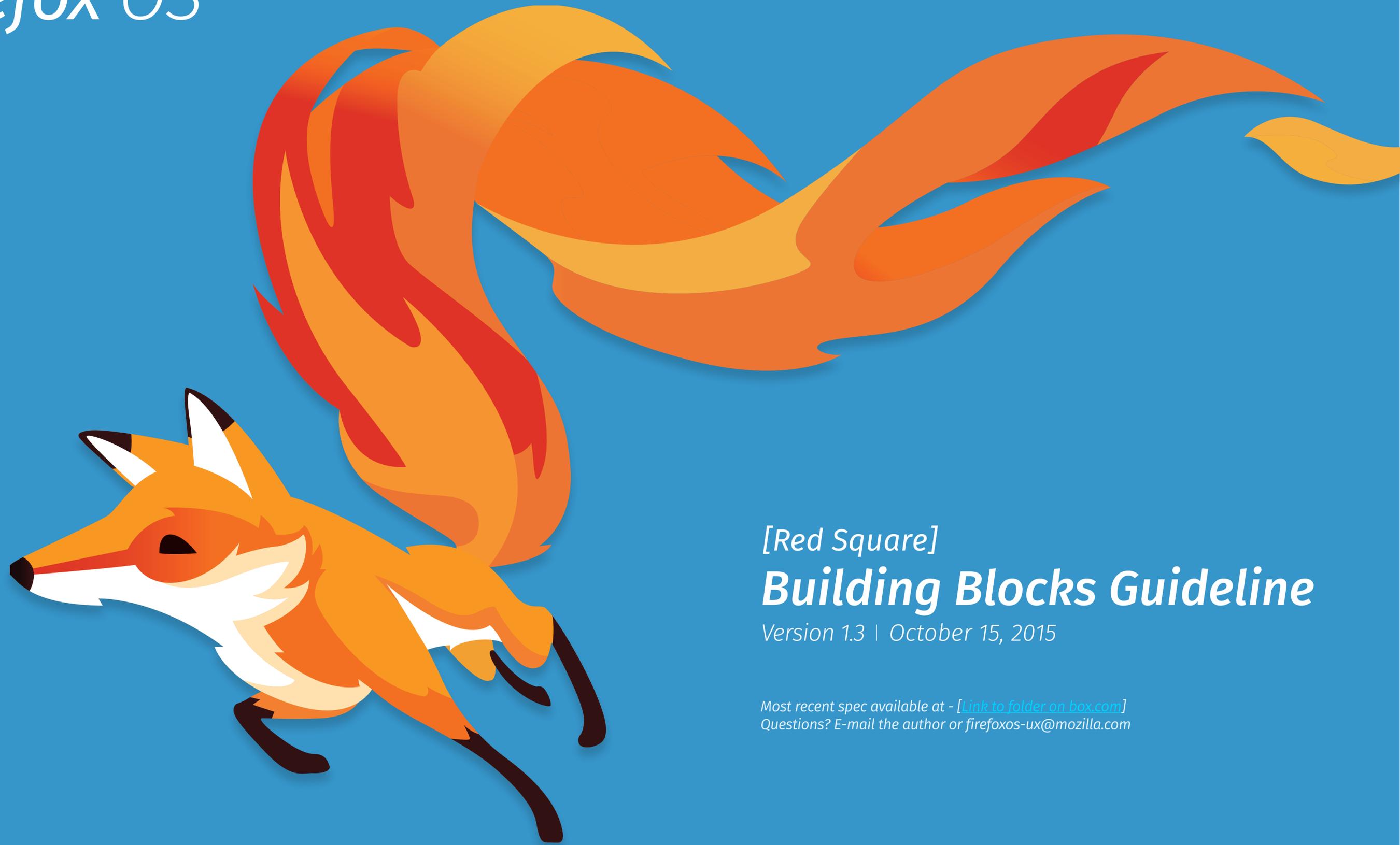


Firefox OS



[Red Square]

Building Blocks Guideline

Version 1.3 | October 15, 2015

Most recent spec available at - [[Link to folder on box.com](#)]
Questions? E-mail the author or firefoxos-ux@mozilla.com

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Release Notes

V 0.1	Jul 08, 2015	Morpheus Chen	Create Building Blocks document for FxOS for feature phone
V 0.2	Jul 15, 2015	Morpheus Chen	Create main component
V 0.3	Jul 30, 2015	Morpheus Chen	Remove scrolling text for list items Remove integer selector from value selector Remove scrolling text from List item Update labeling for Input field Update layout for Slider
V 0.6	Aug 10, 2015	Morpheus Chen	Update Permission dialog - show checkbox prior to more info Update Picker - show "Select all" as an option beneath header
V 0.8	Aug 20, 2015	Morpheus Chen	Update Selection controls - toggle can be activate/deactivate directly on list item Update Selection controls - differentiate between checkbox as selection and as toggles Update Slider - slider can be scrolled directly on list item after confirming
V 1.0	Aug 30, 2015	Morpheus Chen	Update Tab - displaying labels and icons Update Progress & Activity - create inline use cases Create Softkey bar - create special cases for softkey bar Update Input Field - create special cases for multi-part entry fields Update Tab - create rules for filter Create Principle for hardware keys - add Call & End call key Create Principle for hardware keys - add Back & Clear/Delete key
V 1.1	Sep 09, 2015	Morpheus Chen	Update Tab - add Filter Update List item - add descriptive List Item Update List item - update Indicator and unread state
V 1.2	Oct 01, 2015	Morpheus Chen	Update List item - Exception in Settings Update List item - Description in Settings
V 1.3	Oct 14, 2015	Morpheus Chen	Update Radial button - Remove the item and replace with Value Selector Update Picker - Move Select all under Options

Overview

Overview - Input controls



Notes

- A** Power key
- B** D-pad (Directional keys or 5 Nav keys)
Display in spec: 
- C** Left softkey
Display in spec: 
- D** Right softkey
Display in spec: 
- E** Call key
Display in spec: 
- F** End call key
Display in spec: 
- G** Back key (Optional)
Display in spec: 
- H** Clear/Delete key (Optional)
Display in spec: 
- I** T9 keyboard
Display in spec: 
- F** Volume control

*Design principle for
hardware keys*

Left softkey & Right softkey

Left softkey and right softkey must provide consistent functions across all device and different applications.

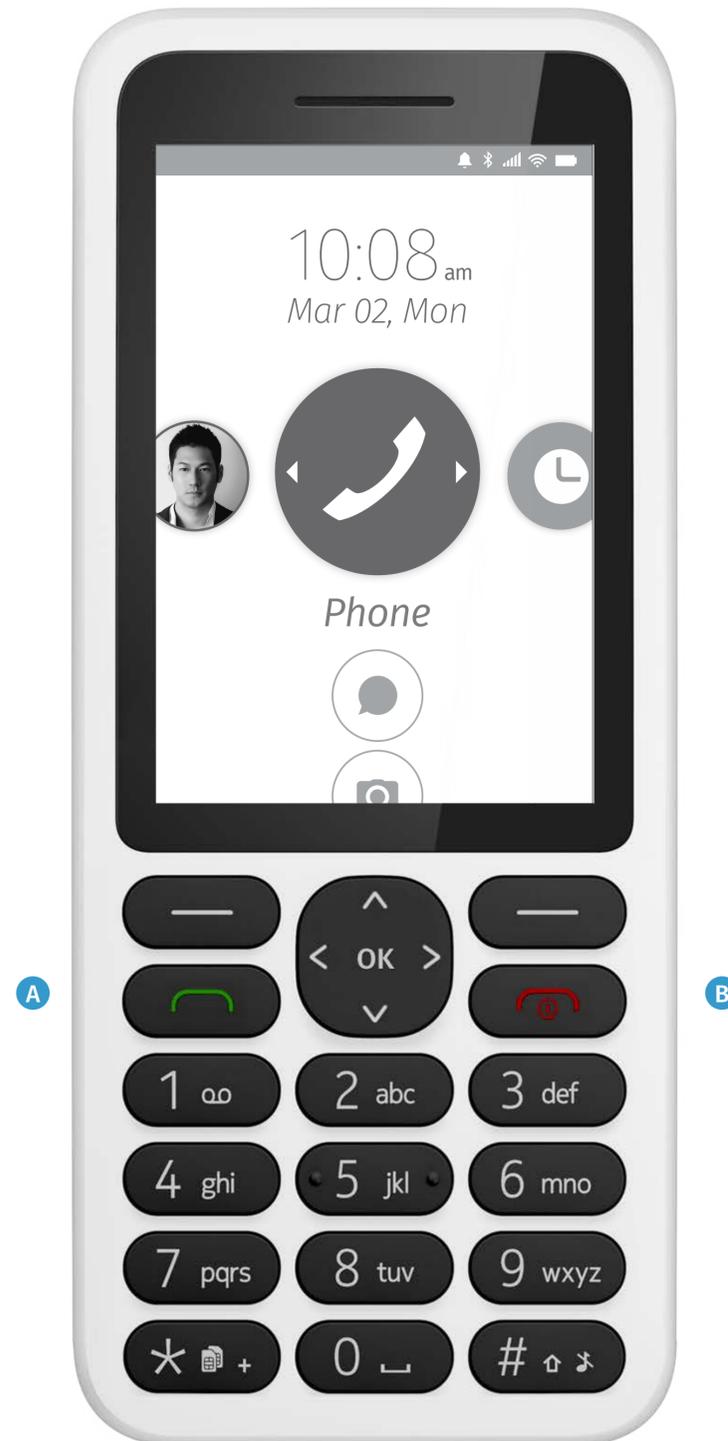


Basic rules for LSK & RSK

1. Basically there are LSK and RSK for most cases. CSK(center softkey = OK) usually functions as confirmation, and it only shows when the context needs to emphasize or it refers to other function than confirmation.
2. For most cases in U.S., LSK refers to negative actions and RSK is positive functions. (Opposite in Europe.) However, it is still flexible for different context, but all actions must be consistent across all device.
3. LSK will be promoted action or most frequently used action when RSK is Options.
4. When there is no dedicated Back key, Back will most often be LSK.

