

Avigo User Interface Guidelines

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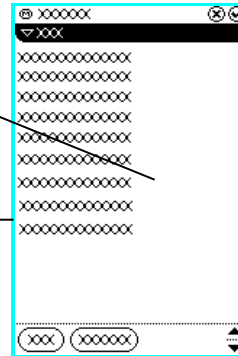
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Overview

This style guide documents the Avigo user interface (UI) so that you can decide how best to visually fit your application screen design with that of the existing Avigo UI. This section includes general information of common elements in the UI as well as details of specific screens. Examples of real screens are used throughout.

Avigo LCD screen is 240 x 160 pixels

Gray area denotes blank LCD area between the usable pixels on the screen and the frame of the Avigo.

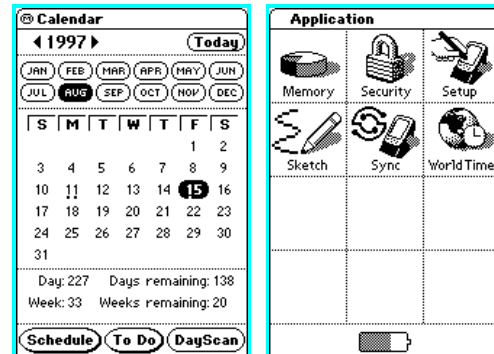


Deskboxes

Avigo screens basically consist of several types of Deskboxes in which one or more screen elements have been inserted. For more information on screen elements, see the topic *General Screen Elements* in this section. Examples of Deskboxes are described below:

Navigation Point

Navigation Points are starting areas from which the user navigates to an activity place. The initial Calendar screen and the Application (Apps) screen are Navigation Points. A single pixel line with rounded top corners runs along the top and sides of the screen area (but not the bottom). A single pixel line appears below the title of the screen. Control buttons appear at the bottom of the screen.



Activity Place

An Activity Place is high-level interaction area, which provides context for basic functions. These include the index screens for all hard key functions as well as many of the soft key functions. The title is displayed in a white header area at the top of the screen. Primary and (if applicable) secondary controls appear immediately below the white header area. Buttons appear at the bottom of the screen, separated with a dotted line.



Types of Activity Places

There are two types of Activity Places. They differ in the treatment of second-level headers within them. Each of the different types of Activity Places are described in the following sections.

Type 1 Activity Places

Type 1 Activity Places have just one high-level control below the header area. This control runs the width of the entire screen below the header.

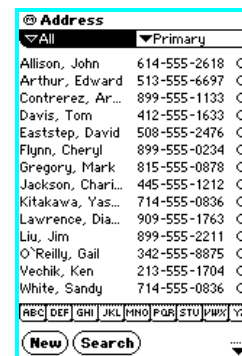
Type 1 Activity Places include:

- Schedule
- Memo
- Expense
- Calculator (Standard, Cost-Sell-Margin, Dates)

Type 2 Activity Place

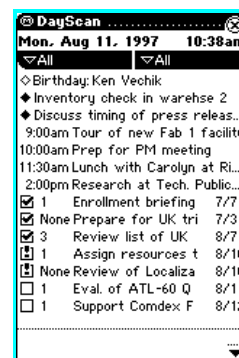
The Type 2 Activity Place (Addresses) has two controls. The first control determines which names will appear on the screen in the left column; the second determines which number type (Primary, Office, etc.) for the names will be displayed in the right column.

Based on this functionality, the first control is more prominent visually (reversed type on black area), and the second is clearly a label of the second column (which appears below it). The secondary control is on a white background, to indicate that it is less important.



Activity Box

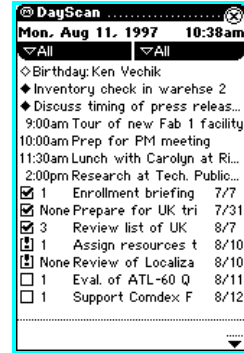
An Activity Box is a second-level independent function that may be accessed from a Navigation Point or a high-level Activity Place. The key difference between an Activity Place and an Activity Box is that an Activity Box has a ⊗ so that the user can tap it away to return to the previous context. Activity Boxes include: Find, DayScan, Memory, Sketch, Security, Setup, and downloadable applications.



A black header bar is at the top of the screen. A single pixel line runs along the sides and bottom of the screen area. Buttons may be at the bottom of the screen, separated with a dotted line.

