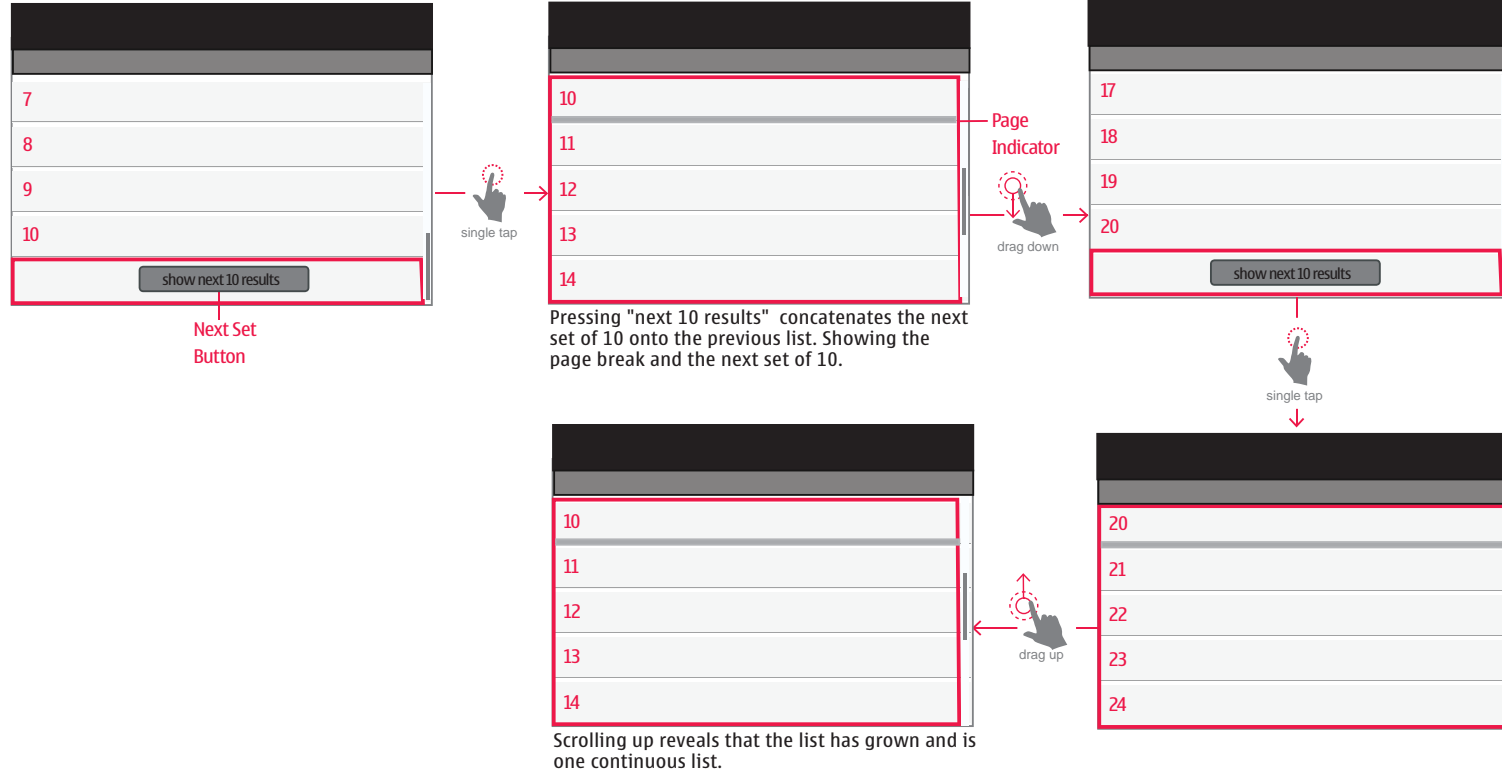
Scrollbar & Scrolling Behavior



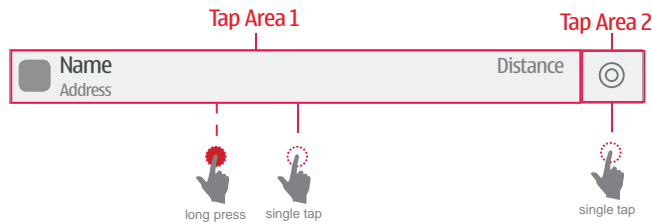
Components | List Container Continued

Descriptions:

Pagination (10 Item Sets)



Components | List Items



Activated States



Descriptions:

Item Types

Default



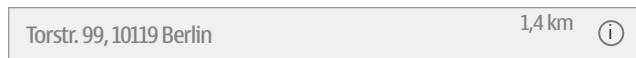
Category Item



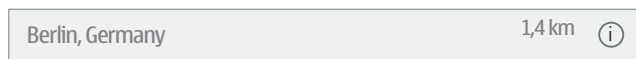
Location - Object Item



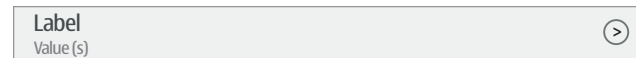
Location Item 1



Location Item 2



Form Entry Item



Default Behavior Mappings

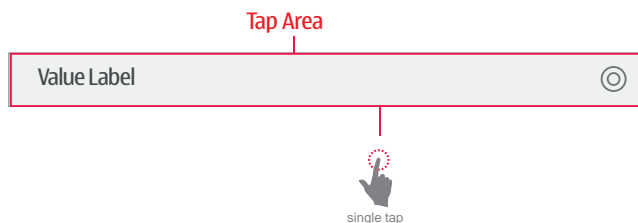
Tap Area 1 Short Press	Long Press	Tap Area 2 Short Press
Disabled	Disabled	Disabled
Opens	Opens	Opens
???	Connect Menu	Opens (Details)
???	Connect Menu	Opens (Details)
???	Connect Menu	Opens (Details)
Opens	Opens	Opens

● Required by Medos Framework; Not-Modifiable

Descriptions:

Components | Form Element Items

Descriptions:



Activated State & Resulting Behavior



Item Types

Text Input

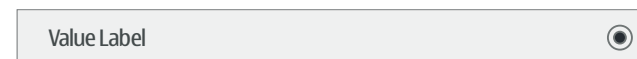


Resulting Behaviors



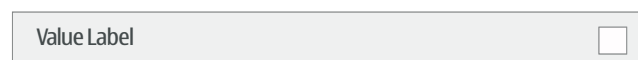
Focuses text cursor in text field.

Single Select



Selects item and returns automatically to form entry Item. Value Filled.

Multi-Select

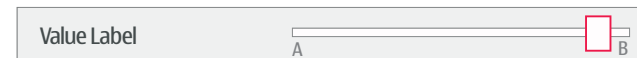


Selects item. Allows for multiple selection items.

Slider



* Note: only slider control handle is selectable.



Moves slider.

Components | Saving Form Input

Descriptions:



Form Entry Item Types

Text Input

Value Label Entered Value

Label
Selected Value

Selected value appears below label. Return is automatic from item.

Single Select

Value Label

← Automatic

Label
Selected Value, Selected Value, Selected Value, Selected Value ...

Selected values delineated with commas and truncated with "..."

Multi-Select

Value Label



single tap

Slider

Value Label A B

Components | Navigation Elements

Descriptions:



Single page switcher (used in Search Places)



Multi-page switcher (used in Routing)



Back to Map (returns to previous state of map)



Back returns to previous page



Back and Save (Forms)