

FOOTERS

MOCHI

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Design Lead

Esther Leong (esther.leong@palm.com)

Visual Design

Bryson Ahlstrom (bryson.ahlstrom@palm.com)

Liron Damir (liron.damir@palm.com)

Engineering Lead

Jeremy Thomas (jeremy.thomas@palm.com)

Kevin Schaaf (kevin.schaaf@palm.com)

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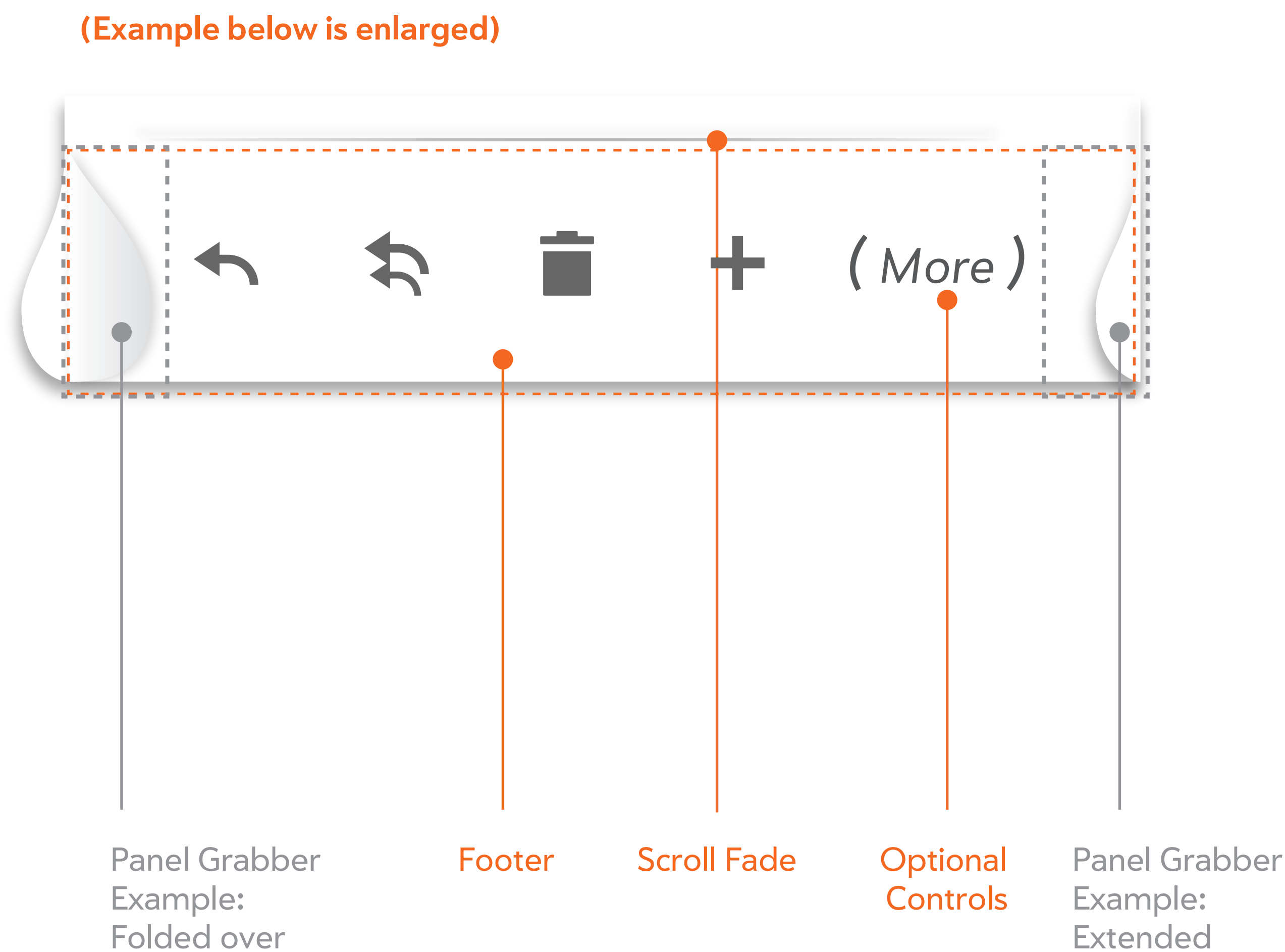
SUMMARY

Footers are a designated area at the bottom of a scene. They are fixed and can contain controls.

