



Where do panels come from?



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<u>Panels</u> started as replacement for <u>Notification Bars</u>.

Panels have since been extended into different forms and for different use cases. This has opened up new interface possibilities but also created *inconsistencies* and *inefficiencies* on top of the an incomplete foundation.

We would like to get to a point where panels are more predictable, coherent and polished.



What types of panels do we currently have?



What types of panels do we currently have?

- Prompt / Notification e.g. Password
- 2 List / Menu e.g. History
- Full Featured UI e.g. Hello!
- 4 Combinations of the above e.g. Device Permissions



1 Prompt / Notification



Prompt / Notification Overview

Benefits over Notification Bars:

- Contextual points to an anchor
- Allows for richer UI
- Compact and Contained doesn't require full width window

Negatives compared to Notification Bars:

• Overlay content, more intrusive — pushes user action

Serious (but fixable) Problems:

- Transient easy to dismiss/miss/ignore
- Hard to get back to many icons are not persistent



Prompt / Notification

Current List of Notifications

Persistent*:

- Password
- Geolocation
- Plugins (CtP)
- Web Notifications
- Blocked Content
- WebRTC
- Pointer Lock

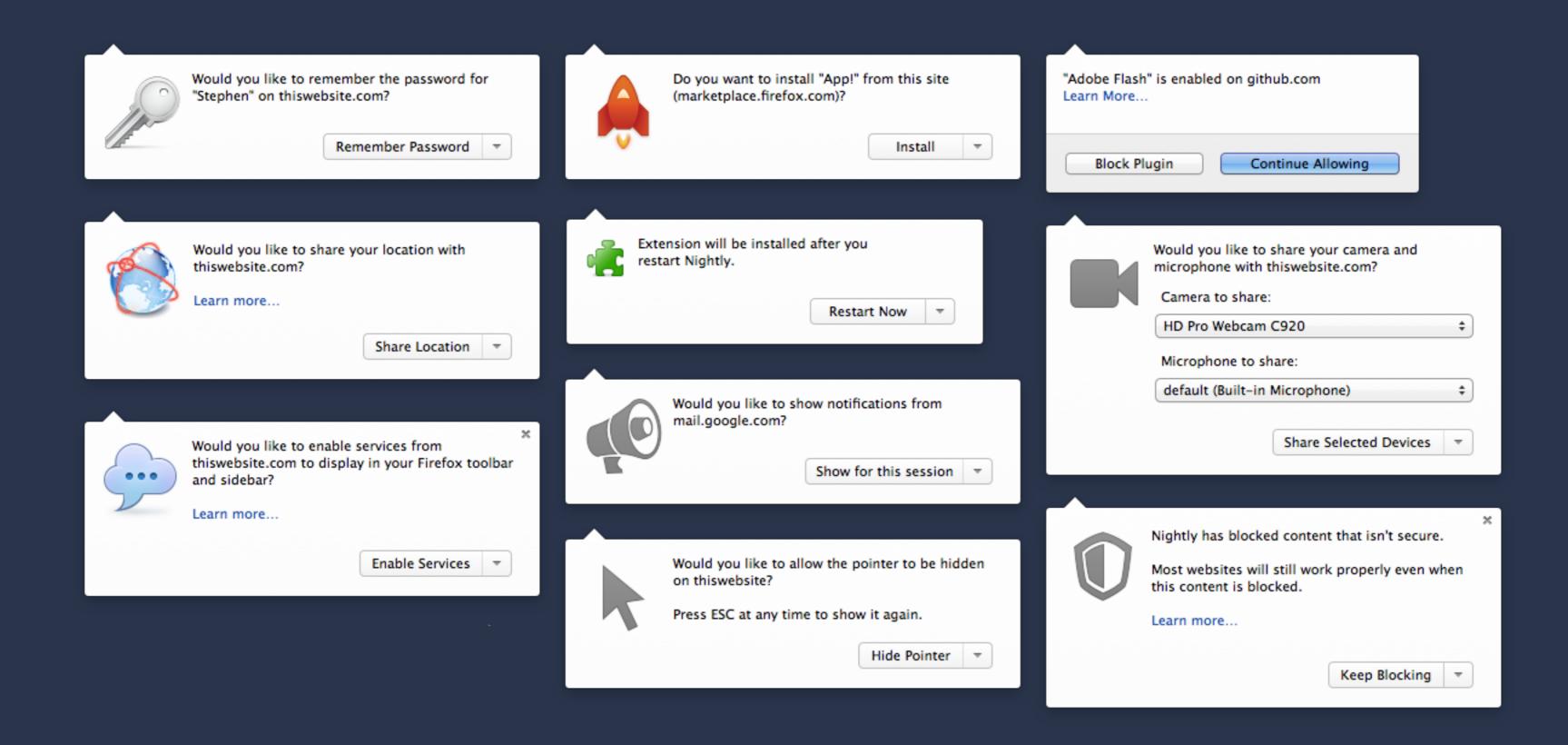
*Should be persistent

Transient:

