



Mobile Guidelines

Matthew Stevens
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Introduction

Guidelines: Introduction

PatternFly

PatternFly is a responsive web application framework. It is meant to support both desktop *and* mobile browsers.

Guidelines: Introduction

Caveat

There is no clear delineation between web applications that are visited on a computer and those visited on a mobile device. Touch devices can be large and mouse-and-keyboard devices can be small. Some touch devices allow for keyboard-and-mouse interaction. And some mouse-and-keyboard devices allow for touch interaction.

PatternFly should support all of these scenarios.

Guidelines

Guidelines: Supported Browsers

Supported Browsers

<https://v4-alpha.getbootstrap.com/getting-started/browsers-devices/>

Bootstrap supports the latest, stable releases of all major browsers and platforms.

Guidelines: Grid and Media Queries

Grid

Bootstrap includes a powerful mobile-first flexbox grid system for building layouts of all shapes and sizes.

Media Queries

Bootstrap has five breakpoints: extra small (less than 576px), small (min-width: 576px), medium (min-width: 768px), large (min-width: 992px), and extra large (min-width: 1200px).

Guidelines: Touch Area

Touch Area

Small touch areas make users work harder because they require more accuracy. While there is no standard across platforms, a touch area around 40px by 40px allows users to target actions with accuracy.

Caveat

In some cases this will be easy to achieve. Buttons, for example, should be roomy and large enough for fingers. Traditional links and small kebab menus, however, will **require additional efforts** in order to succeed.

Guidelines: Hover

Hover

<http://v4-alpha.getbootstrap.com/getting-started/browsers-devices/#sticky-hoverfocus-on-mobile>

Because it is not possible to hover on a mobile device, Bootstrap offers a workaround to disable hover styles.

By setting `$enable-hover-media-query` to true when compiling from Sass, Bootstrap will use `mq4-hover-shim` to disable `:hover` styles in browsers that emulate hovering, thus preventing sticky `:hover` styles.

Guidelines: Gestures

Gestures

There are a lot of gestures available to users on mobile devices. Standard gestures like tap, press-and-hold, pinch-and-zoom, vertical scroll, and horizontal scroll are available to users of PatternFly.

Responsive Utilities

Responsive Utilities

Responsive Utilities

On smaller screens, it is often necessary to hide non-essential content. Bootstrap has classes for these purposes.

<http://v4-alpha.getbootstrap.com/layout/responsive-utilities/>

For faster mobile-friendly development, use these utility classes for showing and hiding content by device via media query.

Responsive Utilities

Utilities

There are several other utilities to help designers hide content and make visible content easier to target: [display property](#), [invisible content](#), [sizing](#), and [spacing](#).

Components

Components: Tables

Tables

<http://v4-alpha.getbootstrap.com/content/tables/#responsive-tables>

Tables are predominant throughout web applications. The overflow-y: hidden property allows tables to scroll horizontally on smaller screens.

Components: Tabs

Tabs

By default, tabs wider than a user's viewport will stack on top of each other. However, an alternative where tabs scroll horizontally is described in [this blog post](#).

Components: Modals

Modals

There are some caveats with using modals on mobile devices.

<http://v4-alpha.getbootstrap.com/getting-started/browsers-devices/#modals-and-dropdowns-on-mobile>

Support for overflow: hidden; on the <body> element is quite limited in iOS and Android. To that end, when you scroll past the top or bottom of a modal in either of those devices' browsers, the <body> content will begin to scroll.

Components: Native Controls

Native Controls

When a web application is accessed through a mobile browser, the mobile OS will sometimes use native controls for certain components.

Components that might use native controls include: time picker, date picker, select menus, touch spinners, and color pickers.