GOALS

- To define footers.

STRUCTURE



Footer

A fixed area at the bottom of the screen that contains controls.

Scroll Fade

Appears when content above the footer can be scrolled up; marks the top of the footer.

Optional Controls or Information

Footers may contain controls such as buttons, icons, and panel controls. Please refer to the respective visual design documentation for spacing of items. If the number of controls exceeds space on the footer, a (More) button may be used. Please note that padding must accommodate for panel grabbers if the footer is in a panel.

Height & Width

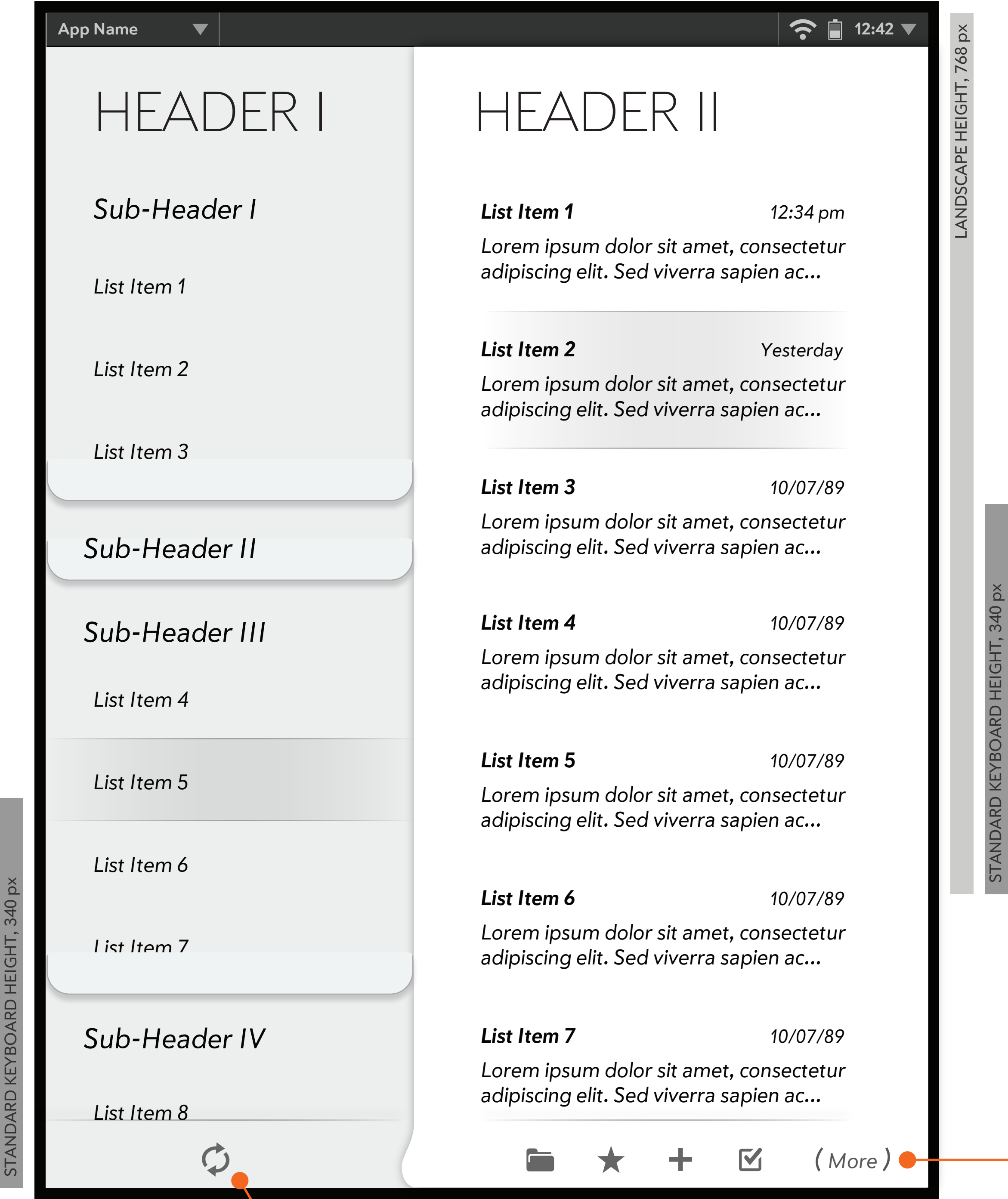
Footers have fixed height but can vary in width. Please refer to the Footer Redline documentation for more details. If at the bottom of a panel, the panel grabber may fold over on the left side, so padding within the footer must accommodate for it.