- Add-on Install
- Web App Install
- Plugin Install
- Service Install

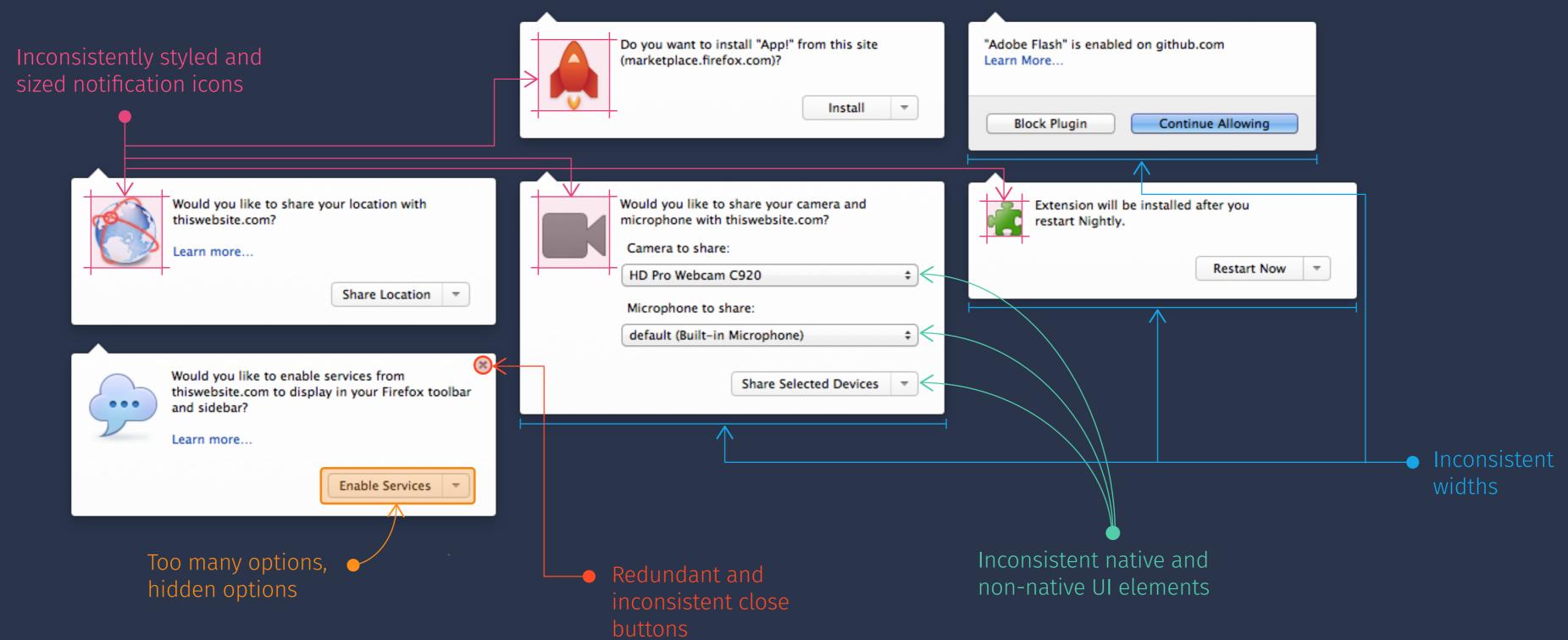


Prompt / Notification | Current Panels



