

HEADERS

MOCHI

2012 November 14 | **VERSION 01**

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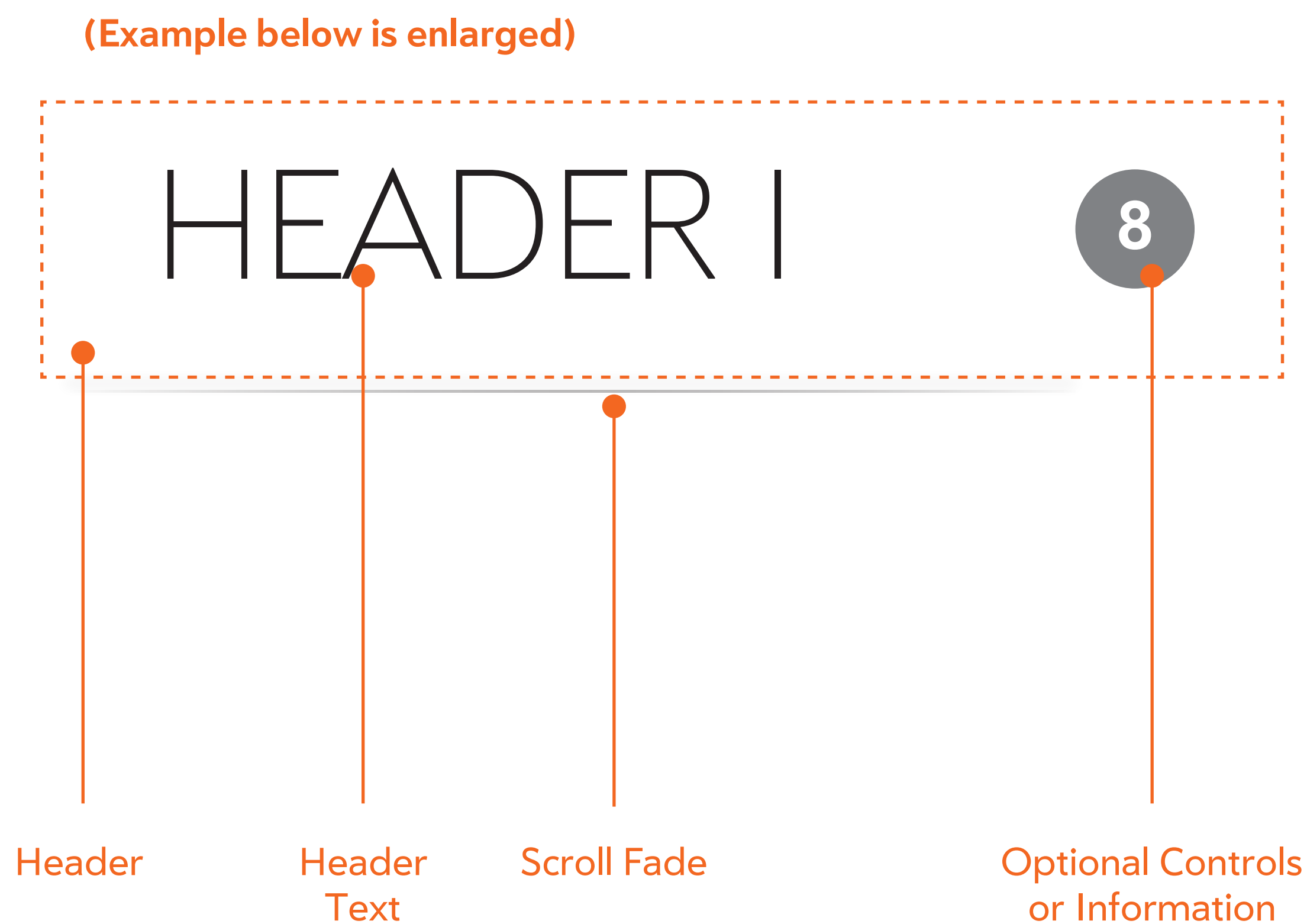
SUMMARY

In Mochi, Headers are a designated area at the top of a scene. They can be fixed or scrollable.