The DayScan Activity Box differs from other Activity Boxes in having two controls below the top bar. The first control determines which Schedule category will appear on the screen in the left column; the second determines which To Do category will be displayed in the right column.

Because controls are equivalent in importance, both controls are prominent visually (reversed type on black area). A 2 pixel separation between the two indicates that they are independent of each other.



Rotated Box

Rotated Boxes are a version of Activity Boxes that appear in a horizontal orientation on the display. They have a single ⊗ for dismissing them. Rotated Boxes include: Memo, Rotated Data Table, Week view (Schedule), and Timeline view (Schedule).

Casing	Bracket	Gasket	MT Bolt
Ambion B...	OPT-44	TSB F-007	F43-43X
Boron Typ...	F2B-4M	DSB [Hi-Te...	W47-11H
Brass Typ...	MX-90R	TSB [KA-P...	Q88-56Y
Bronze Ty...	WD-60	TSB [KA-P...	R75-24K
Chrome Ty...	F2B-K36	SSB [SILIC...	R43-60
Compound ...	OPT-22	TSB [KA-P...	AB-68C
Copper Ty...	A6MS-0	TSB [KA-P...	F43-43X
Dura Type ...	F2B-3E	ASB [CORK]	R43-60

A black header bar is at the top of the screen. A single pixel line runs along the sides and bottom of the screen area. Buttons appear at the bottom of the screen, separated with a dotted line.

Modal Box

Modal Boxes are boxes that appear when the user is doing a specific action within a particular activity place. These boxes have a second level label indicating their function, and Close ⊗ and Confirm ✓ buttons for dismissing them. There are four basic types of Modal Boxes: Edit Categories for each application, Detail for each application, New/Edit for each application, and Expense Summary for Expenses application.

To Do

New Task

Category: ▼ Business

Start on: Aug 15, 1997

Due on: Aug 15, 1997

Completed: ☐

Description:

Priority: ▼ No priority

Private: ☐

Note:

Options: ▼ Cecropia

Although, the Modal Box appears on top of the previous Activity Place, the Header area is maintained from the Activity Place. A single pixel line coming from the header area runs along the sides and bottom of the screen.

Small Overlaying Boxes

Small Modal Box

Small Modal Boxes are Modal boxes that do not take up the entire screen. They can be similar to Picker Boxes (see below). However they are not dependent on a particular field. They include boxes that come up based on a selection made from a menu (e.g., Set Preferences), from the silk-screened Find option (🔍), or on a screen (e.g., Repeat, Search). Depending on the function, a Small Modal Box may have just a Close (✕) or both a Close (✕) and a Confirm (✓).

Small Picker Box

A Small Picker Box is a small modal box that allows the user to enter information into a field within the screen. There are five different Picker Boxes: Standard Keyboard, T9 Keyboard, Date, Time, and Calculator

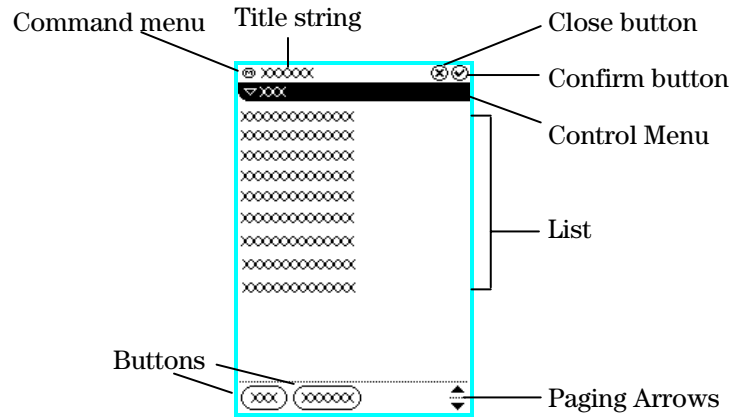
Message Box

Message Boxes appear in the center of the screen, and contain a message with labeled buttons for the user to respond. A bubble with a punctuation mark indicates the type of user response required.

NOTE: You can create a message box by choosing the `bafDialog` attribute in `CreateDeskBox`.

General Screen Elements

Screen elements are referred to in the Avigo API functions and header files as classes, fields or attributes of classes and fields. Some of the common screen elements are illustrated in the Deskbox below.



NOTE: List is an area of the screen in which you can define single or double column lists by using the CreateLister function.