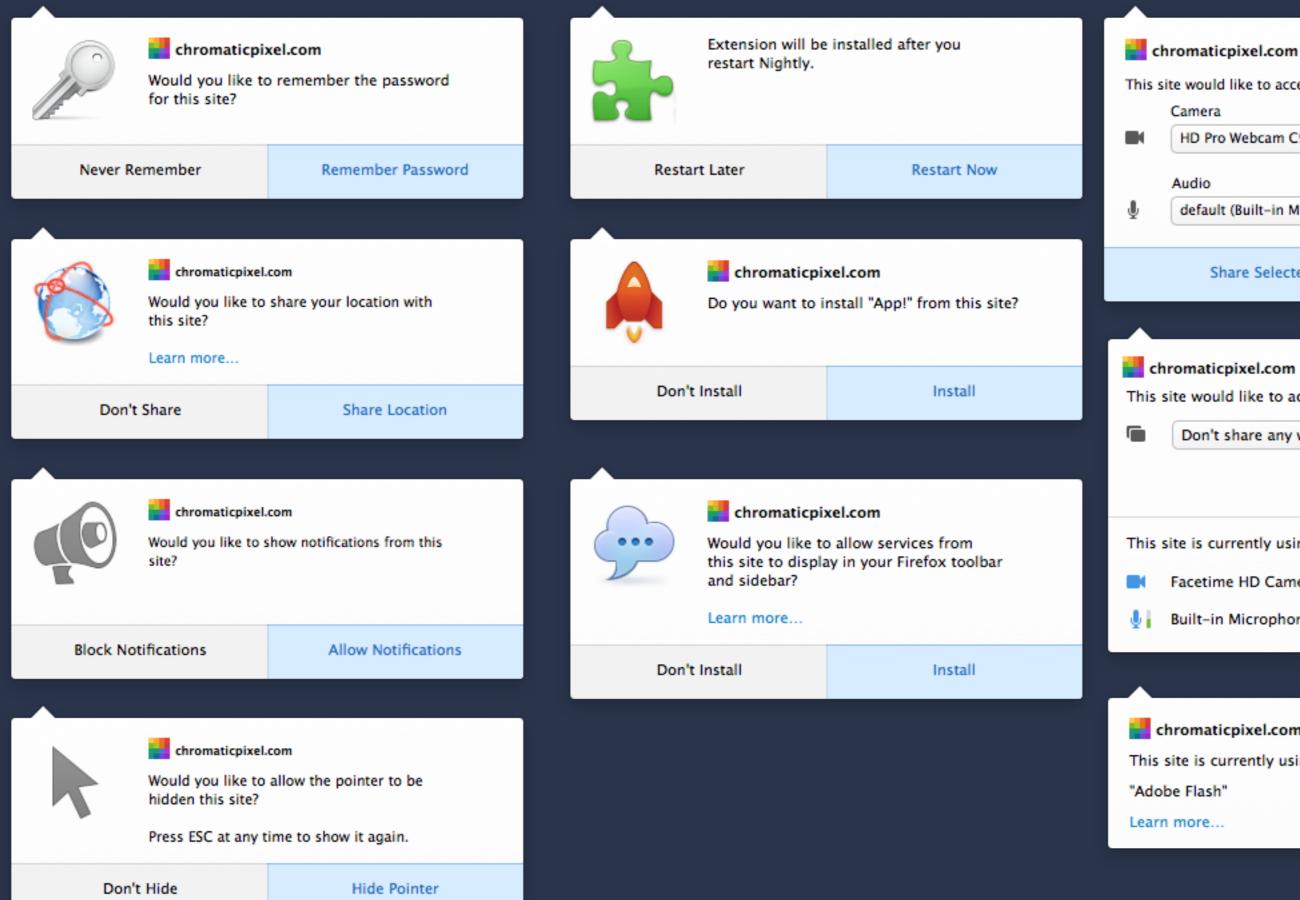


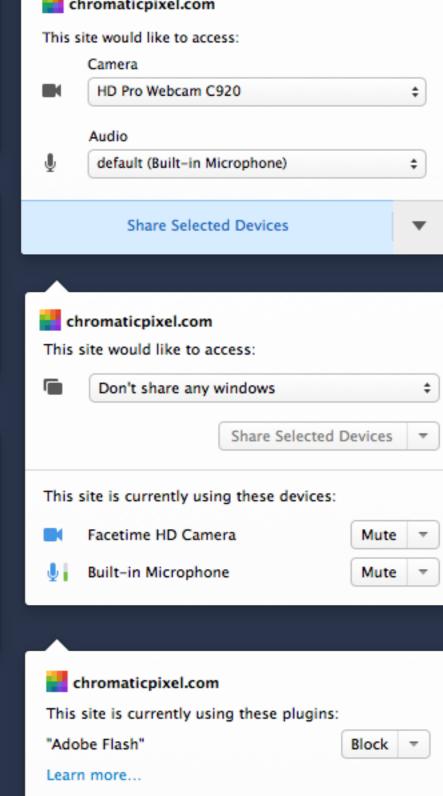
Prompt / Notification | Inconsistencies & Problems





