Multi-level Priority Widget

A drag-and-drop widget designed to support Destruction and Vaccination priorities is specified in the following pages. The content around the widget may not be wholly accurate and has been added to the specifications solely to give the widget some context.

(A) The default state of the widget shows the top level "containing" elements that can be reordered. During drag and drop actions, only the text and text- backgrounds will move, while the yellow graduated indication blocks on the left side remaining in place.

(B) Objects with sortable contents are indicated with an open-circle control. Clicking on this control expands the second level for sorting (pg 3).

(C) Objects without sortable content can be given more context or definition by adding a parenthetical description.

ADSM
GUIDING BETTER POLICY

Descriptive Project Title
Looking at varying control strageies regarding an FMD outbreak in the Pacific NorthWest

Base Scenario
changes pending...

Population	
Disease	summary
Define Progression	
Assign Progression	
Define Spread	
Assign Spread	
Controls	off on
Define Controls	
Assign Controls	
Vaccination	off on
Zones	off on
Define Zones	
AssignZones	
Accounting	off on
Output Settings	

Validate Scenario ▶

General Vaccination Setting

Vaccination Capacity

select a function ▼

Vaccinate #days Retrospectively

Vaccination Priority Order

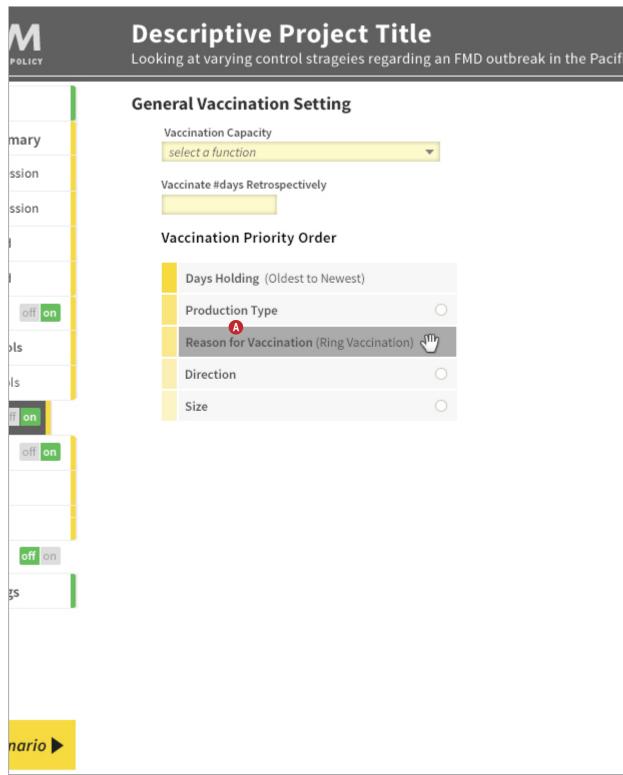|	
Days Holding (Oldest to Newest)	
Production Type	○ **(B)**
(A) Reason for Vaccination (Ring Vaccination) **(C)**	
Direction	○
Size	○

Multi-level Priority Widget - Hover, Grab, and Drag UI

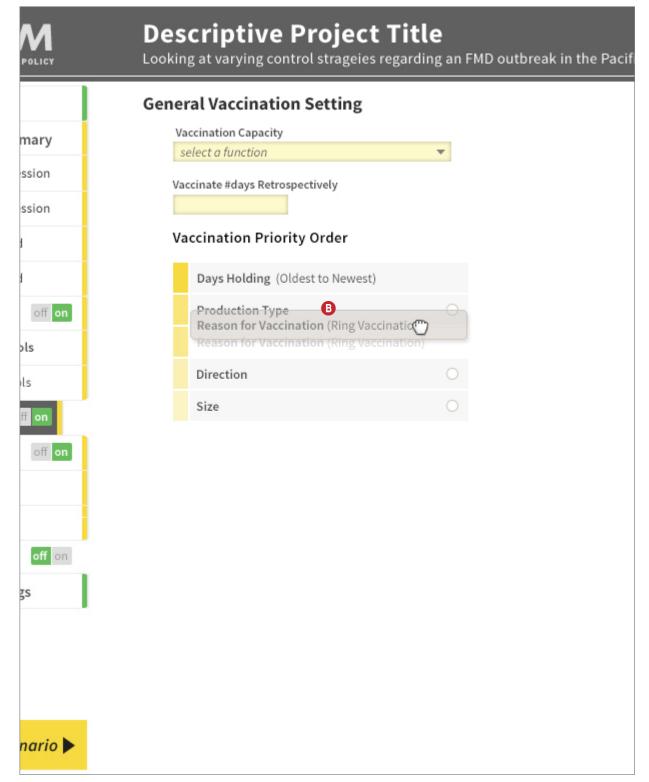Ⓐ Hovering over an element produces a darkened background and provides a gab affordance with the custom "grabable" cursor.