A number of elements appear throughout the interface. These include:

Menu icons and menus for:

- pull-down menus on black headers
- pull-down menus on white headers
- pop-up menus on black headers
- pop-up menus on white headers
- pop-up menus that appear within the screen



Special icons and symbols:

- unchecked checkbox
- checked checkbox



Shapes of Buttons at the bottom of the screen:

- Basic button shape
- Go to button shape
- Rotate button
- To Do and Schedule button shape
- Paging Arrows



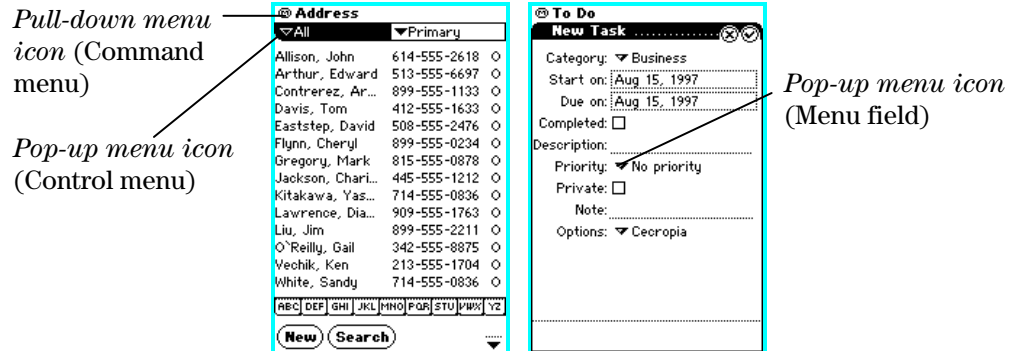
Shapes of Buttons at the top of the screen:

- Close button
- Confirm button



Menu icons & Menus

There are two major types of menu icons and menus (see below):



- *pull-down menu icons*
Example:
Command menu - created by using the Command Menu attribute of the CreateDeskBox function
- *pop-up menu icons*
Examples:
Control menu - created by using the CreateControlMenu function.
Menu field - created by using the CreateMenuField function)

Menu icons and Menus are described in detail on the pages that follow.

Pull-down Menu icons

There are two varieties of pull-down (Command) menu icons:

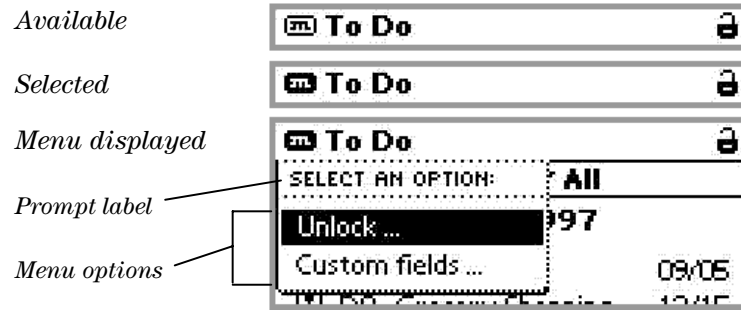
- Command menu icons that appear at the top left corner of the screen (in Activity screens: these are black on a white background)
- Command menu icons that appear at the top left corner of a box or screen of some type (e.g., Rotated Box, Modal Box, Small Modal Box, Small Picker Box, and Activity Box): these are white on a black background

Each icon has three related states:

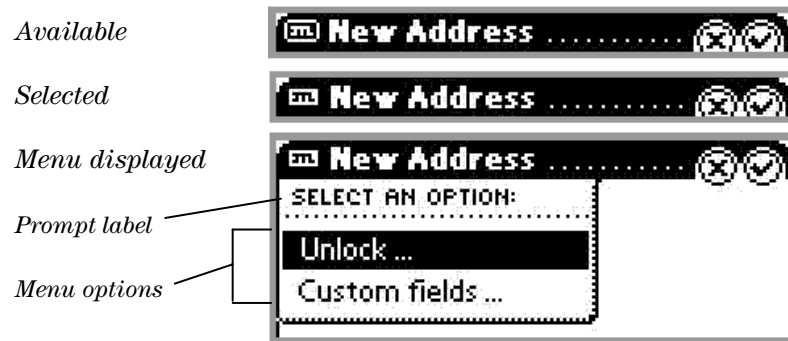
- available
 - selected
- selected with pull-down menu displayed (below icon)

When appropriate, Command menus within a header bar contain a Prompt label at the top of the displayed menu prompting the user to take some sort of action. This text prompt is in a smaller, all caps font to differentiate it from the selectable items. This label is created by using the Prompt attribute of the CreateDeskbox function. The example shown in the screen shot below is “SELECT AN OPTION:”.