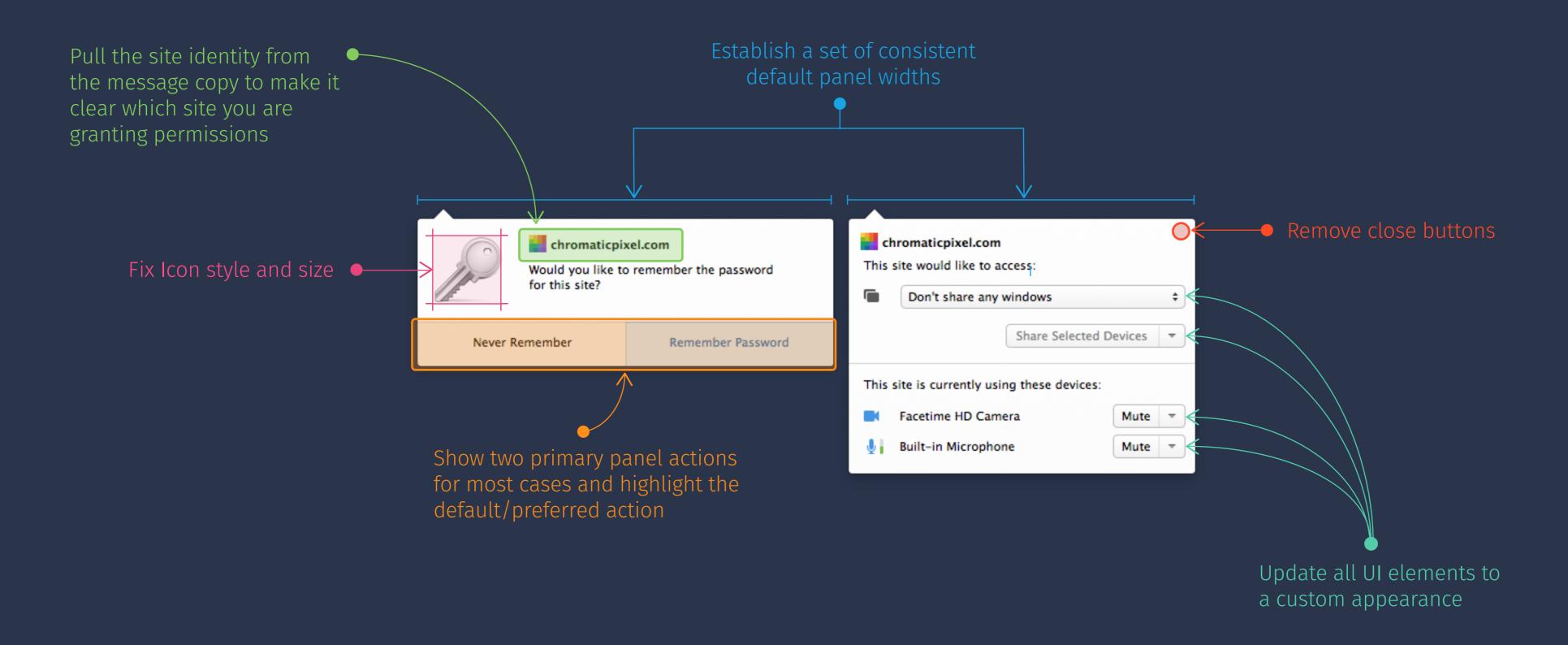
Prompt / Notification | Improvements







Prompt / Notification | Improvements





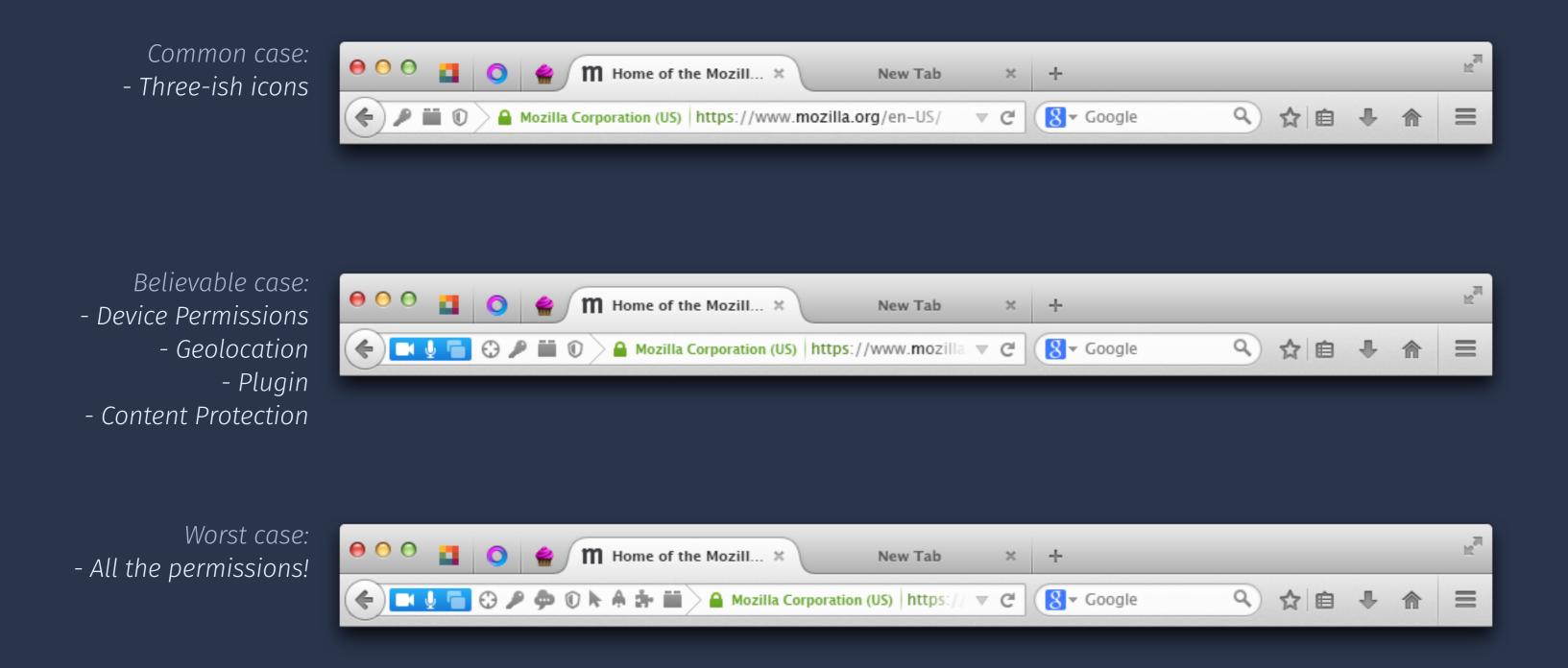
Prompt / Notification | Stickyness

Notification icons currently disappear* after you choose an action. It isn't clear how to get them back or where to go if you made a mistake or changed your mind. One solution would be to persist the indicators. This does have some drawbacks...

*Most of them — exceptions being Click-to-Play and Blocked Content

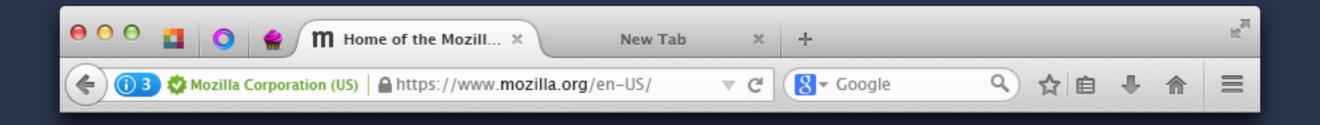