- A** The left action term on softkey bar assigns to LSK.
- B** The right action term on softkey bar assigns to RSK.
- C** The center action term on softkey bar assigns to "OK" on D-pad.

Call key & End call key



Notes

- A** There are some use cases for Call key:
 1. On Home page, Call key will trigger Call log page in Phone.
 2. Whenever the highlight is on a list item which contains phone number, Call key will trigger as making a phone call. For instance, on a missed call in Call log page or on a contact in Contact page in Phone app.
- B** End call key can trigger two specific behavior:
 1. End call key will trigger as Home key, that is End call key will bring user back to Home.
 2. While calling, End call key will disconnect the call immediately.

Back key & Clear/Delete key



Notes

The document of building blocks is created based on the minimum hardware requirement which only consists of 2 softkeys, D-pad, Call/End call buttons and number pad, excluding Back & Clear key or other dedicated keys.

Here it will elaborate on the specific situation when hardware spec provides Back & Clear key.

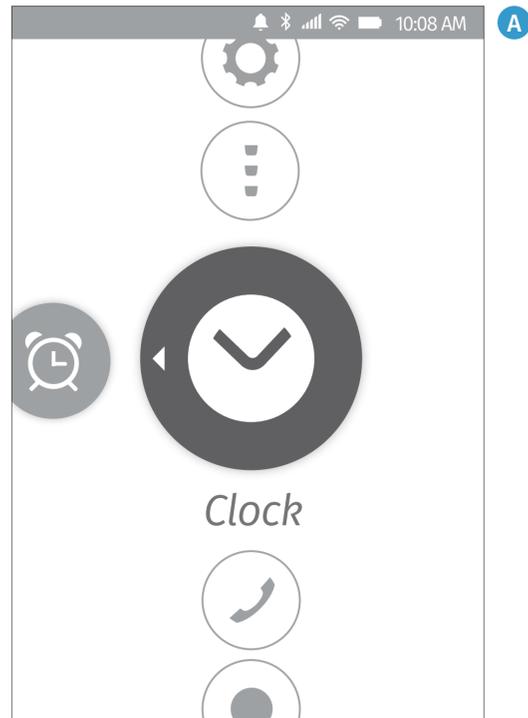
- A** Without dedicated Back key, almost all use cases need to have a Back action occupied on the left side of softkey bar. If dedicated Back key is available, the most used action can replace the Back action on softkey bar.
- B** Without dedicated Clear/Delete key, almost all use cases need to have a Clear/Delete as an action on softkey bar or an option in Options on right side of softkey bar. If dedicated Clear/Delete key is available, the dedicated key can replace the Clear/Delete action or option on softkey bar.

Components

Status bar

Status bar displays current state of the phone.

Standard Status Bar

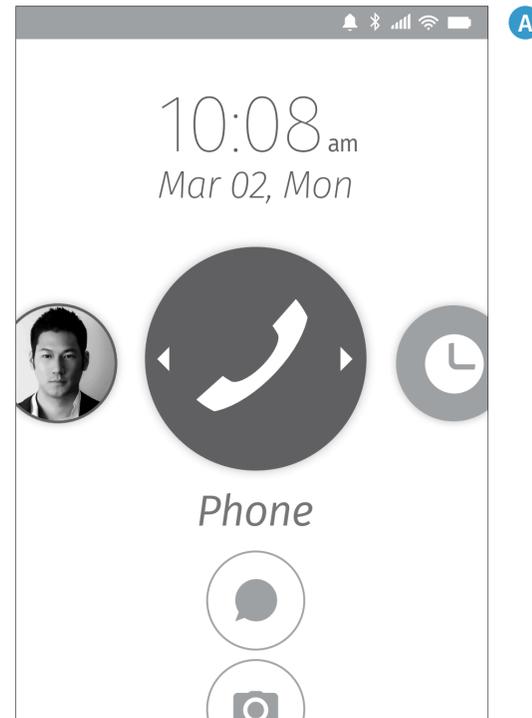


A. Standard Status Bar contains indicators for current states of the phone, including time, battery life, WiFi/3G/4G signal, data signal, Bluetooth, GPS, Alarm clock, etc. (The indicators are listed from right to left and available based on hardware support.) When exceeding the length of Status Bar, an icon needed to show “more states”.

The status bar will be always fixed at the top of the screen, and it can't be selected or interacted with.

No notifications displayed on Status Bar.

Status Bar without Time



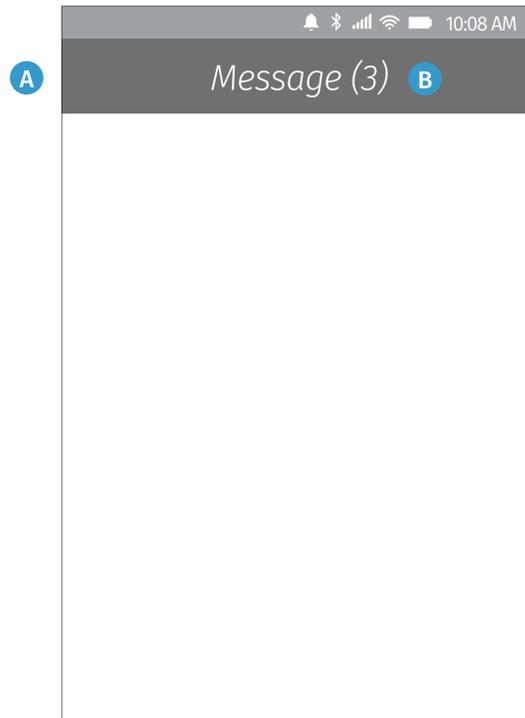
A. Another exception for Status Bar is no “time” displayed while there is a time panel shown on Home.

All the indicators for system states on Status Bar will move to meet the right edge of the screen when “time” removed.

Header

Header is a dedicated space at the top of the screen, often used to display the view title.

Standard Header

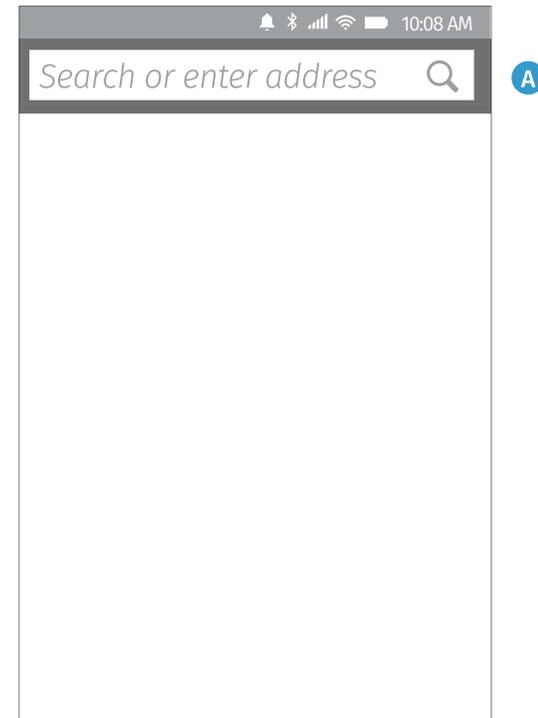


A. Headers float above content and fixed but, in special circumstances, such as Browser, can scroll off screen with the content.

B. The Header's text displays the name of the current view. The heading may optionally include additional text; for example, in Message app, the number of unread messages may be displayed.

Header text does not wrap and is instead truncated. As a result, text should be kept as concise as possible.

Header with Input Field

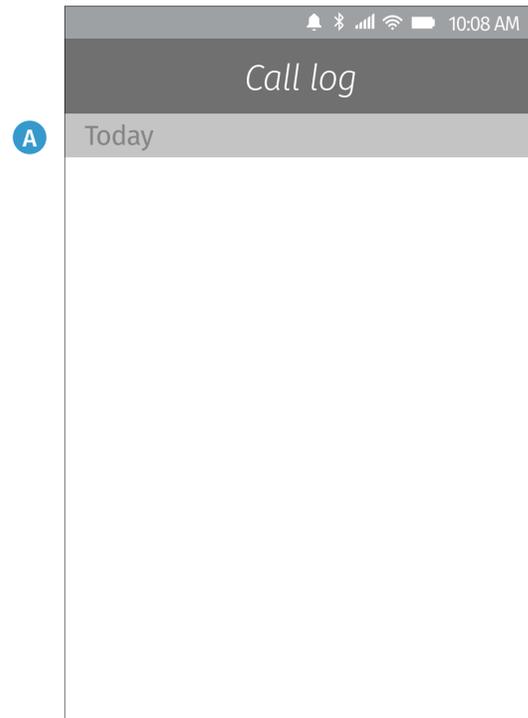


A. Headers can include input fields such as search or URL.

Subheader

Subheader is distinct section of a list or grid list, and related to the current filtering or sorting criteria.

Standard Subheader



A. A generic Subheader is a label that describes the content below it.

All Subheaders are in title case, which means the first letter of each word is capitalized.

Subheaders must be concise to prevent truncation.

List Item

Typically used to navigate to a new screen, or to display information or controls.

Primary Text

Standard state

A Primary text shows two l...

Highlighted state

B Primary text shows two lines at maximu...