Ⓑ Clicking on an element produces the "grabbing" cursor, reduces the opacity of the original element and creates a "ghost" element that can be dragged up and down in the item list, then dropped.

The styling for the "drop target" will be determined dependent upon the plugin used for the interaction.
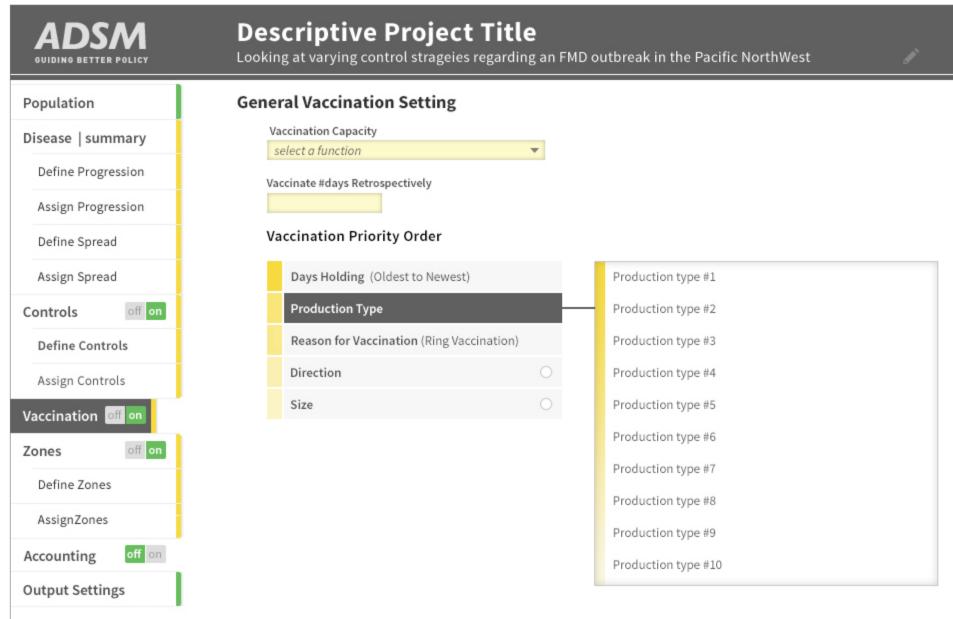
Multi-level Priority Widget - Second Level Container

The display of a second level of sortable content is shown here using Production Type as an example.
The containing element will have a minimum height equal to the height of the top level list. The container should expand to the total height of the secondary list to avoid scrolling in the container.

ADSM
GUIDING BETTER POLICY

Descriptive Project Title
Looking at varying control strageies regarding an FMD outbreak in the Pacific NorthWest

Base Scenario
changes pending...

Population

Disease | summary

Define Progression

Assign Progression

Define Spread

Assign Spread

Controls   off on

Define Controls

Assign Controls

Vaccination   off on

Zones   off on

Define Zones

AssignZones

Accounting   off on

Output Settings

Validate Scenario ▶

General Vaccination Setting

Vaccination Capacity

select a function ▼

Vaccinate #days Retrospectively

Vaccination Priority Order

Days Holding (Oldest to Newest)	Production type #1
Production Type	Production type #2
Reason for Vaccination (Ring Vaccination)	Production type #3
Direction ○	Production type #4
Size ○	Production type #5
	Production type #6
	Production type #7
	Production type #8
	Production type #9
	Production type #10

Multi-level Priority Widget - Second Level Hover, Grab, and Drag UI

Descriptive Project Title

Looking at varying control strageies regarding an FMD outbreak in the Pacific NorthWest

General Vaccination Setting

Vaccination Capacity

select a function ▼

Vaccinate #days Retrospectively

Vaccination Priority Order

Days Holding (Oldest to Newest)	
Production Type	
Reason for Vaccination (Ring Vaccination)	
Direction	○
Size	○

Production type #1
Production type #2
Production type #3
Production type #4
Production type #5
Production type #6
Production type #7
Production type #8
Production type #9
Production type #10

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Newest)

(Ring Vaccination)

○

○

Production type #1
Production type #2
Production type #3
Production type #3
Production type #4
Production type #5
Production type #6
Production type #7
Production type #8
Production type #9
Production type #10