Prompt / Notification | Stickyness





Prompt / Notification | Stickyness



Out of scope for this bug, another option would be to explore a redesign of the site identity UI to contain all the passive permissions.



2 List / Menu



List / Menu Overview

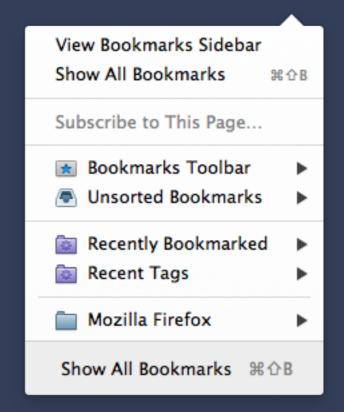
List panels are much like traditional menus, with the significant differences being more versatility and options for enhanced list items.

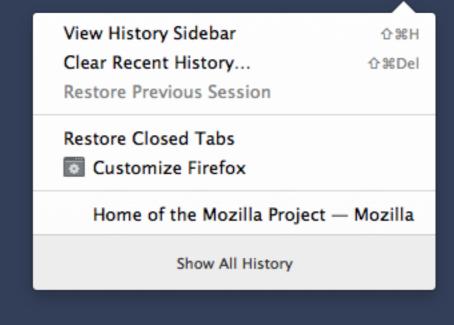
Examples:

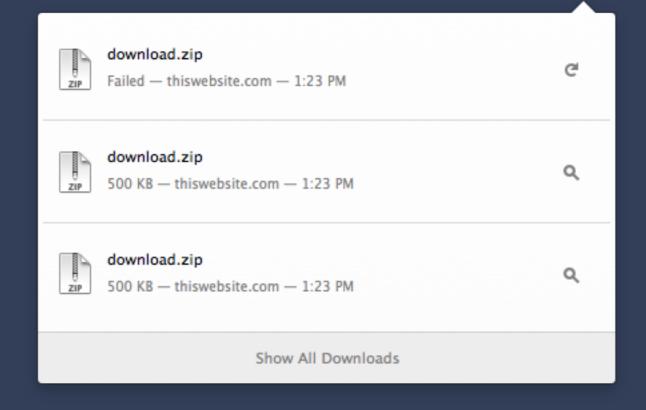
- History
- Bookmarks
- Downloads
- Developer
- Character Encoding