The basic rules for all List Items are below:

1. All List Items always keep one line for primary text as default when unhighlighted even though it's truncated.

2. All List Items show more information when highlighted, including the second line for primary text, secondary label or detail, etc.

3. List Item loads a new view when tapping OK.

A. List item with primary text only shows one line when unhighlighted.

B. While highlighted, the List Item expands and shows the second line for primary text, however, it shows two lines at most.

Primary + Secondary Label

Standard state

C Primary text shows two l...

Highlighted state

D Primary text shows two lines at maximu...
Secondary text

C. List Item with primary and secondary label only shows primary text in one line when unhighlighted.

D. While highlighted, the List Item expands and shows the second line for primary text and the secondary label displayed in one line.

Primary + Secondary + Detail Text

Standard state

E Primary text shows two l...
Secondary shows one line...

Highlighted state

F Primary text shows two lines at maximu...
Secondary shows one line ...
Detail information shows one line...

E. List Item with primary, secondary label and detail shows both one line primary text and one line secondary label.

F. While highlighted, the List Item expands and shows the second line for primary text. And the secondary label and detail are both in one line for each other.

List Item

Typically used to navigate to a new screen, or to display information or controls.

Text + Time Stamp

Standard state

B Primary text show... Time stamp

Highlighted state

C Primary text shows two line... Time stamp

Standard state

D

Primary text show... Time stamp

Highlighted state

Primary text shows two line... Time stamp
Secondary text

Unread State

Standard state

D Primary Text Time stamp

Highlighted state

E Primary Text Time stamp

List Item also contains further information, including icon, avatar, indicator or time stamp, etc. However, the number of elements on a List item should not be more than 2 at the same time.

The basic rules for highlight/unhighlight are the same as the guideline in last page.

B. List Item with text and time stamp.

C. List Item with text and time stamp when highlighted.

D. The standard and highlighted state for List Item with Primary text, Secondary text and time stamp.

The unread state turns the text into bolder font, and the time stamp becomes blue. The unread state will be removed after user accesses the List Item.

D. Unread List Item with primary text and time stamp.

E. Unread List Item with primary text and time stamp when highlighted.

List Item

Typically used to navigate to a new screen, or to display information or controls.

Icon + Text

Standard state



Highlighted state



A. List Item with icon and text.

B. List Item with icon and text when highlighted.

C. The standard and highlighted state for List Item with avatar and text.

Standard state



Highlighted state



Indicator + Text

Standard state



Highlighted state



D. List Item with indicator and text.

E. List Item with indicator and text when highlighted.

F. List Item with indicator, time stamp and text.

Standard state



Highlighted state



List Item - Settings

Typically used to navigate to a new screen, or to display information or controls.

Primary + Secondary Label

Standard state

A Settings Title
Status

Settings Highlighted

Settings Title
Status

Standard state

Settings Title
Supporting secondary text provides more description for the List Item.

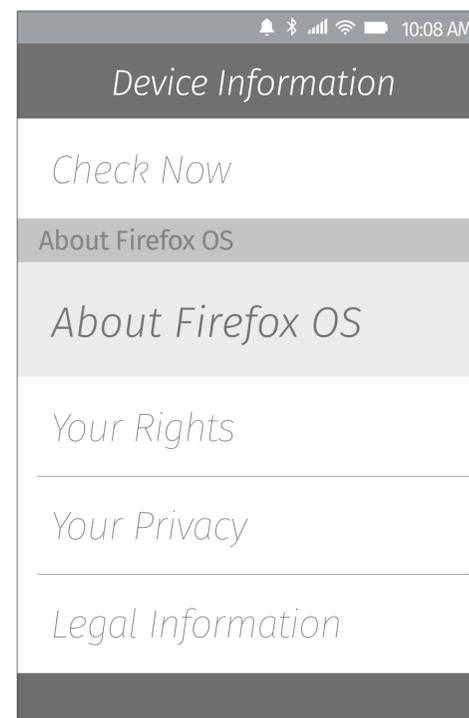
Highlighted state

Settings Title
Supporting secondary text provides more description for the List Item.

A. In settings, when secondary label indicates status or supporting secondary text for this List Item, the List Item shows both primary text and secondary label altogether even though it's unhighlighted.

Description

Collapse



Expand

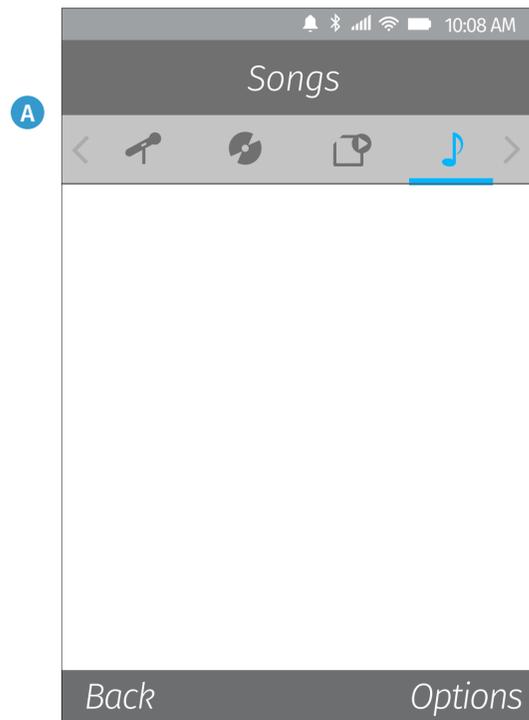


A. Description accommodates information which is supportive to the items above. Description is collapsed as a List Item, and tapping OK leads to a new window to show all description. Scroll bar shows when needed.

Tab/Filter

Tab/Filter present an easy way to switch between different views or to filter a set of categorized data.

Standard Tab



A. Tabs have these characteristics:

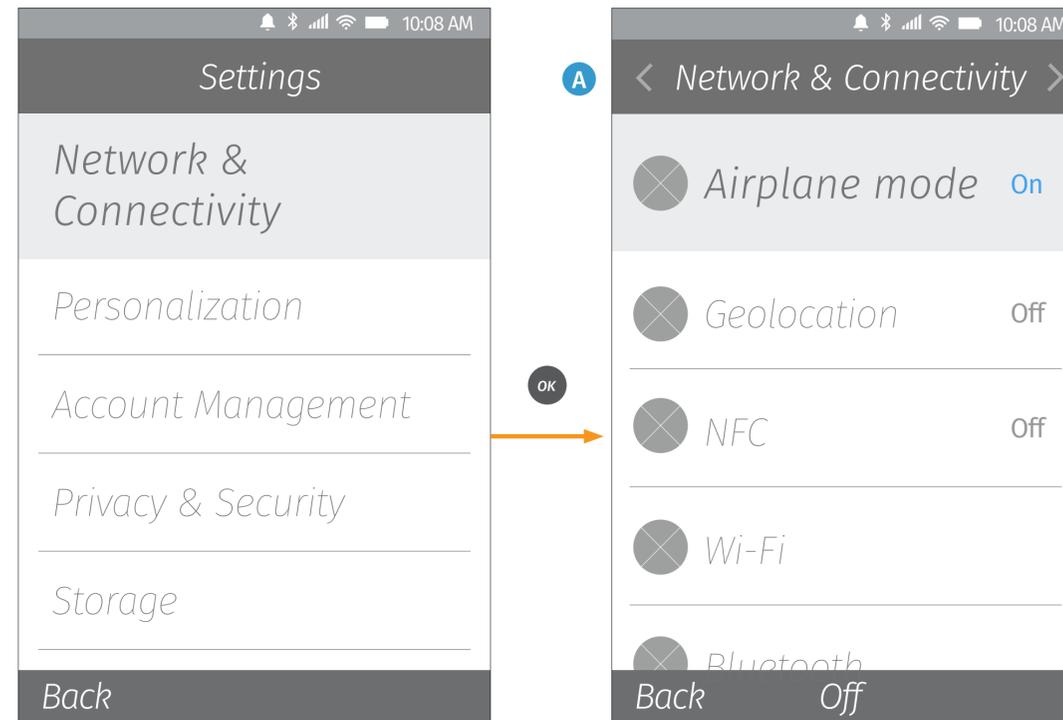
- Tabs are displayed as a horizontal sequence of icons, and the title on Header will vary depending on which tab is selected to show the label for the selected tab.

- Use left/right key to navigate between Tabs.

- Only one Tab is focused at a time.

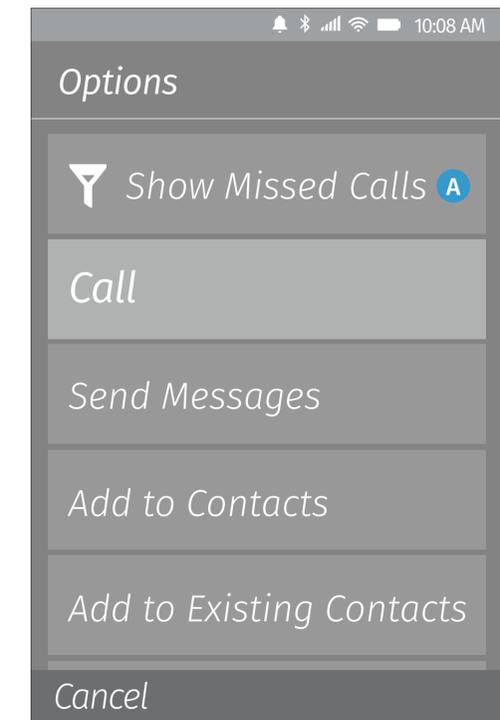
- Tabs are placed beneath header.

Tabs in Settings



A. When Tabs are more than five, the Tabs will be recommended to list as list items as first level, and user can use right/left key to navigate between Tabs in second level.