GOALS

- To define the two types of headers.

STRUCTURE



Header

Single-line header. Text is typically left-aligned and will truncate when it reaches minimum padding. There are two behaviors of headers:

- Fixed: header is persistent and does not scroll away
- Scrolling: header can be scrolled away

Scroll Fade

To be used with fixed headers only. Appears once content below the header is scrolled.

Optional Controls or Information

Headers may contain optional controls or information. These are typically right-aligned. Examples:

- Badging
- Tappable header
- Date and time
- Etc.

Height & Width

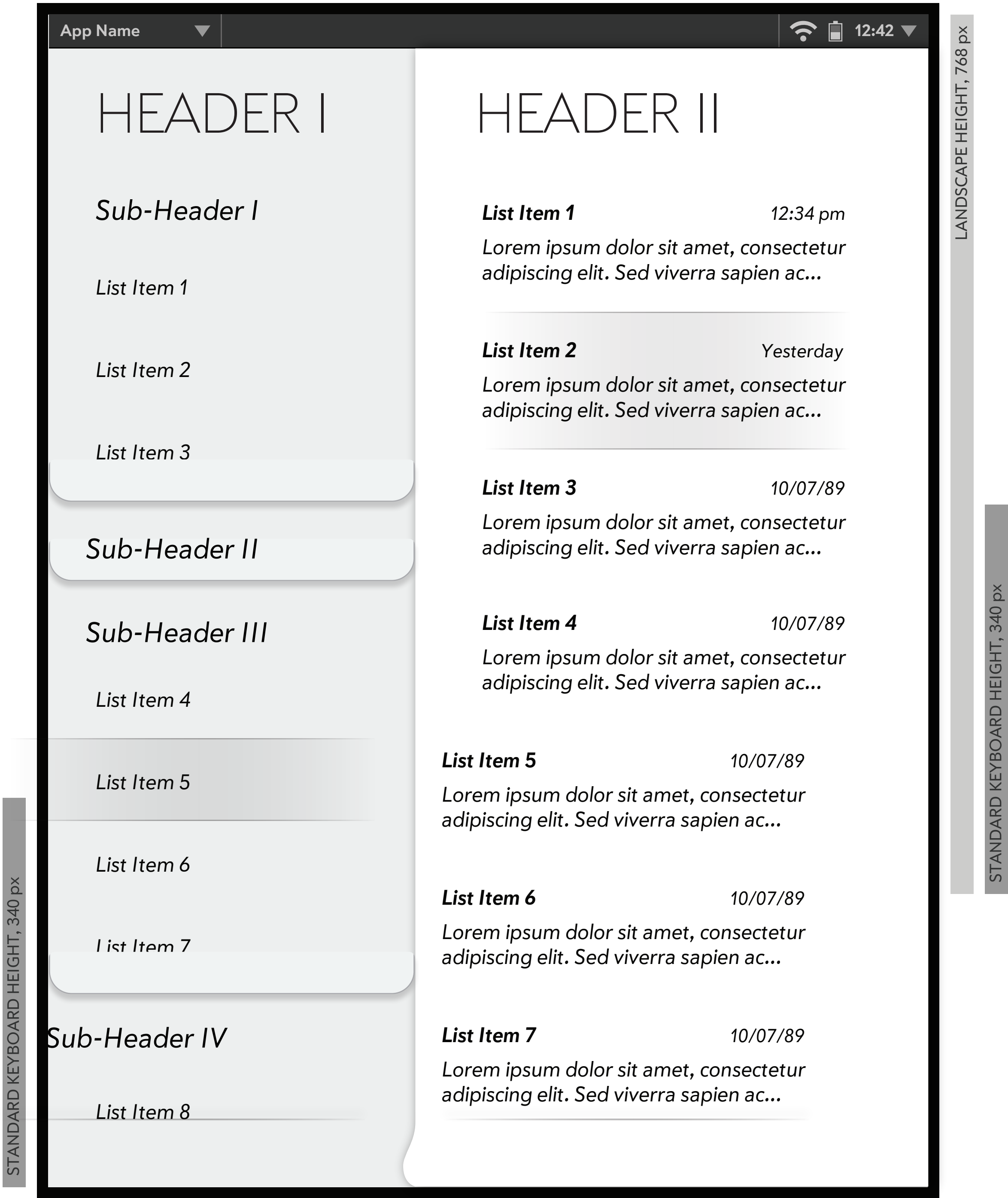
Headers have fixed height but can vary in width. Headers have minimum padding; text within truncates when it reaches min padding. Please refer to the Header Redlines documentation for more details.