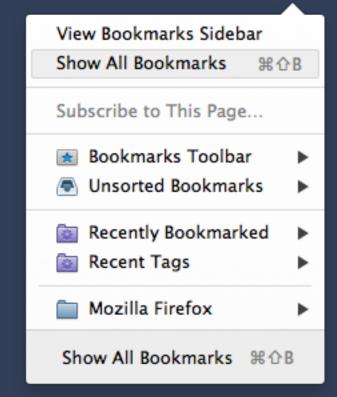


List / Menu | Example Panels



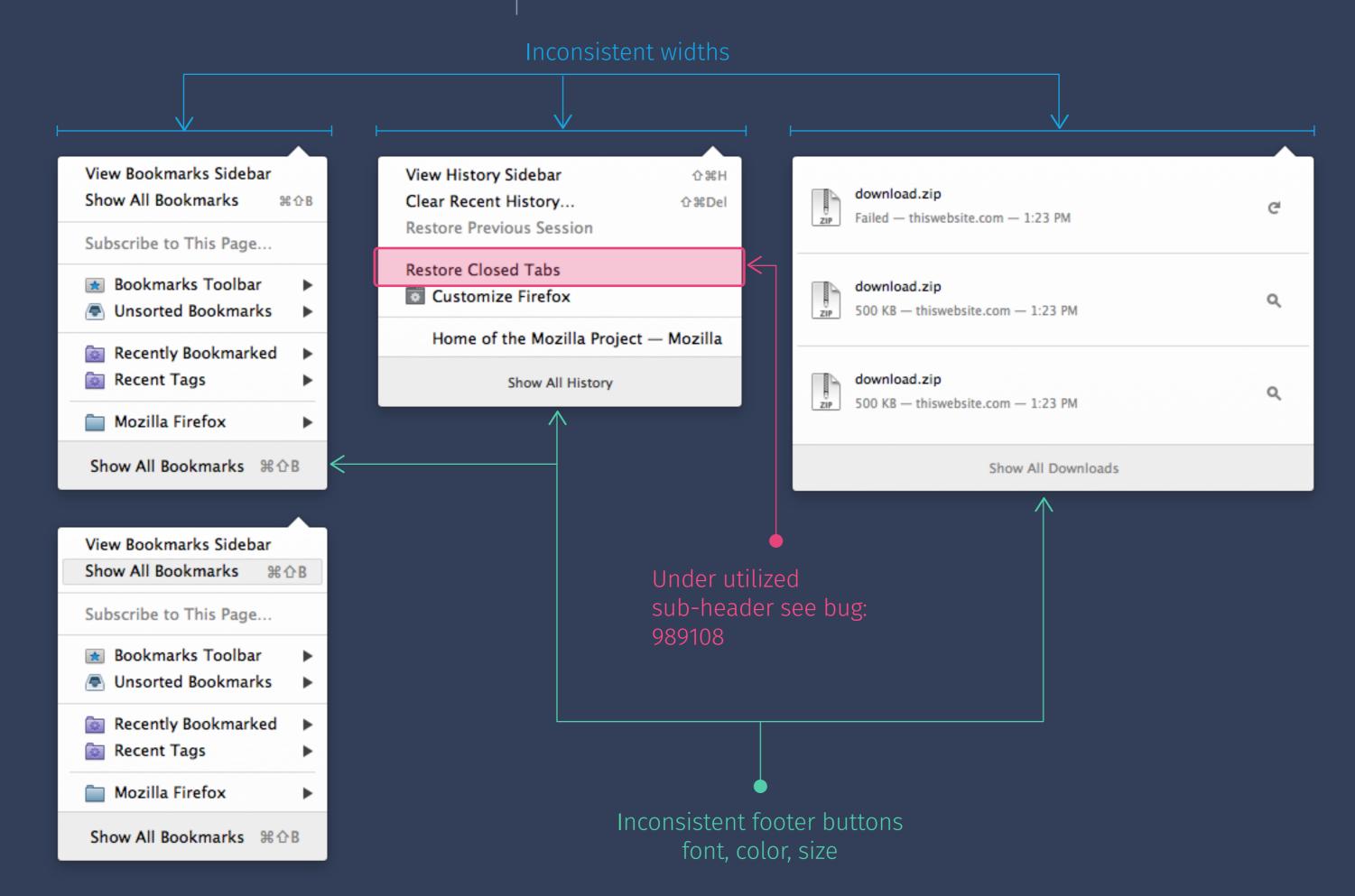








List / Menu Inconsistencies & Problems





3 Full Featured UI



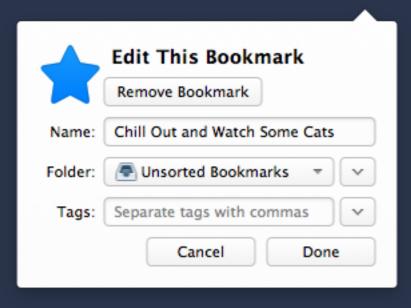
Full Featured UI Overview

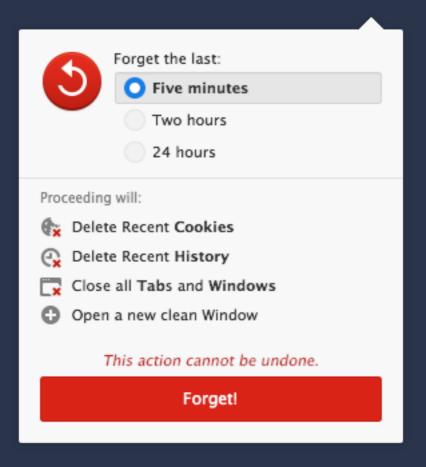
Some panels don't conform to the templates of Notifications and Lists. These panels may use aspects of Lists and Notifications but they also use other complex interface elements. They do have reusable patterns and conventions that should be used for familiarity and consistency.