Filter

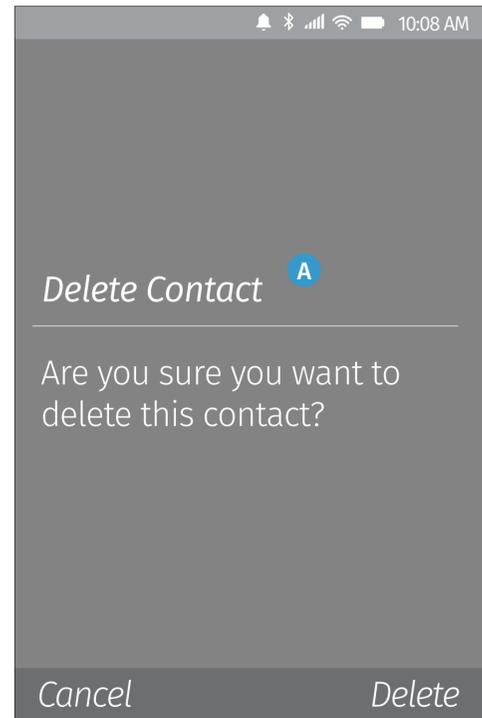


A. When Tab and Filter are both needed in a same screen, the Filter will be accommodated on the softkey bar or in Options.

Dialog

Dialog requires user to confirm an action or inform critical information.

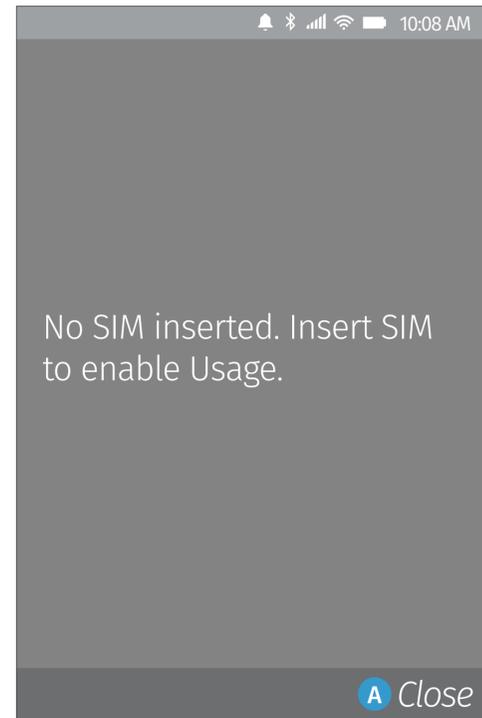
Standard Confirmation Dialog



Dialogs are displayed in full screen and require the user to select an action to close them.

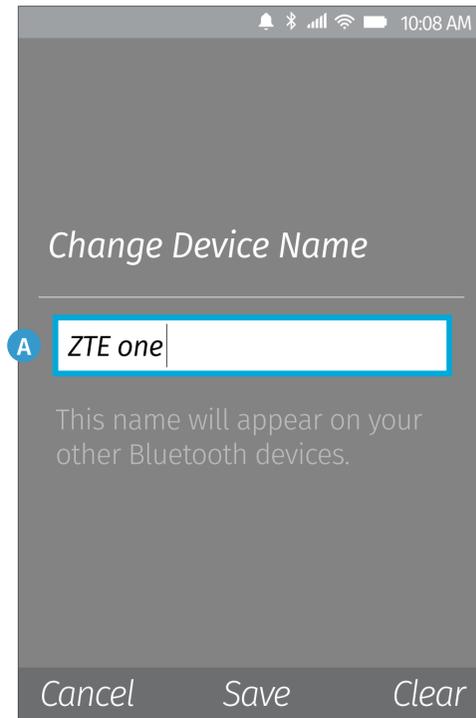
A. Typically a Dialog consists of a title, body and one or more actions on softkey bar.

Dialog with Single Action



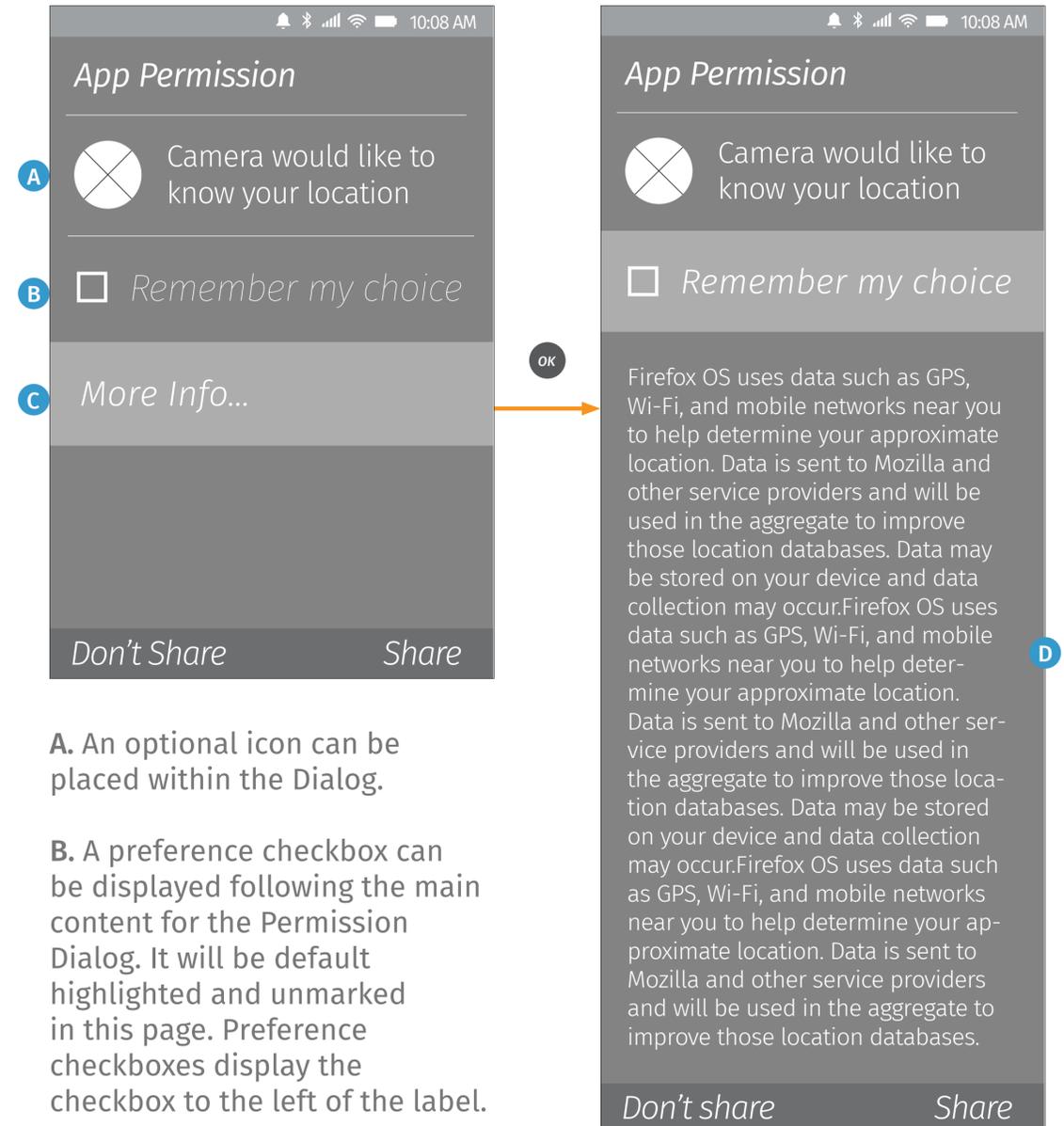
A. If a Dialog is simply an alert or informational, a single action on softkey bar labeled "Close" can be used.

Input Dialog



A. An Input Dialog is a modal Dialog that allows the user to input text within the Dialog. It is typically used for renaming items.

Permission Dialog



A. An optional icon can be placed within the Dialog.

B. A preference checkbox can be displayed following the main content for the Permission Dialog. It will be default highlighted and unmarked in this page. Preference checkboxes display the checkbox to the left of the label.

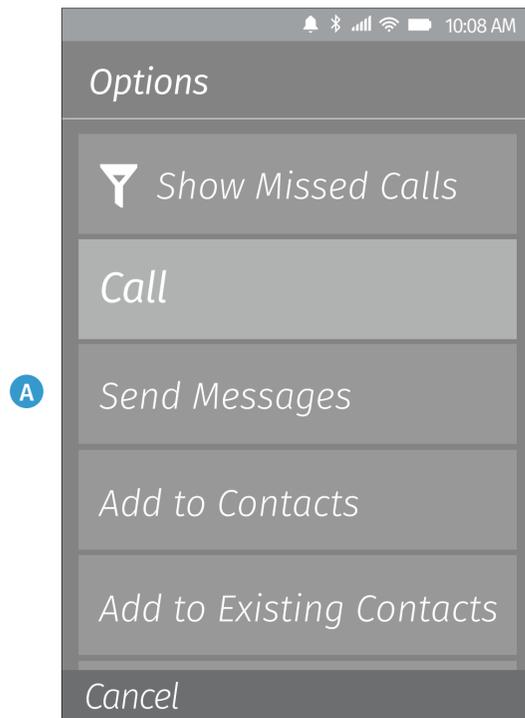
C. User can tap "OK" on "More info" to expand and show more information.

D. The expanded information can't be collapsed.

Action Menu

Option menu presents a list of options from which the user may make a selection.

