

Open Design Engine - Bug # 195: Inconsistent visual layout between project tabs

Status:	New	Priority:	Normal
Author:	J. Simmons	Category:	
Created:	09/23/2013	Assignee:	
Updated:	09/24/2013	Due date:	
Subject:	Inconsistent visual layout between project tabs		
Description			
<p>So, I have been thinking about the UI for ODE, especially the theme. And I just noticed something that I think is part of what makes the site just a little bit clunky. Different tabs in projects either have or do not have the right hand side navigation bar. Go check out the Overview tab, the Activity tab, the News tab, and the Wiki tab for examples. You will go back and forth between having a right hand side navigation bar and not having one. This inconsistency creates a jerkiness. If every tab had a navigation bar, it would cut down on dramatic changes in rendering (smoothing out the user experience) and create a consistent location for users to look for navigation and additional controls.</p>			

History

09/23/2013 07:57 pm - Jeremy Wright

Are those navigation bars not user configurable like the ones on the wiki?

09/23/2013 09:12 pm - J. Simmons

It's not so much about if they are user configurable (which I think the others are controlled in the theme and in Redmine source code), it's that several tabs render all the way across the page and several tabs have navigation bars. So, as you browse around a project, the page layout changes drastically. Go specifically to the tabs I mentioned in the original issue description, in the order I mentioned, and watch the space where the navigation bar is. It will come and go, come and go as you switch tabs.

09/24/2013 07:04 am - Jeremy Wright

I see what you mean. Are there any tabs that will not lend themselves to having navigation bars? For instance, the "New Issue" tab?

09/24/2013 07:56 am - J. Simmons

I don't think so. Even the "New Issue" tab could realistically display the contents of the "Issues" tab sidebar (which is what happens when you update an issue, a process that is visually nearly identical to the "New Issue" process). I will go into the sandbox project, turn on all the tabs to be sure and to make comments about what could be in the sidebar.

Note, I just realized that editing wiki pages also causes the sidebar to disappear, which seems odd to me, just from a consistency standpoint. I often want to open different wiki page in a new tab and have to open the project again to do so. Plus, I am just of the opinion that major UI elements should not completely disappear when I select different content without a very good reason.