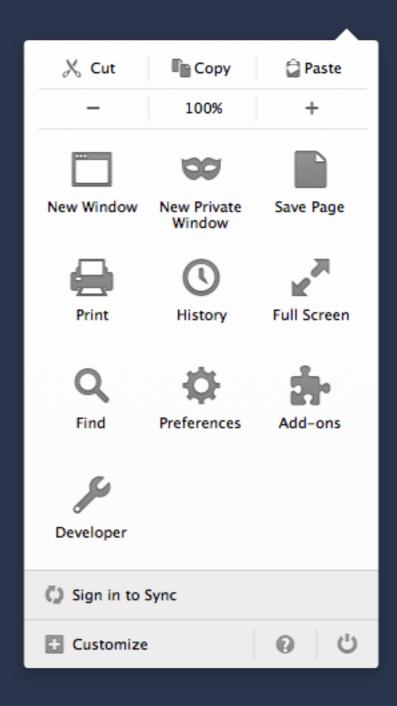
Examples:

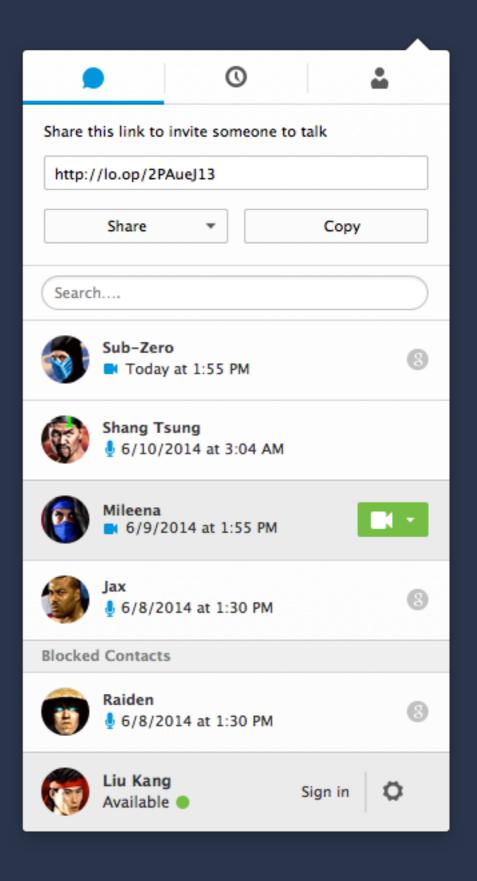
- Forget Panel
- Menu Panel
- Hello! Panel
- Edit Bookmarks Panel