Platform Variations

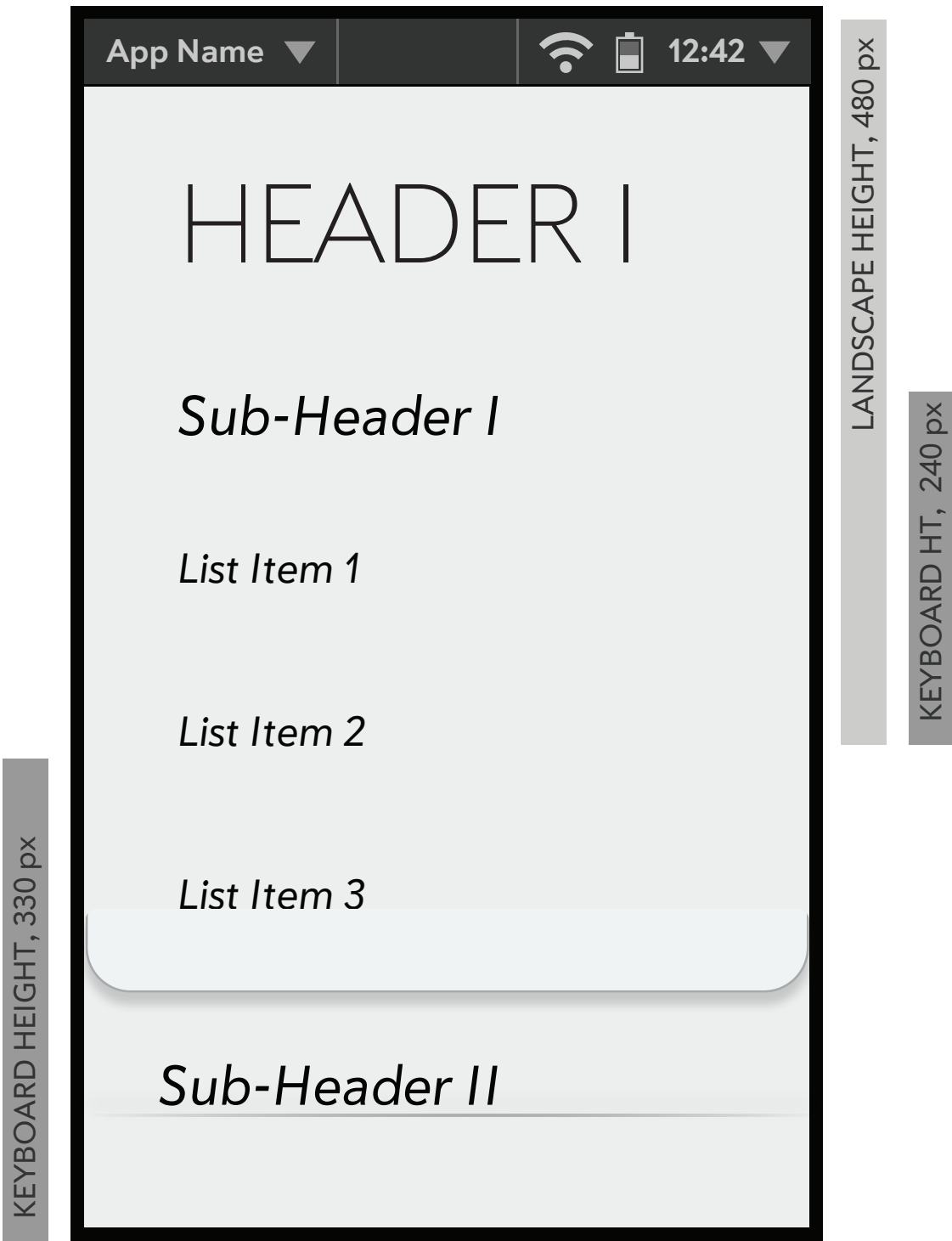
None.