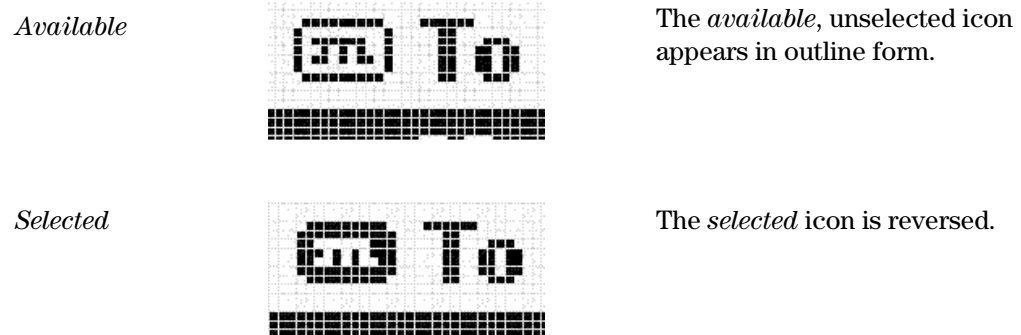
Control menu icons on white background:



Control menu icons on black background:



The Command menu icon system (white header background):

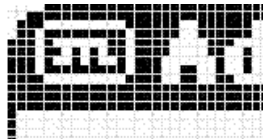


*Selected with
menu displayed
below.*



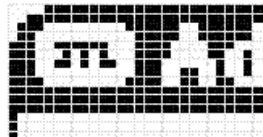
The Command menu icon system (black header background):

Available



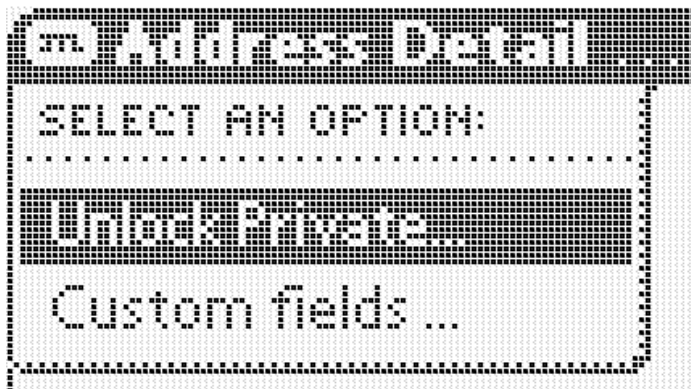
The *available*, unselected icon appears in outline form.

Selected



The *selected* icon is reversed.

*Selected with
menu displayed
below.*



Note: The Command menu icon appears only when there are pull-down menu items. Otherwise, the area is blank. The title does not change position.

Pop-up Menu icons & Menus

There are three varieties of pop-up menu icons:

- Control menu icons that appear on a black header bar
- Control menu icons that appear on a white header bar
- Menu field icons that appear within the screen

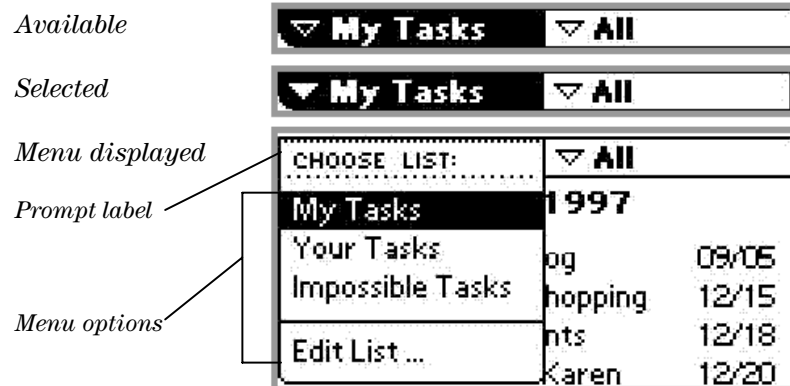
Each icon has three states:

- available
- selected
- pop-up menu displayed

When appropriate, Control pop-up menus contain a Prompt label at the top of the displayed menu providing a text prompt to the user about the action to take. This text prompt is in a smaller, all caps font to differentiate it from the selectable items. The Prompt label is created by using the Promptstr attribute of the CreateControlMenu function. The example Prompt label shown in the screen shot below is “CHOOSE LIST:”.