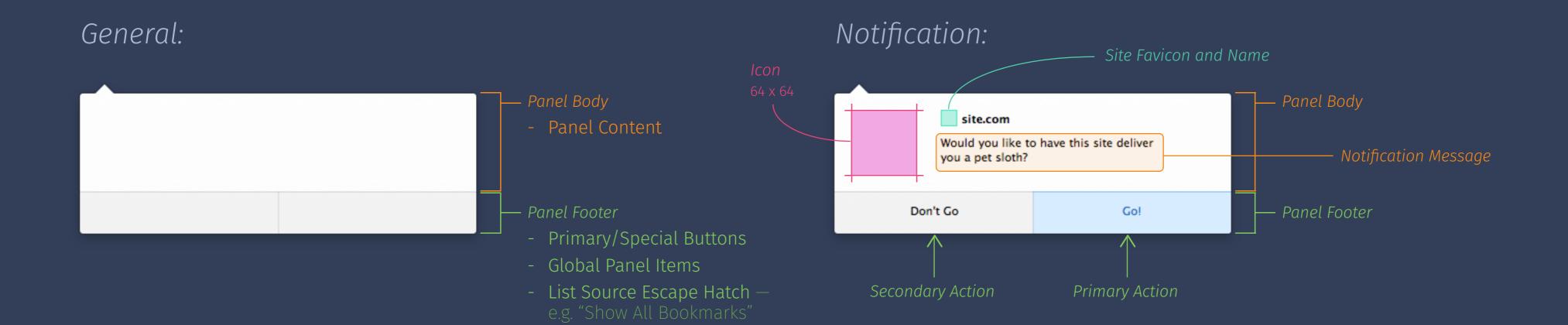






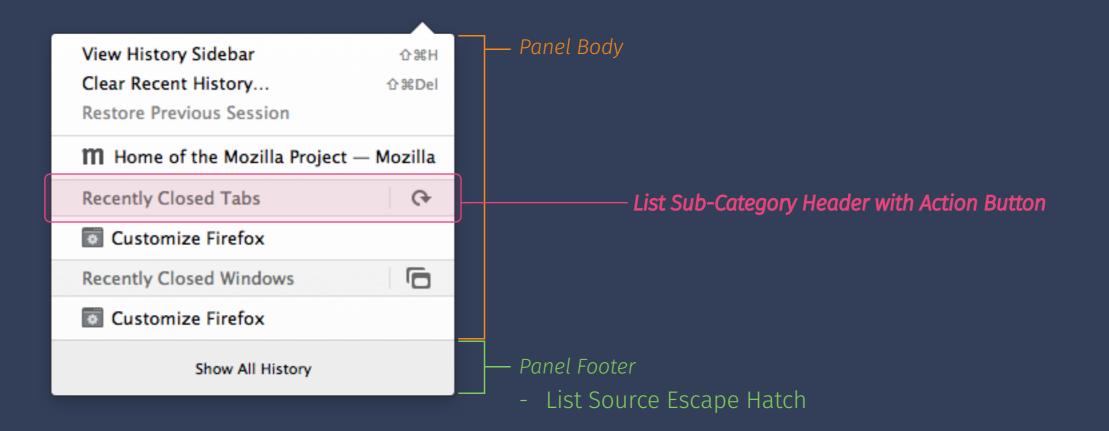








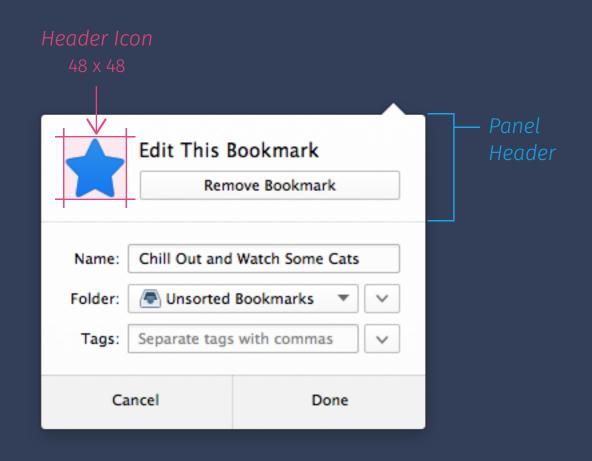
List:

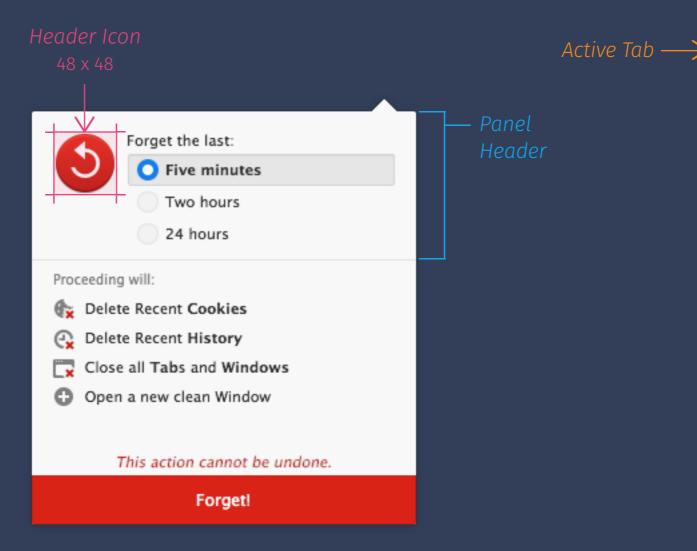




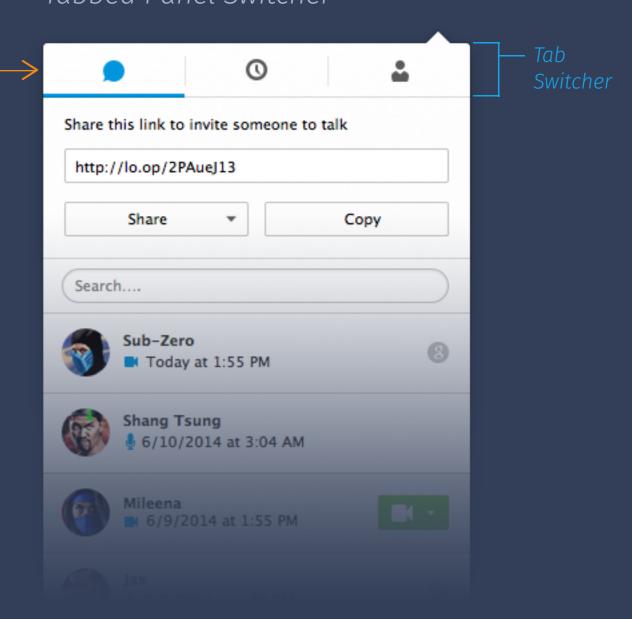
Full Interface — UI Patterns:

Panel Header





Tabbed Panel Switcher





Breaking This Into Actionable Chunks (Clumping)



Breaking This Into Actionable Chunks

Independent Chunk #1 — Consistency and Polish:

- Spec out and update panels to be consistent and polished
 - Includes: Alignment, dimensions, behaviors, styles, icons, layout, reusing common UI patterns

Independent Chunk #2 — Rework Notification Action Options:

· Evaluate and streamline options in the notification; goal two primary actions per notification

Independent Chunk #3 — Operation Sticky Notifications:

- Make notifications harder to lose
 - Includes: Not closing window switch, figure out persistent indicators,





Thank you!