Standard Action Menu



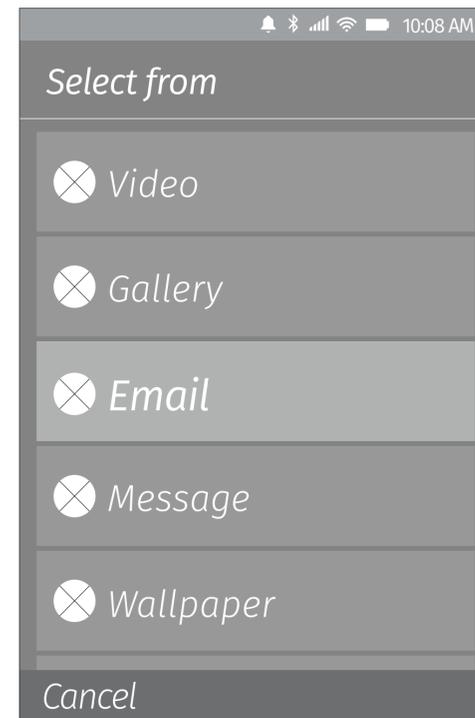
A. The Standard Action Menu contains one or more items as actions. The menu expands in height to accommodate additional items. If the screen height is exceeded, the Action Menu becomes vertically scrollable.

Ordering

If the Action Menu is being used to select an action, place the most commonly used or important items at the top of the Action Menu.

Negative actions, such as delete

Action Menus - Listing Applications

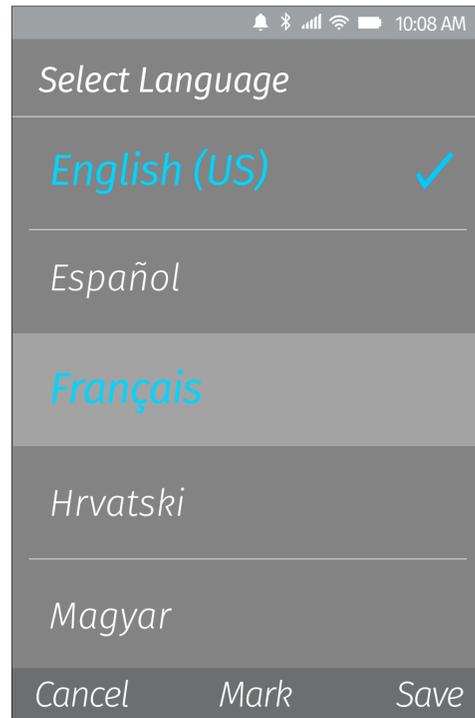


When using an Action Menu to select from a list of applications, the list is sorted alphabetically and application icons are displayed to the left of the action's label.

Value Selector

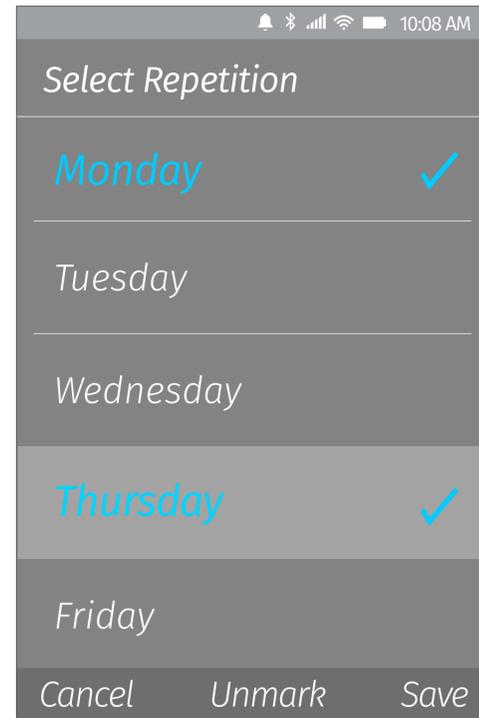
Value Selector require user to choose a single value from a list of possible value.

Single Value Selector



A Single Value Selector is used to pick a single item within a list.

Multiple Value Selector



A Multiple Value Selector is used to pick multiple items within a list.

Date Selector

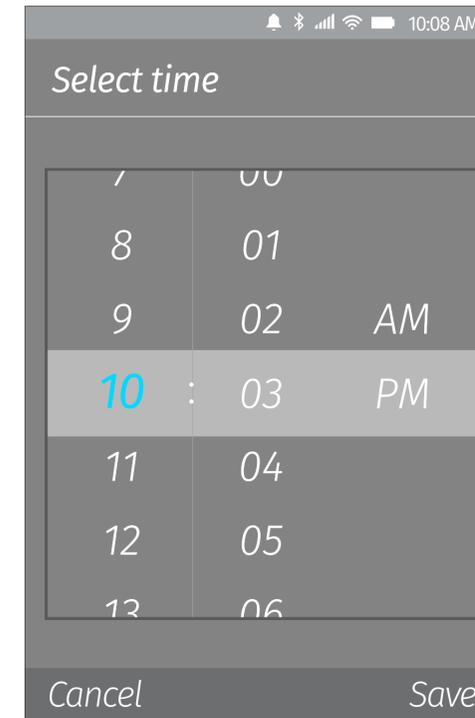


A Date Selector is used to pick a date for a specific date field. A Date Selector can be customized to meet the needs of the usage, for example, display only the date before today.

The fields of Date Selectors can be removed depending on the purpose of the date selection. In some instances, such as with credit card expiry dates, only month and year might be required.

A. Users can choose other months by up/down key, and right/left key for next/last fields.

Time Selector



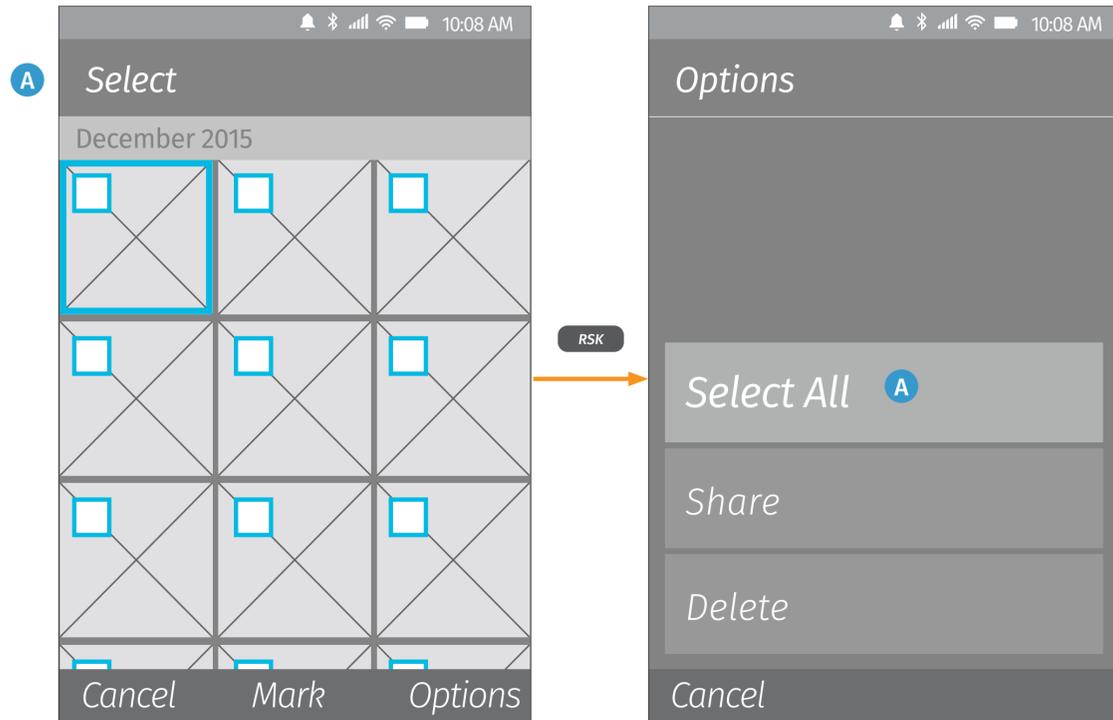
A Time Selector is used to pick a time for a specific time field.

In some special cases, please also take Input Field into consideration since user can use number pad to input number directly. So, comparing with Value Selector, providing an Input Field can be more efficient and better user experience in some certain scenarios.

Picker

Picker is designed to select one or a group of items and perform actions on items.

Preview Picker



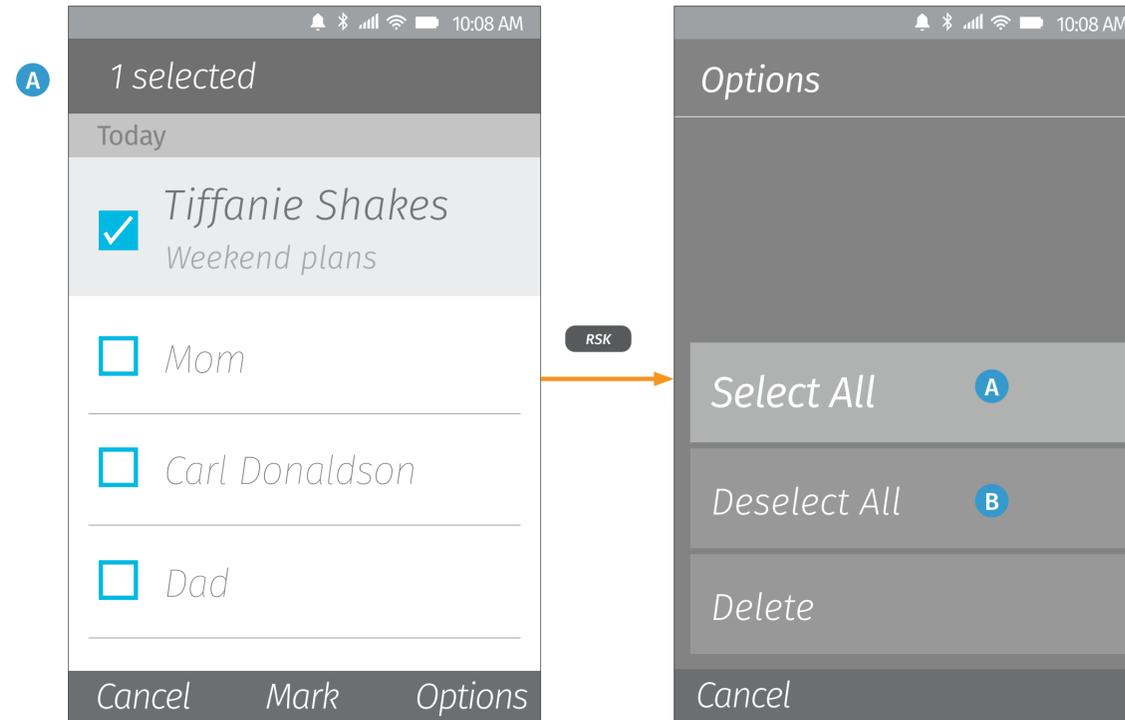
A Preview Picker typically consists of title, body and Cancel/Mark/Done actions on softkey bar. When more than 2 actions except Cancel and Mark, using Options to accommodate these actions.