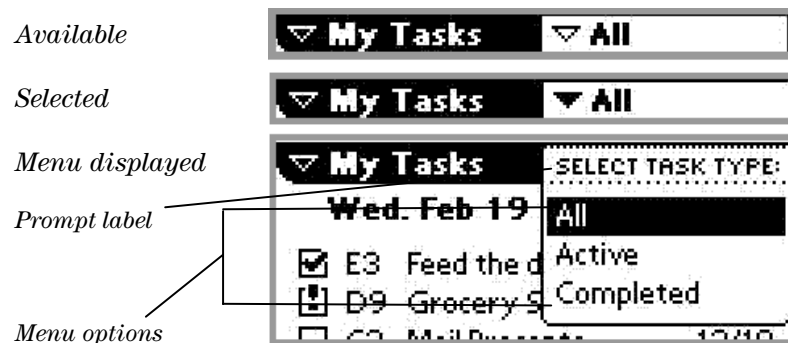
NOTE: Field pop-up menus do not have this Prompt label.

Control menu icons on black background (primary control):

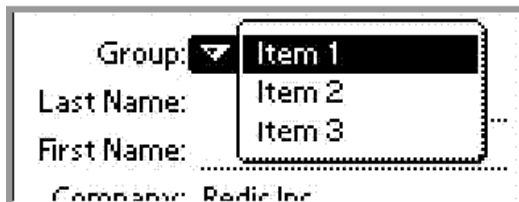
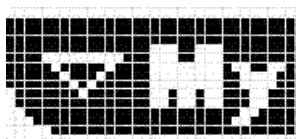
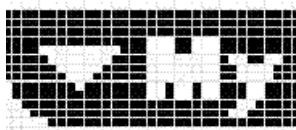
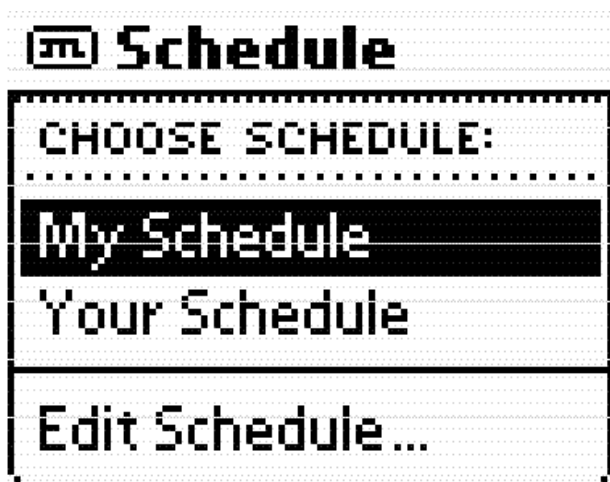


Primary Control menus may be defined as left justified, right justified, or full width depending on the attribute you use with the CreateControlMenu function.

Control menu icons on white background (secondary control):



Secondary Control menus may only be defined as right justified with the CreateControlMenu function.

Menu field icons within the screen:*Available**Selected**Menu displayed***The pop-up menu icon system (black header background):***Black header background, available.**The available, unselected icon appears in outline form.**Black header background, selected.**The selected icon is reversed.**Black header background, pop-up menu covering icon.*

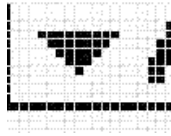
The pop-up menu icon system (white header background):

White header background, available.



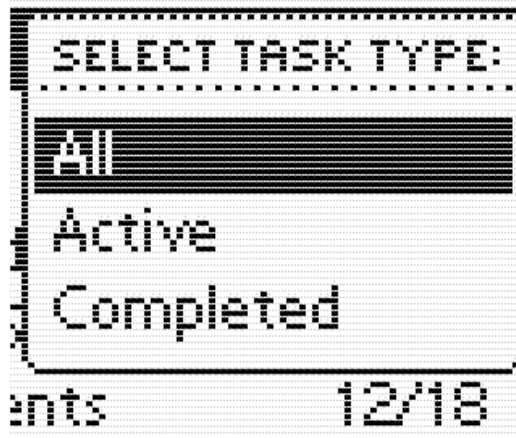
The *available*, unselected icon appears in outline form.

White header background, selected.



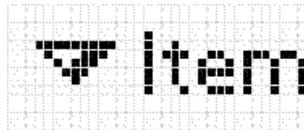
The *selected* icon is reversed.

White header background, pop-up menu covering icon.



The Menu field icon system:

Icon on screen, available.



Icon on screen, selected.