PLATFORM VARIATIONS

TABLET

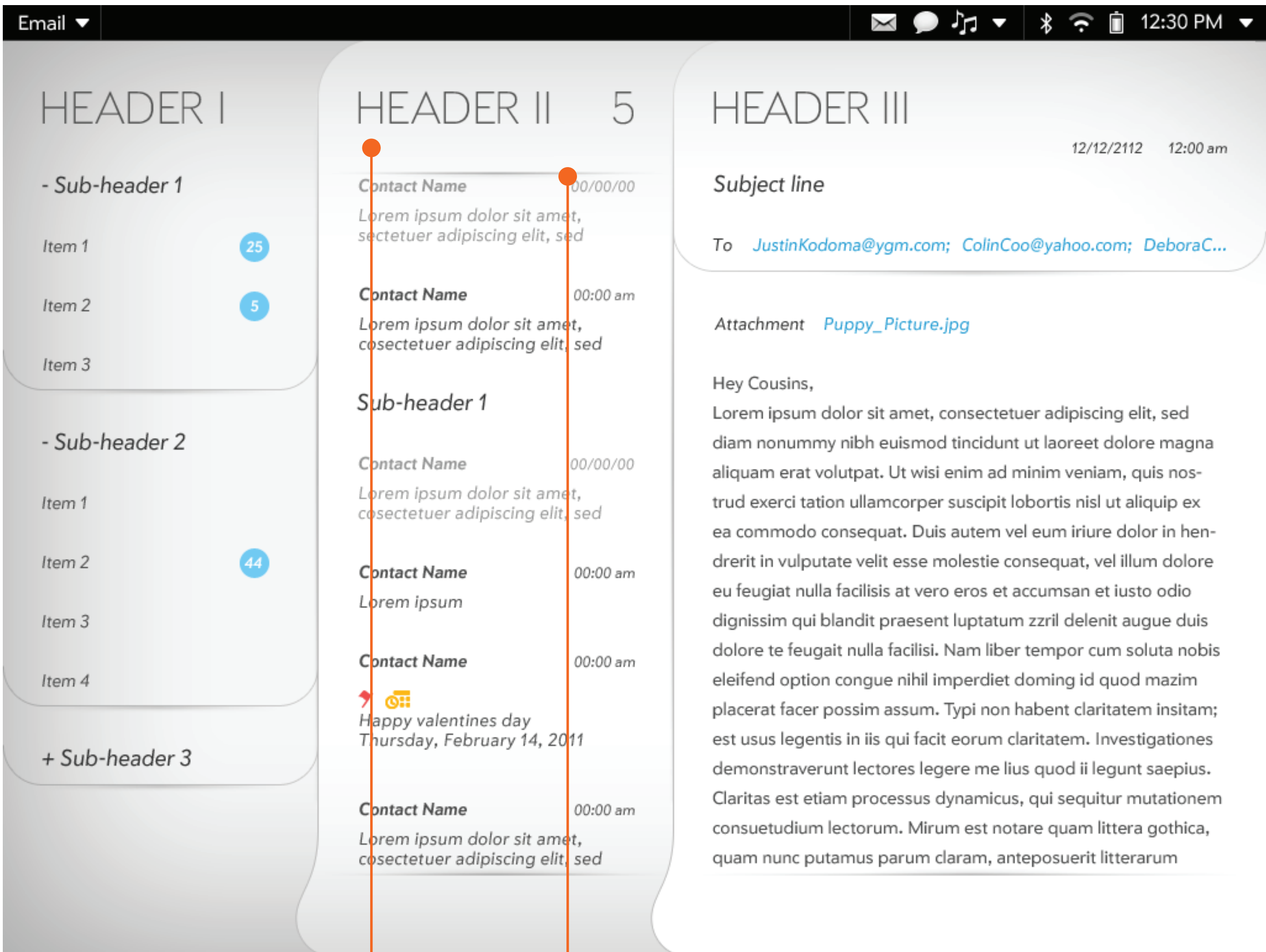


PHONE



VISUAL DESIGN EXAMPLE

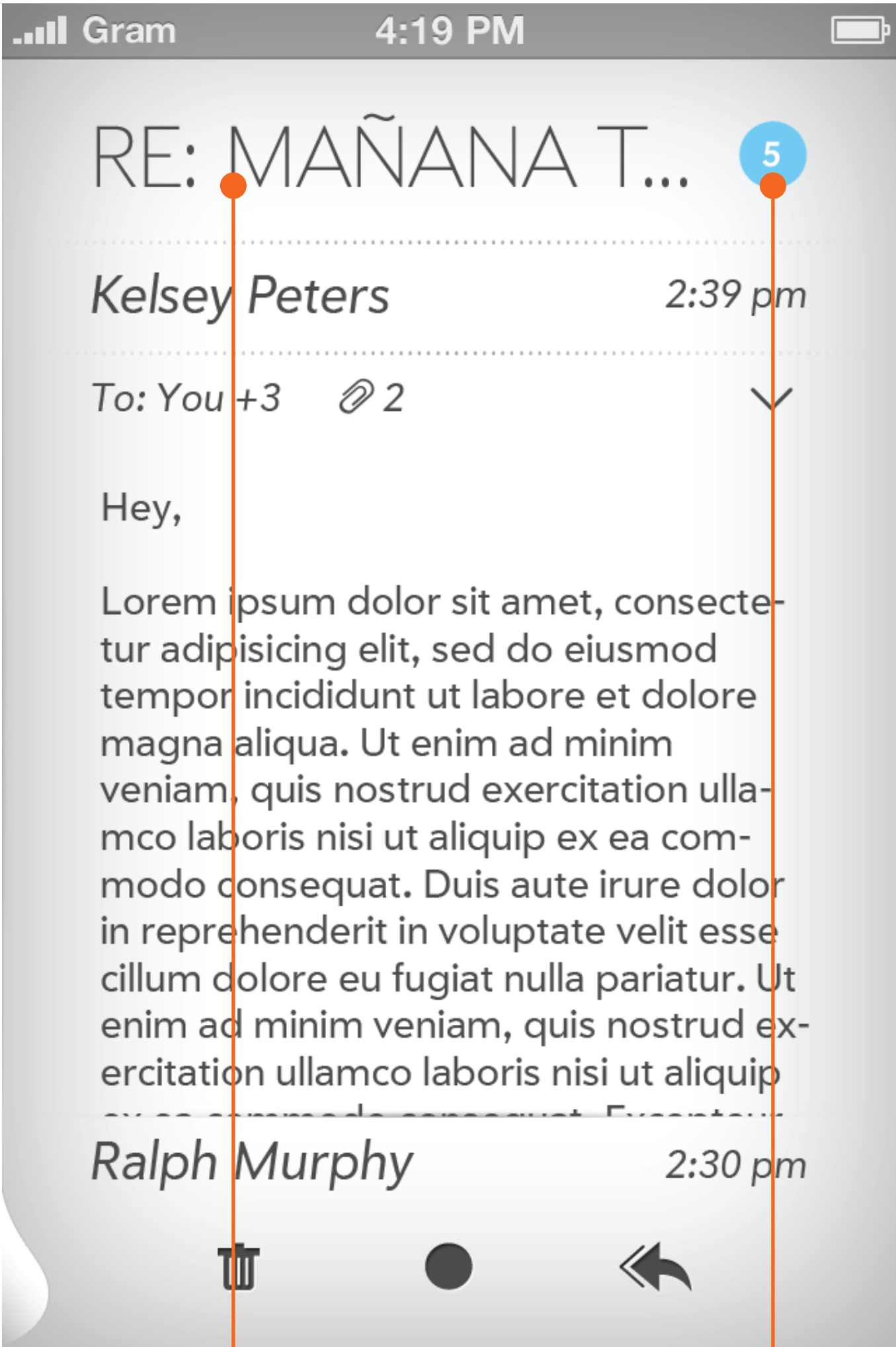
TABLET



Header