A. The title will display the amount of items user has selected.

B. The "Select All" checkbox following the header is optional. When the "Select All" is marked, all the checkboxes within the Preview Picker will be marked.

A. There will be only "Select All" item under Options when there is no item selected. When user chooses Select All, all checkboxes will be marked.

List item Picker



A List item Picker typically consists of title, body and Cancel/Mark/Done actions on softkey bar. When more than 2 actions except Cancel and Mark, using Options to accommodate these actions.

A. The title will display the amount of items user has selected.

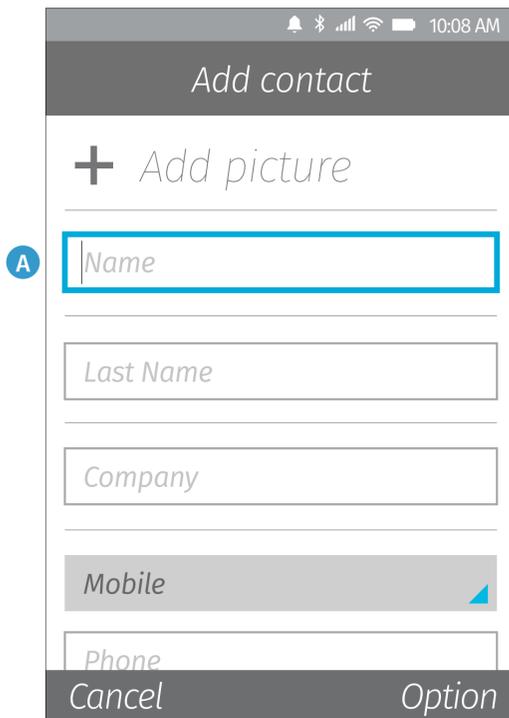
A. There will be only "Select All" item under Options when there is no item selected. When user chooses Select All, all checkboxes will be marked.

B. When this are checkboxes marked, show both Select All and Deselect All.

Input Area

Input Area allows user to input data or text.

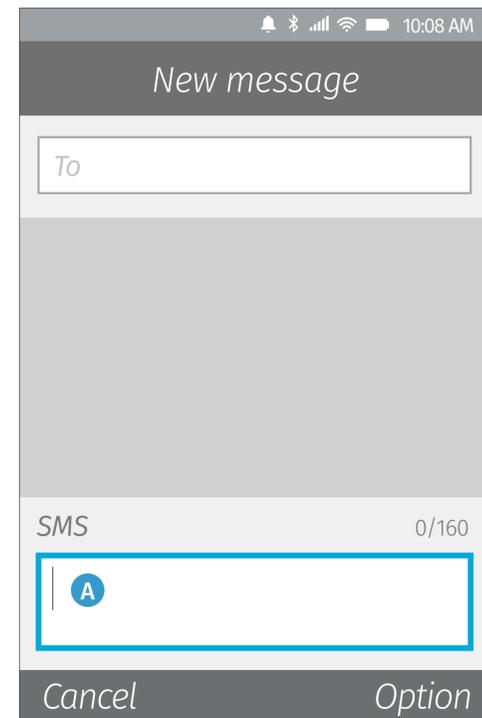
Standard Input Area



The default text in the Input area serves as a label. It disappears when inputting the first text.

A. Input Area can be as simple as a text entry field. User can use D-pad to highlight different Input Area and then input text by physical key directly.

Multiple-lines Input Area



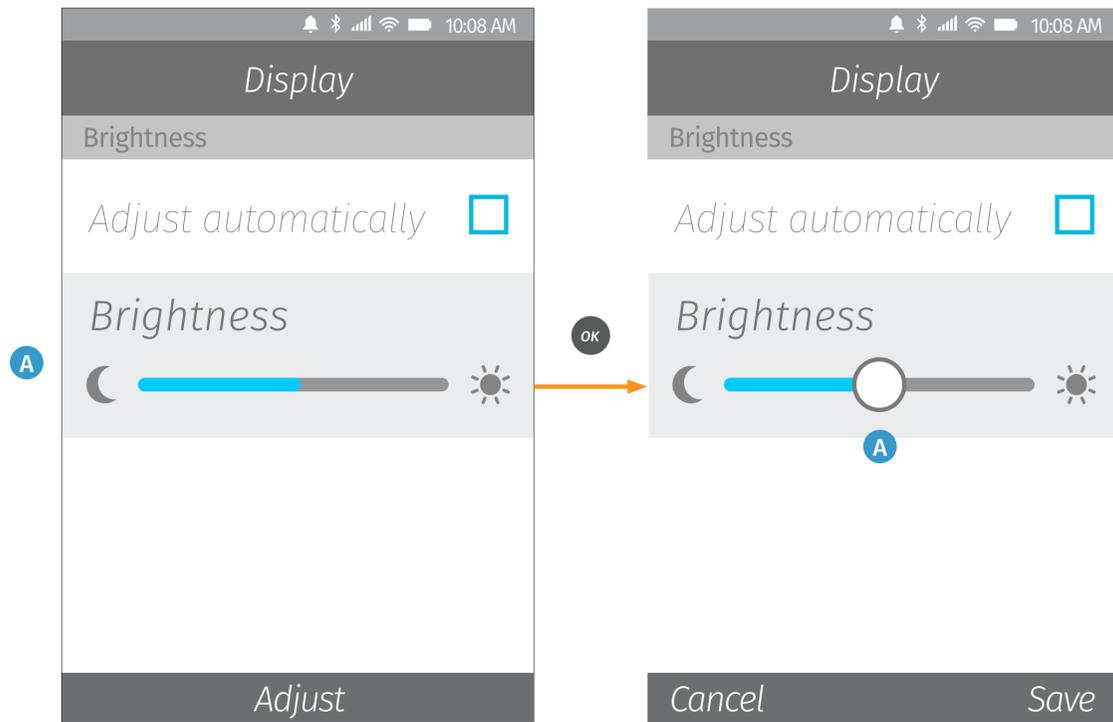
A. In a multi-line Input Area, when text input exceeds single-line, the input area will automatically expand to accommodate the amount of text.

Up/down key can be used to scroll the type icon vertically through multi-line paragraph.

Slider

Slider is used for selecting a value from a continuous or discrete range of values by moving the handle.

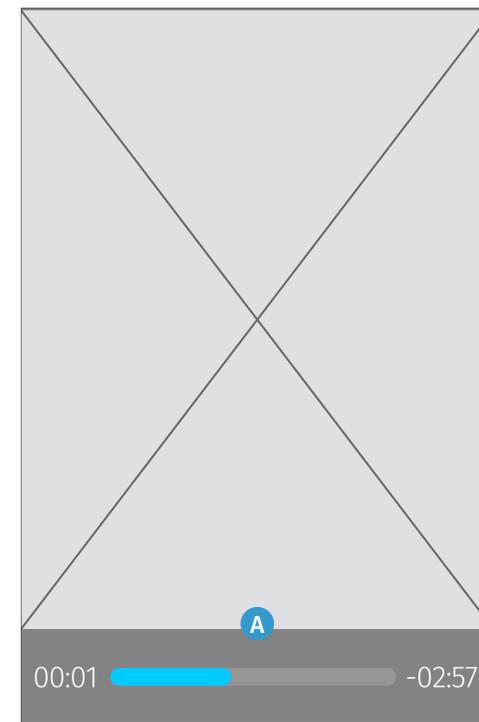
Standard Slider



A. A Slider has the following characteristics:

- Minimum and maximum values for the Slider can be specified as either text or images (optional).
- The Slider can be oriented horizontally.

Playback Slider

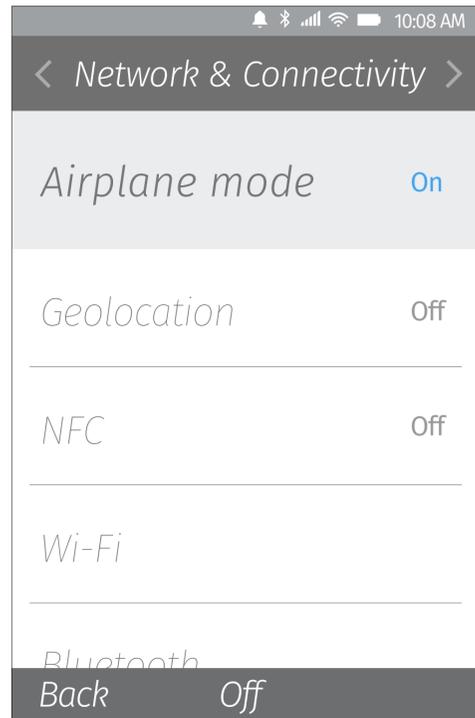


A. Slider can also be used to scroll through content such as to set playback position in a media file. Every hit for left/right key will scroll back/forth 10 seconds as default.