Icon on screen,
with pop-up menu
next to arrow.



Buttons at Bottom of Screen

Most of the Navigation Points, Index screens, Activity screens and Modal Box screens have a row of buttons and controls along the bottom. Some of these buttons appear on multiple screens, while others are specific to a particular screen.

The sequence of buttons at the bottom of the screen is as follows:

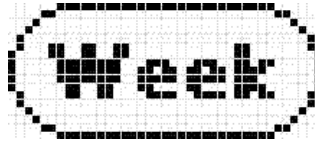


(where **X** is a button specific to the function, such as Search, Edit, etc.)

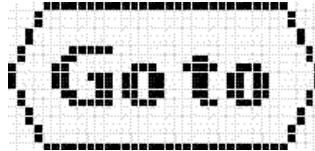
When buttons are tapped, the letters inside the buttons invert to white. The white area inside the button is inverted to black. The black outline remains unchanged.

In most cases, buttons are separated from the rest of the screen by a dotted line. There are 2 pixels between the buttons and the bottom of the screen (or between the buttons and the black line at the bottom of boxes), except for the Schedule and To Do buttons, which have only 1 pixel below them. Examples of groups of buttons are shown below:

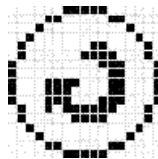
Location	Buttons	Comments
Addresses (Activity Place)		
Schedule (Activity Place)		2 pixels between the top of the button and the dotted line.
To Do (Activity Place)		2 pixels between the rightmost dot in the paging arrow divider and the right side of the screen.
Detail View (Addresses)		2 pixels between the bottom of the button and the bottom of the screen (most buttons).
Calendar View (Navigation point)		1 pixel between the bottom of the button and the bottom of the screen (Schedule, To Do).

Basic button shape

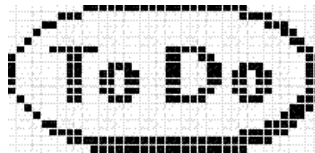
Most of the buttons in the interface have this rounded shape. It is created with the `bttBasic` attribute of the `CreateButton` function.

Go To button

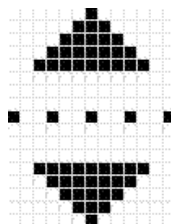
The Go To button has a special shape, indicating that it is the beginning of a navigation sequence away from the current screen. It is created with the `bttGoTo` attribute of the `CreateButton` function.

Rotate button

The Rotate button is an icon within a circle. It is created with the `bttRotate` attribute of the `CreateButton` function.

Schedule and To Do buttons

These buttons, found on the Calendar screen, navigate the user to another function within the interface. Their dimensional appearance suggests this, and also relates to the hard keys on Avigo. They are created with the `bttToDo` attribute of the `CreateButton` function.

Paging Arrows

It is created with the `CreatePageArrow` function.

Close/Confirm Buttons

Tapping the Confirm ☑ button causes the box to close, and will save any changes made in the box. Tapping the Close ☒ button causes the box to close, and a message box will appear asking whether the user would like to save changes or new entry. The message box will be the same whether the user has only made changes to an existing entry or if the information is entirely new. The message in the box is "Save this entry?" The symbol in the balloon portion of the dialog box will be a large question mark, to reinforce its meaning to the user. The Confirm ☑ button may be created by using the bafcheck attribute of the CreateDeskBox function. The Close ☒ button may be created by using the bafclose attribute of the CreateDeskBox function.

*Large Box:
Close ☒ with
Confirm ☑*



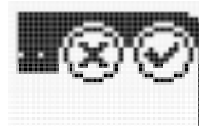
This is the Close ☒ appearing with the confirm ☑ on a Large Box (with single pixel outline).

*Large Box: Close
☒ alone*



This is the Close ☒ appearing alone, as it does in the Activity Boxes and the Rotated Boxes (again with single pixel outline).

*Small Box:
Close ☒ with
Confirm ☑*



This is the Close ☒ appearing with the confirm ☑ on a Small Box (with double pixel outline).

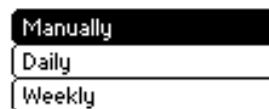
*Small Box: Close
☒ alone*



This is the Close ☒ appearing alone (again with double pixel outline).

Other Screen Elements

Stacked Lists



Stacked lists are used to set repeat frequencies for appointments. They are created with the CreateStackedList function.

Number Set



The Number Set is used to adjust dates and times. It is created with the CreateNumberSet function.