Scroll Fade

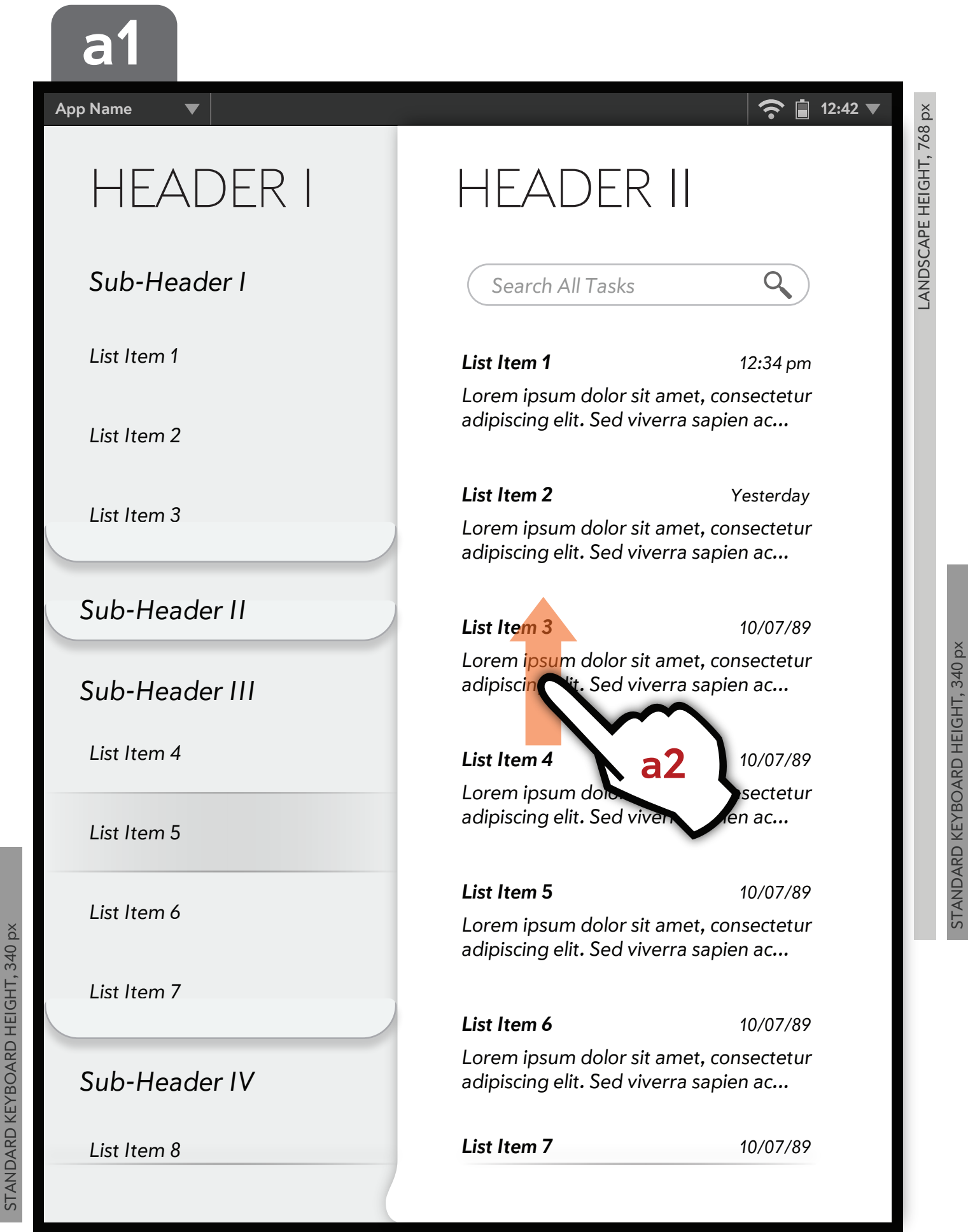
PHONE



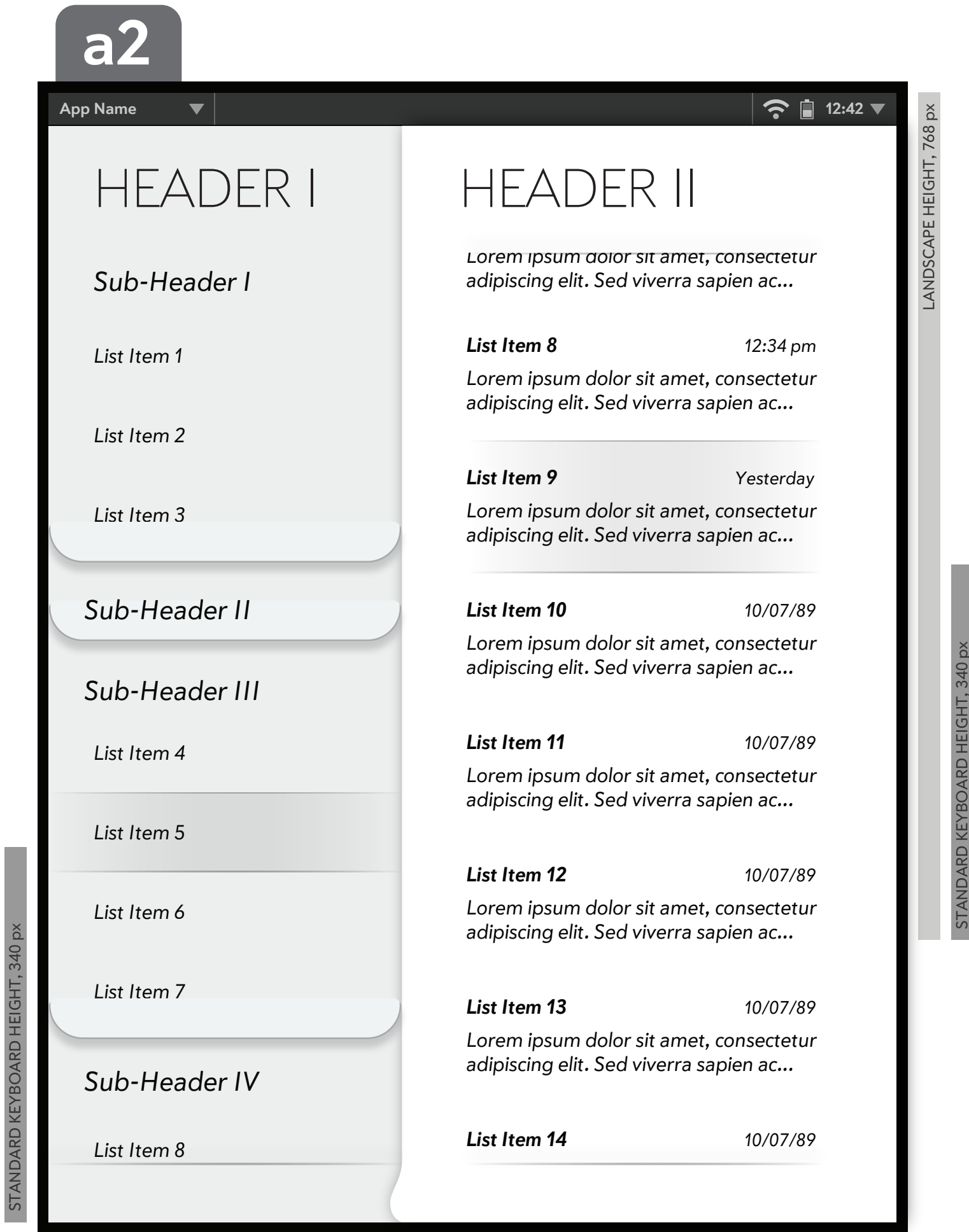
Header

Optional Control
or Information

FIXED HEADER

