

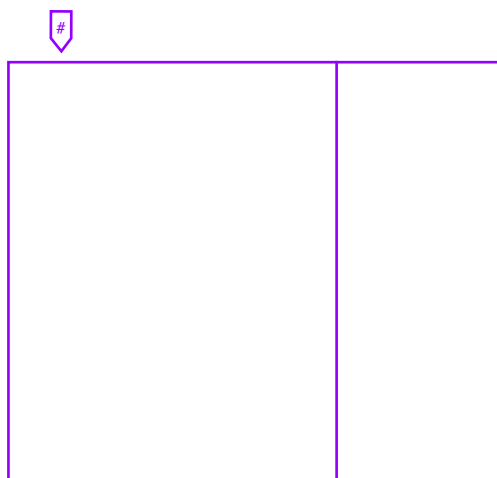
Now, on to the question of what happens when the Grid Container is up against the edge of the viewport.

For a while, we did nothing, and markers were drawn in space outside of the viewport, and therefore couldn't be seen.

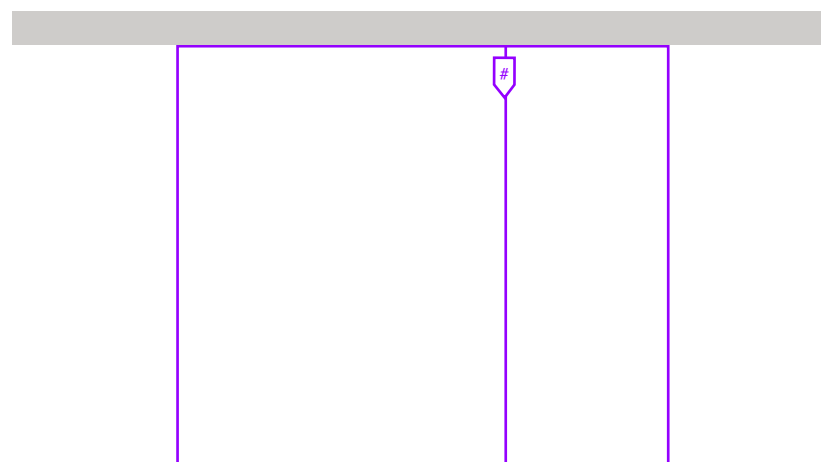
We shipped an improvement, moving markers into the viewport, making them much more visible. But there are two problems.

First, when the markers flop and point in the opposite direction, it's actually a bit confusing as to what is going on. They seem to point off into outer space, to something outside of the Grid Container. They no longer point at the line.

Second, in the corners, there are situations where the markers are still outside the viewport and therefore not visible.



becomes



I'd like to propose that we not flip the arrows to point in the opposite direction. But instead, always follow this rule:

All markers point inward, towards the center of the Grid Container, down the length of the line.

When markers are moved to fit inside the Container, they are simply slid in. No additional transformation.