Platform Variations

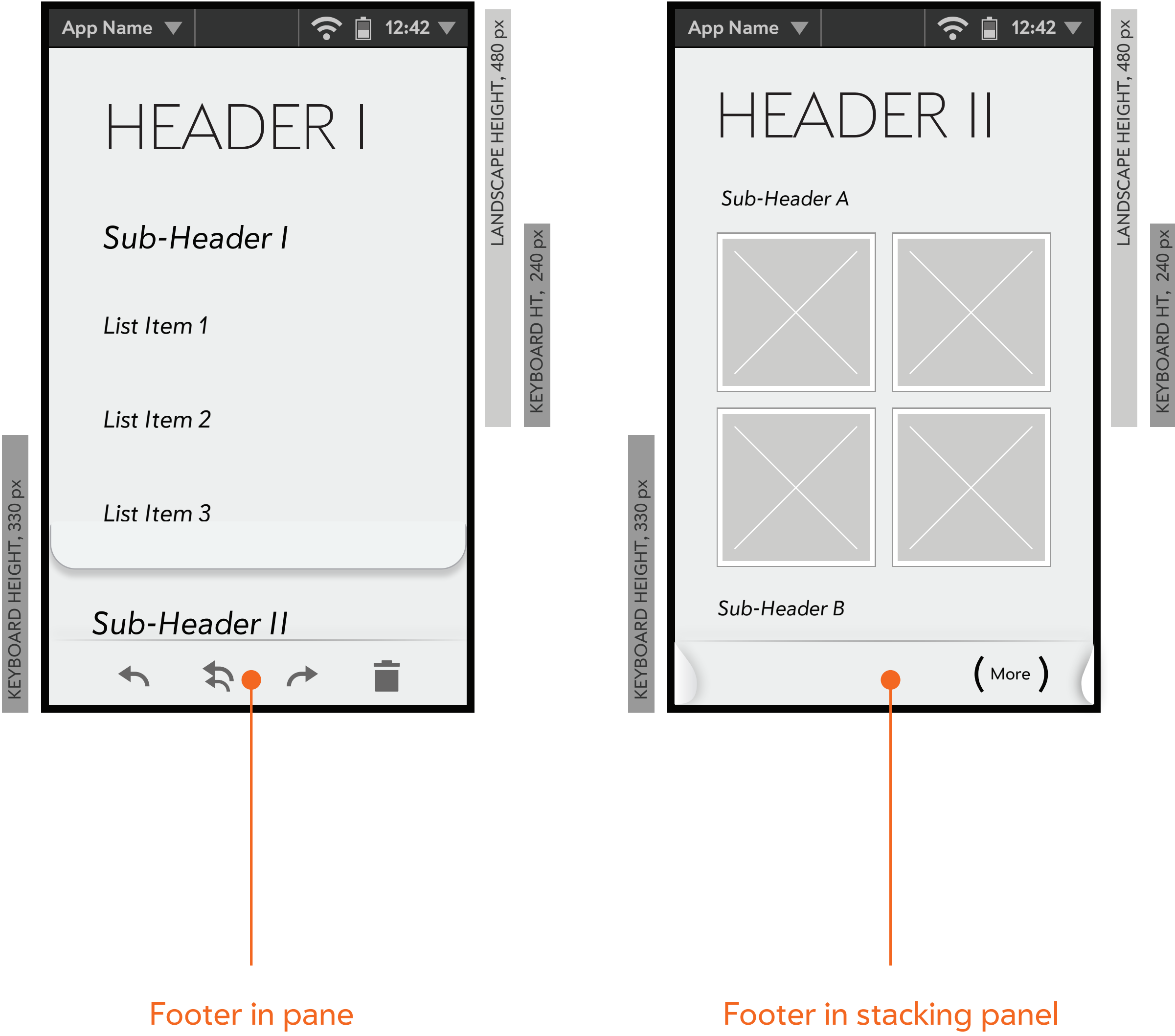
None.