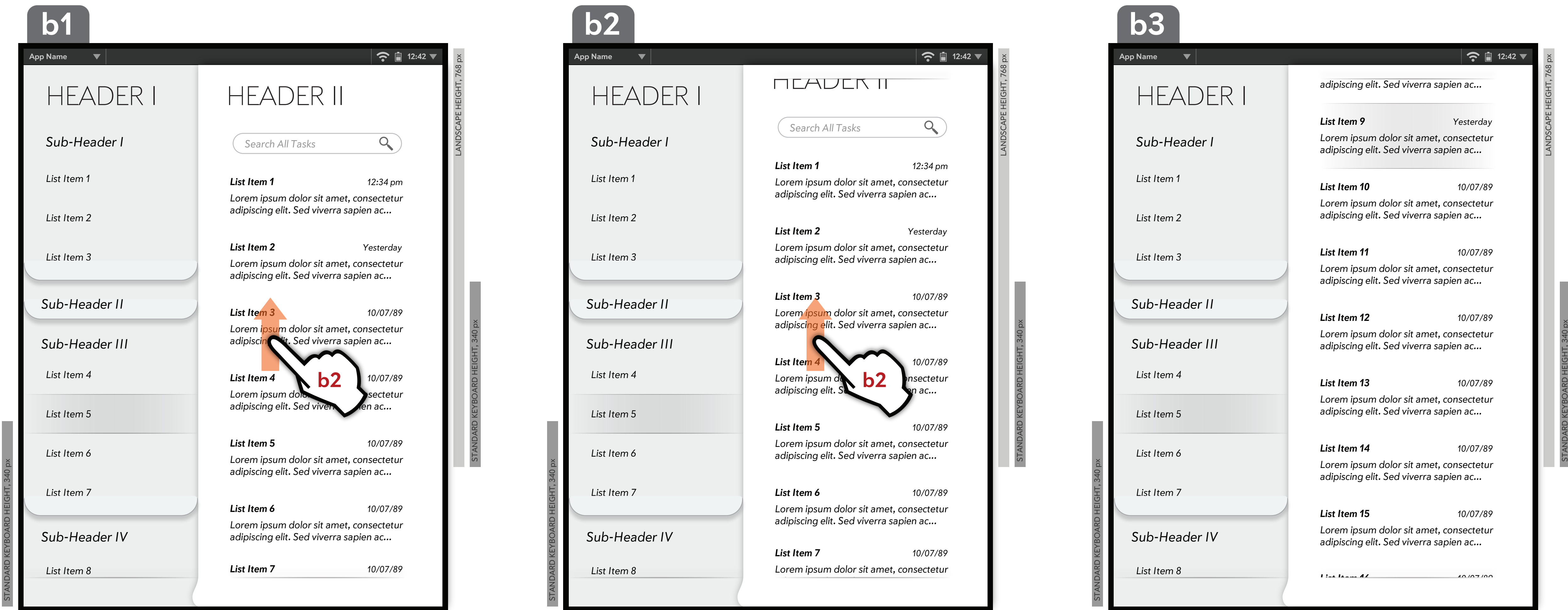


a1. Scroll fade is not displayed if the scene is already scrolled to the top.



a2. When the user scrolls, display scroll fade beneath the header. Header itself is fixed.

SCROLLING HEADER



b1. Scroll fade is not displayed if the scene is already scrolled to the top.

b2. When the user scrolls, header scrolls away. Scroll fade is not needed.

b3. When the user scrolls, header scrolls away. Scroll fade is not needed.

CHANGE HISTORY

11/14/2012

- First Draft