Selection Controls

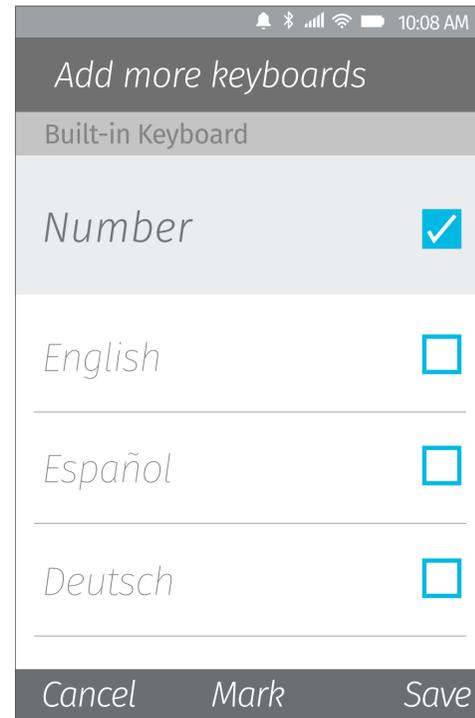
Selection Controls allow user to select options or activate/deactivate items, including checkboxes, radio buttons and on/off switches.

Toggle



A. Toggles are used to activate/deactivate functions and settings. User can tap “OK” to turn it On/Off.

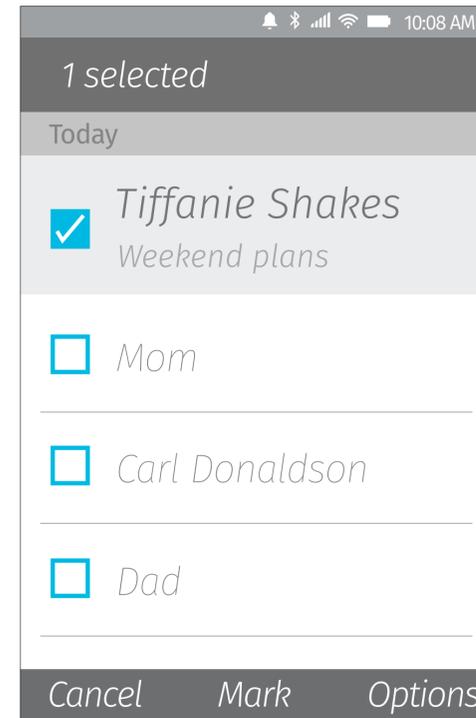
Checkbox as Switch Function



Checkbox as switches are usually used to activate/deactivate multiple functions within a list and are placed to the right hand side.

If you need to use a component to let the user activate or deactivate a single function, use the On/Off toggle.

Checkbox as Select Function

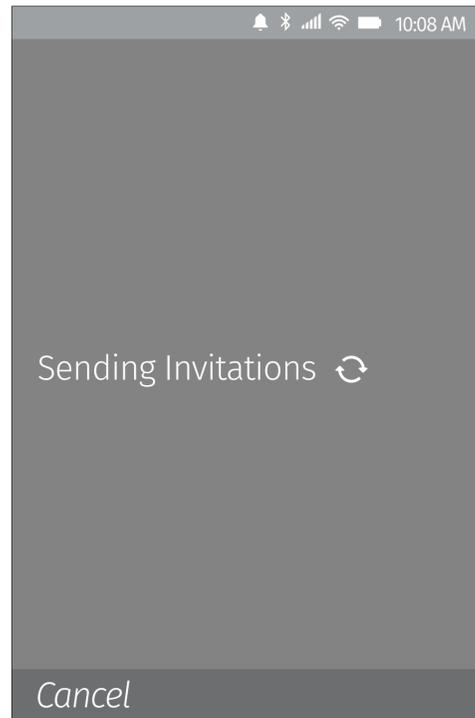


Checkbox as select function are usually used for selecting multiple options from a list, and are placed at the left hand side.

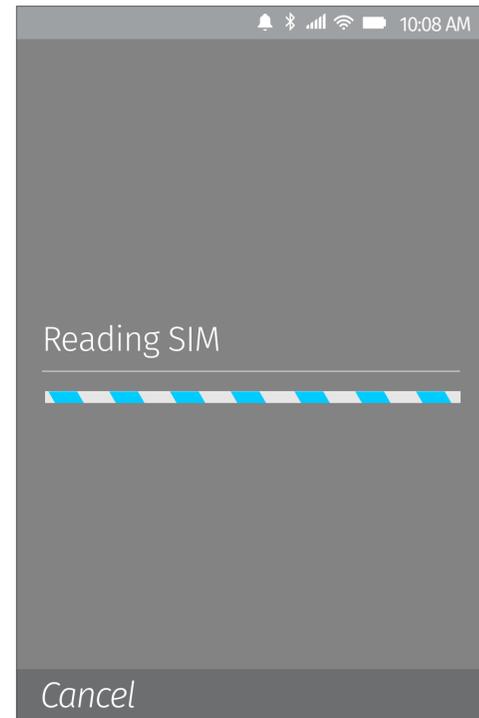
Progress & Activity

Progress and Activity indicators provide the user with visual feedback that a process is active.

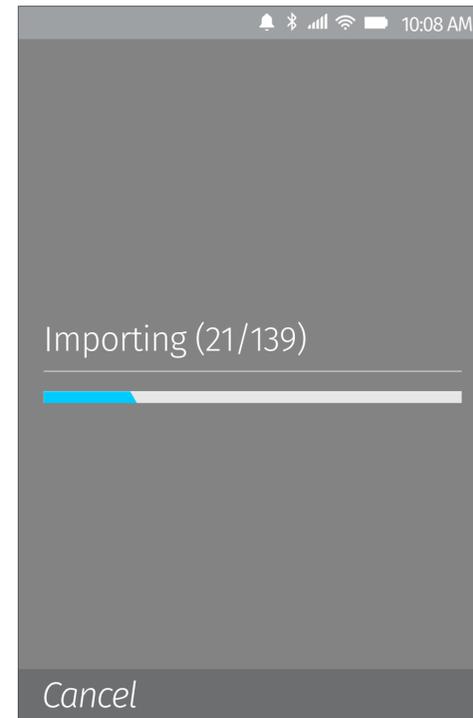
Activity Spinner in Modal Dialog



Activity Bar in Modal Dialog



Progress Bar in a Modal Dialog



Activity Spinners contained in a modal dialog are used when:

- Other actions can't be performed until the device has completed its task or is explicitly stopped.

- An unknown amount of data is being received or the duration of the task being performed cannot be predicted.

Activity Bars contained in a modal dialog are typically used as a precursor to a modal progress bar when waiting for a server response or calculating the duration of a task.

Progress Bars contained in a modal dialog are used when the following conditions are met:

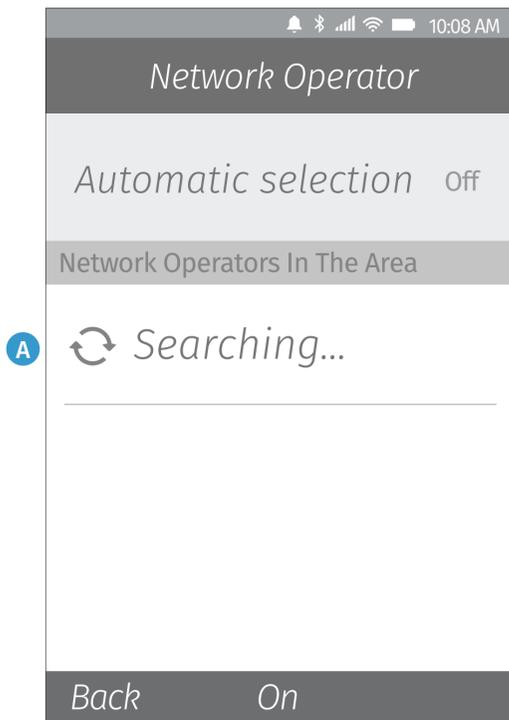
- Other actions can't be performed until the device has completed its task or is explicitly stopped.

- A known amount of data is being received, or when the duration of the task being performed can be predicted.

Progress & Activity

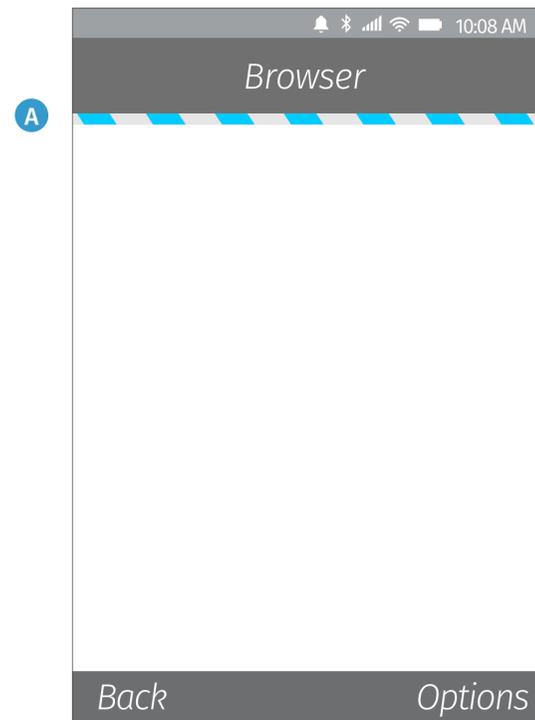
Progress and Activity indicators provide the user with visual feedback that a process is active.