PLATFORM VARIATIONS

TABLET

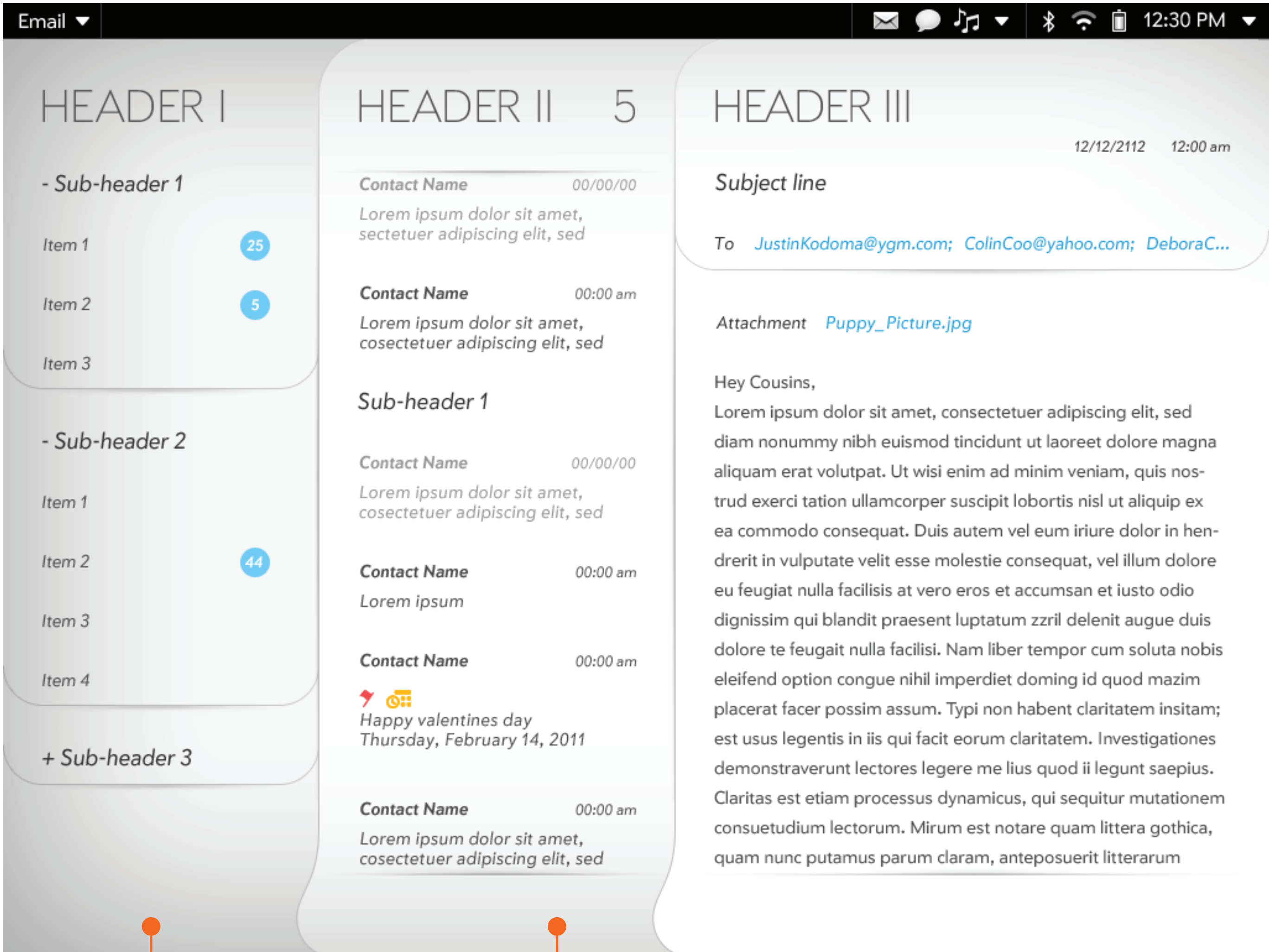


PHONE



VISUAL DESIGN EXAMPLE

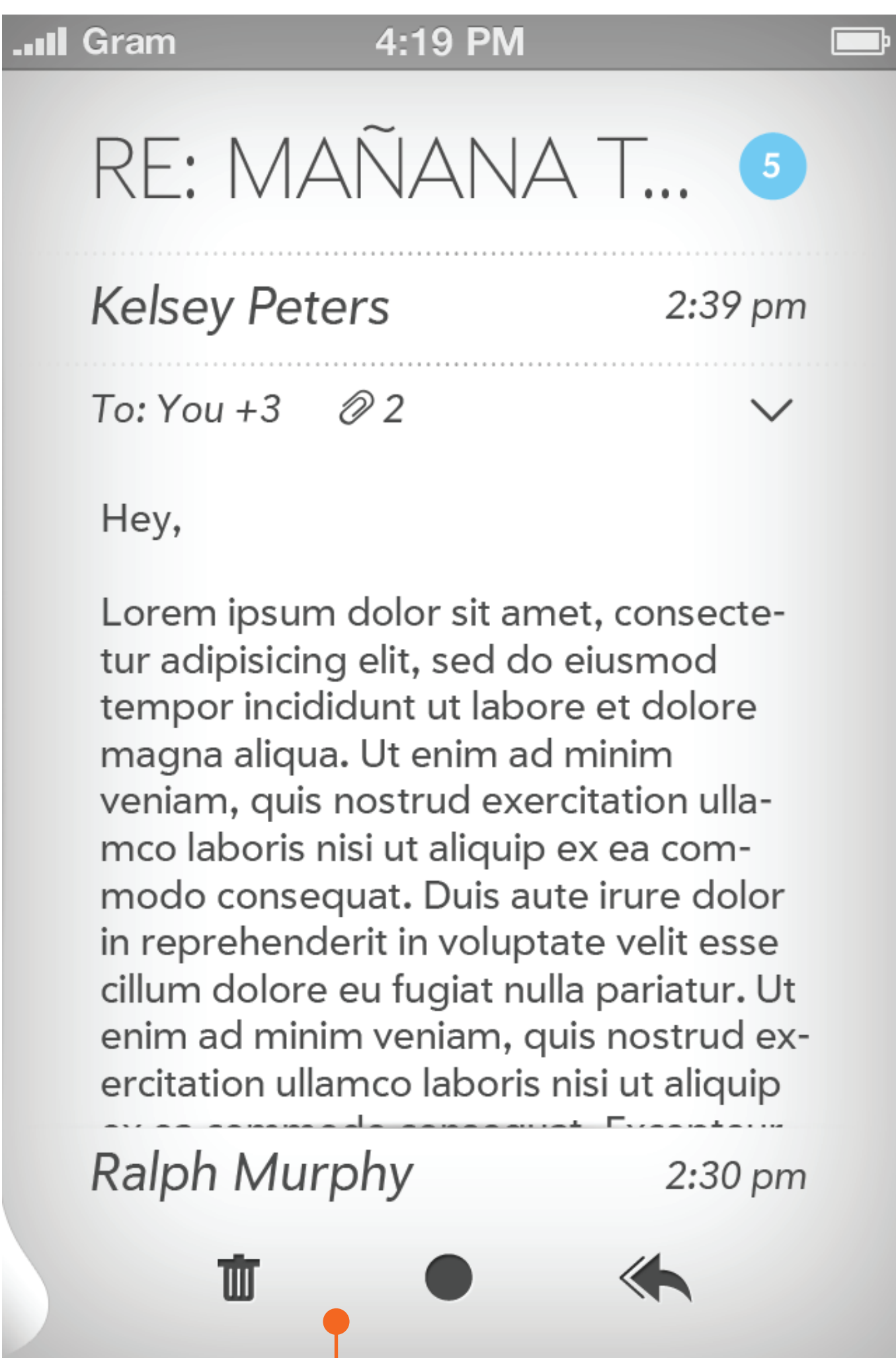
TABLET



Footer in pane

Footer in stacking panel

PHONE



Footer in stacking panel

CHANGE HISTORY

11/14/2012

- First Draft