

Nice hints

Look

The hint should have a title (which is displayed as bold and on separate line) and content, describing the item to which the hint is attached. In our case it is a button which opens a menu.

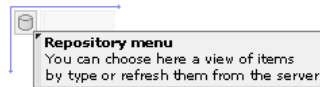


Fig.1: Look of the hint

Color code

To get an immediate feeling about what the button does, we can make the hint colored and additionally show also a little icon in the corner (ok sign, exclamation mark as warning).

There are defined these three levels yet:

- green - for safe actions (e.g. to switch a view)
- yellow - for reversible actions (button for delete which opens a confirmation box)
- red - for irreversible actions (button OK in the delete confirmation box)

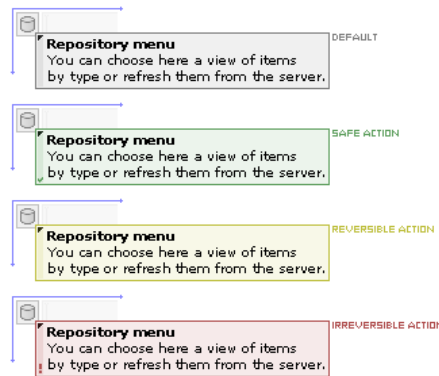


Fig.2: Color code examples

Placement

The hint box should be placed statically, always on the same place (overlapping the same amount of pixels from the related object) with a method which ensures the visibility of the hint in all cases (the thin blue line represents the edge of the screen):

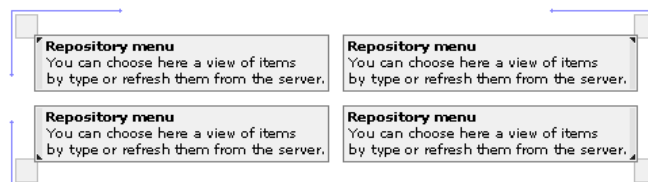


Fig.3: Placement examples

Behavior

The hint box should appear with a delay after the user moves the mouse over the related object. When the objects with hints switch enough fast (in a certain time limit), the hint is switched to this new object's hint value and position.

Moving the mouse into the hint makes it not disappearing, and when the hint is dragged, then a separate always on top box is created (with a slight different look - because a close button must be added). A context menu in this new box should contain *Close* and *Close all* actions.