Inline Activity Spinner



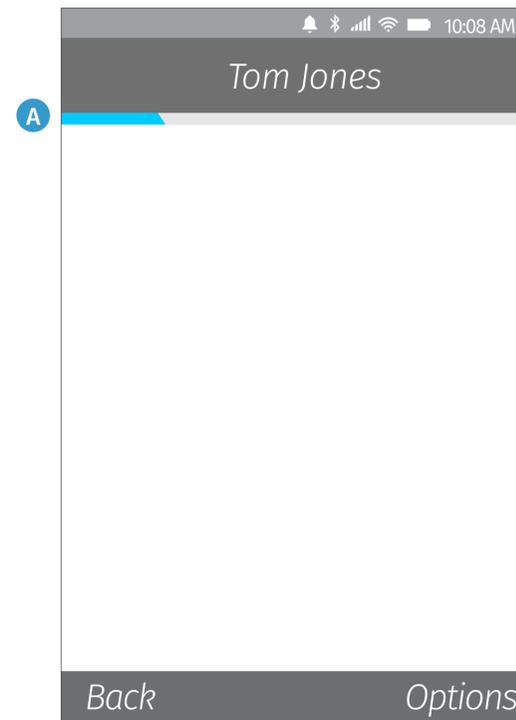
A. Inline Activity Spinner animates while the activity is progressing, without preventing the user from performing other tasks, and there are unknown amount of data received, or when the duration of the task being performed cannot be predicted.

Inline Activity Bar



A. Inline Activity Bars animates while the activity is progressing, without preventing the user from performing other tasks, and there are unknown amount of data received, or when the duration of the task being performed cannot be predicted.

Inline Progress Bar

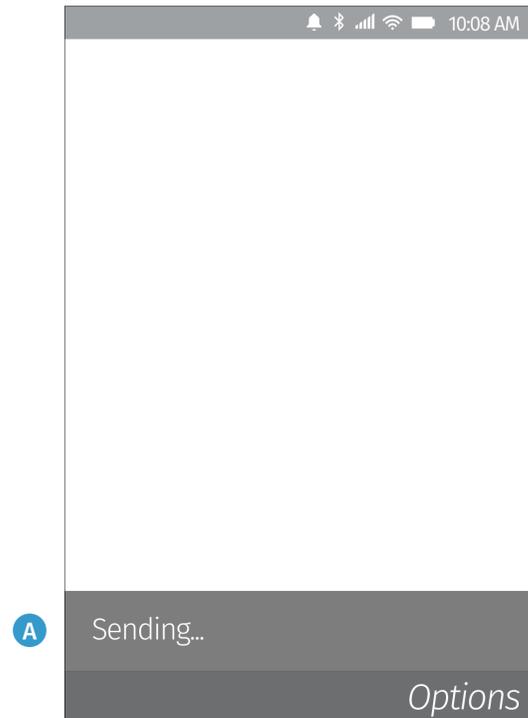


A. Inline Progress Bars animates while the activity is progressing, without preventing the user from performing other tasks and there is a known amount of data being received or the duration of the task being performed can be predicted.

Banner

Banners are used to relay information to the user in a transitory fashion, typically to confirm a user action or to alert the user to a system event.

Standard Banner

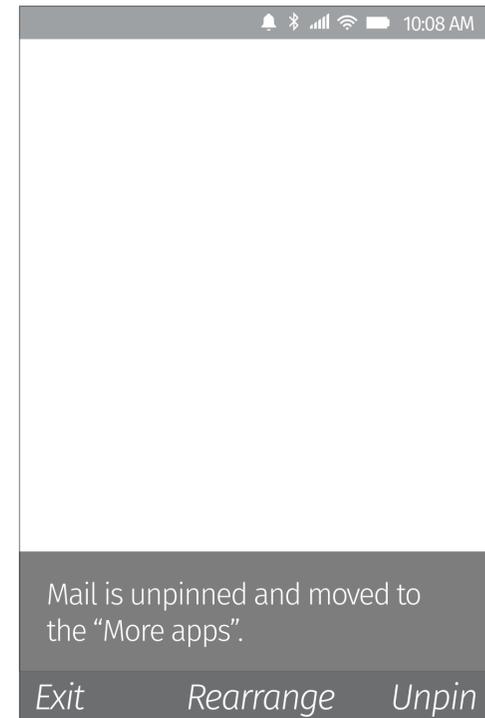


A. Banners are positioned at the top of softkey bar.

Banners are not actionable and automatically disappear after three seconds. The duration can be adjusted based on the message and context.

Avoid displaying more than a single Banner at a time. If there is an open Banner and a new Banner appears, the new Banner will immediately replace the existing one.

Multiple Lines Banner

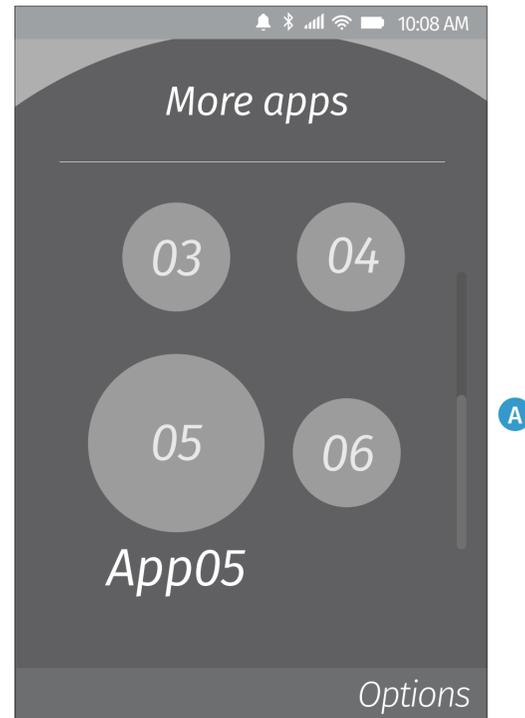


A. A Banner can expand to display multiple lines of text. However, displaying a Banners with more than two lines of text should generally be avoided.

Scrolling

Scrolling area allows the user move text and/or images across the device's display or as an indicator of current position.

Scroll bar



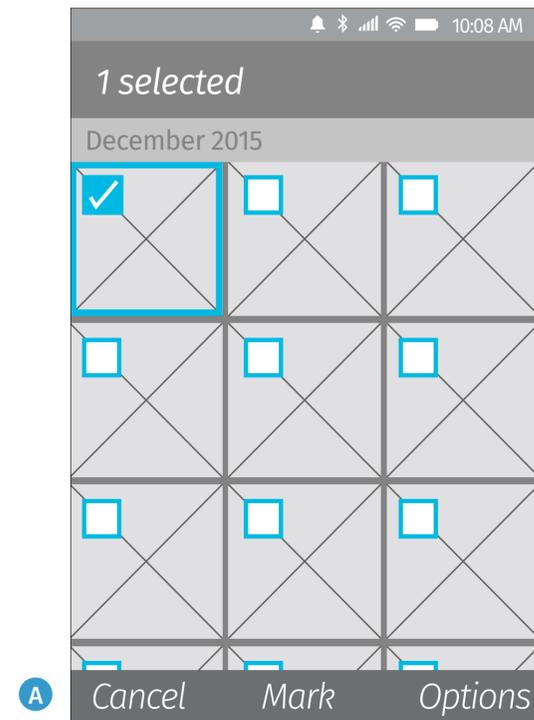
A. Scrollbar may be oriented either horizontally or vertically and automatically displayed on the right-hand side (vertical) or bottom (horizontally) of the screen when the user starts scrolling through content by D-pad.

The Scrollbar is an indicator only and cannot be used as a control or handle.

Softkey bar

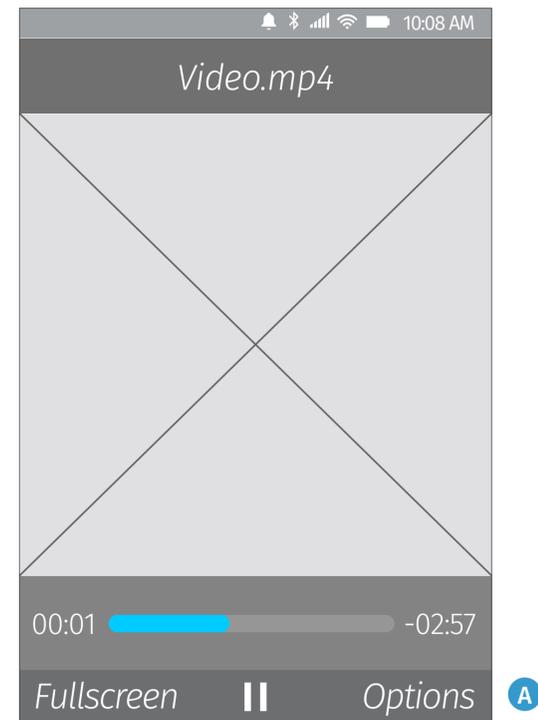
Softkey Bar provides a space to dynamically assign promoted actions based on the context of the screen.

Standard Softkey Bar



A. The standard softkey bar consists of only text. The system will always keep Softkey Bar on top, as well as Status Bar. You can find more detail in Overview > Left softkey & Right softkey.

Softkey Bar with Icon



A. There are some conditions the CSK needs to be replaced with icon:

- Displaying icon can be more efficient and understandable than text. For instance, pause icon is more universal and understandable than text.

- CSK will be truncated.

Writing style

General guidelines.

Please find the link below for more information.

[Firefox OS copy styleguide](#)

Thanks!

From your friends at Mozilla