

**DESIGN OPS**

**WILLIAM  
FORTIN**

**ENGINEERING  
LEAD  
PLEO**

**DESIGN OPS**



button

padding-top, padding-right, padding-bottom, padding-left, margin-top, margin-right, margin-bottom, margin-left border-top-left-radius, border-top-right-radius, border-bottom-right-radius, border-bottom-left-radius color, background-color, box-shadow(5\*), width, max-width cursor, font-family, font-weight, font-size, letter-spacing, line-height, text-transform, text-align

Le coupable de la complexité

button

:hover

:focus

:disabled

padding-top, padding-right, padding-bottom, padding-left, margin-top, margin-right, margin-bottom, margin-left border-top-left-radius, border-top-right-radius, border-bottom-right-radius, border-bottom-left-radius color, background-color, box-shadow(5\*), width, max-width cursor, font-family, font-weight, font-size, letter-spacing, line-height, text-transform, text-align

background-color, box-shadow(5\*), transition-duration, transition-delay, transition-timing-function, background-color, cursor, color, box-shadow(5\*), opacity

button

:hover

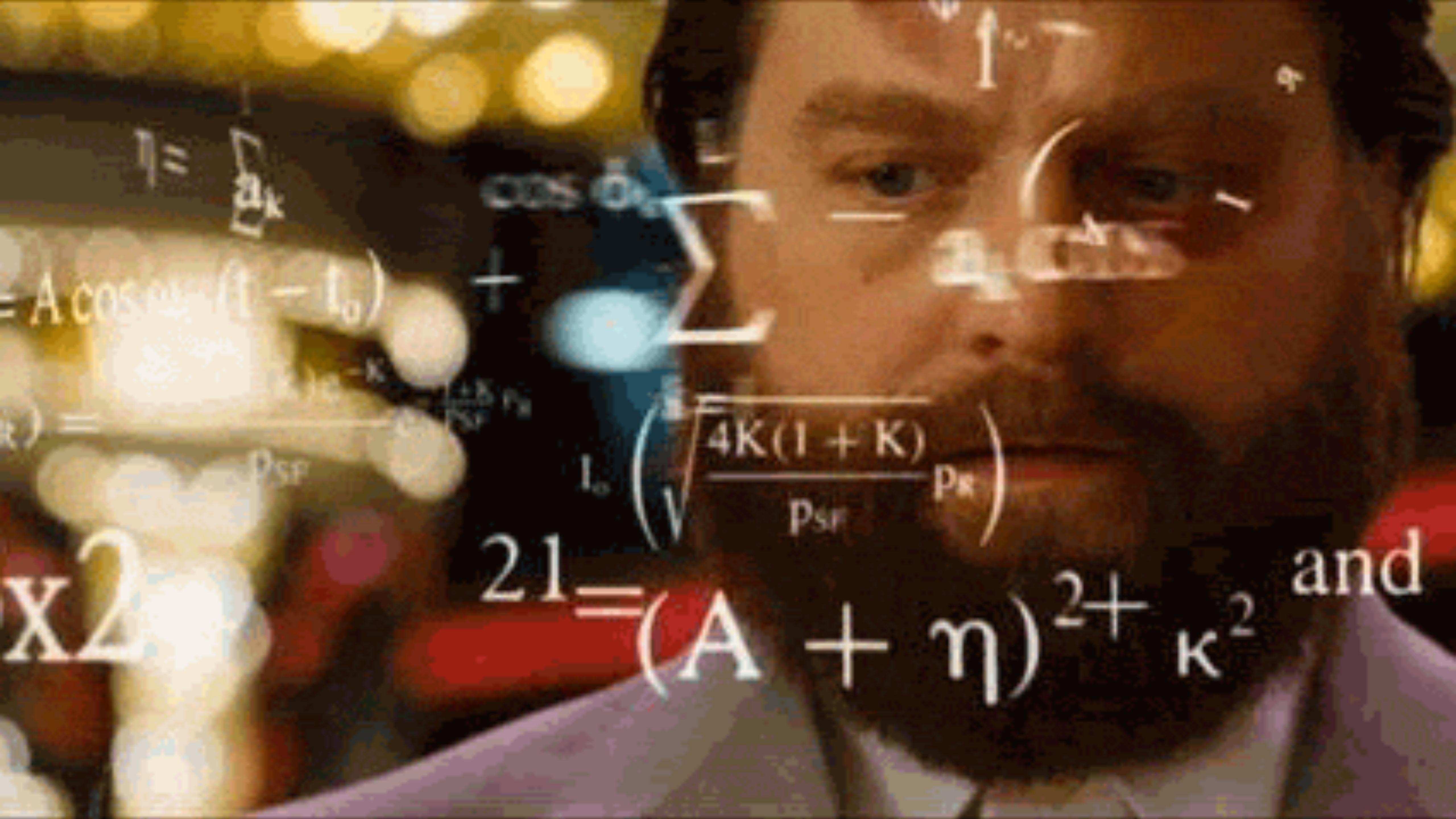
:focus

:disabled

padding-top, padding-right, padding-bottom, padding-left, margin-top, margin-right, margin-bottom, margin-left border-top-left-radius, border-top-right-radius, border-bottom-right-radius, border-bottom-left-radius color, background-color, box-shadow(5\*), width, max-width cursor, font-family, font-weight, font-size, letter-spacing, line-height, text-transform, text-align

background-color, box-shadow(5\*), transition-duration, transition-delay, transition-timing-function, background-color, cursor, color, box-shadow(5\*), opacity

On ajoute **six** variants, **deux** themes  
et **trois** plateformes...



$$I = B$$

$$= A \cos(\omega t - \phi)$$

$$I_0 = \left( \frac{4K(1+K)}{P_{SF}} \right)^{\frac{1}{2}}$$
$$21 = (A + \eta)^2 + \kappa^2$$

and

**1260**

# DESIGNOPS?

---

ANYTHING THAT  
HELPS YOUR DESIGN TEAM

# **DESIGN OPS**

design tokens  
système de design  
librairie de composantes  
documentation  
migration des composantes  
accessibilité  
évangélisme / éducation  
image de marque / marketing

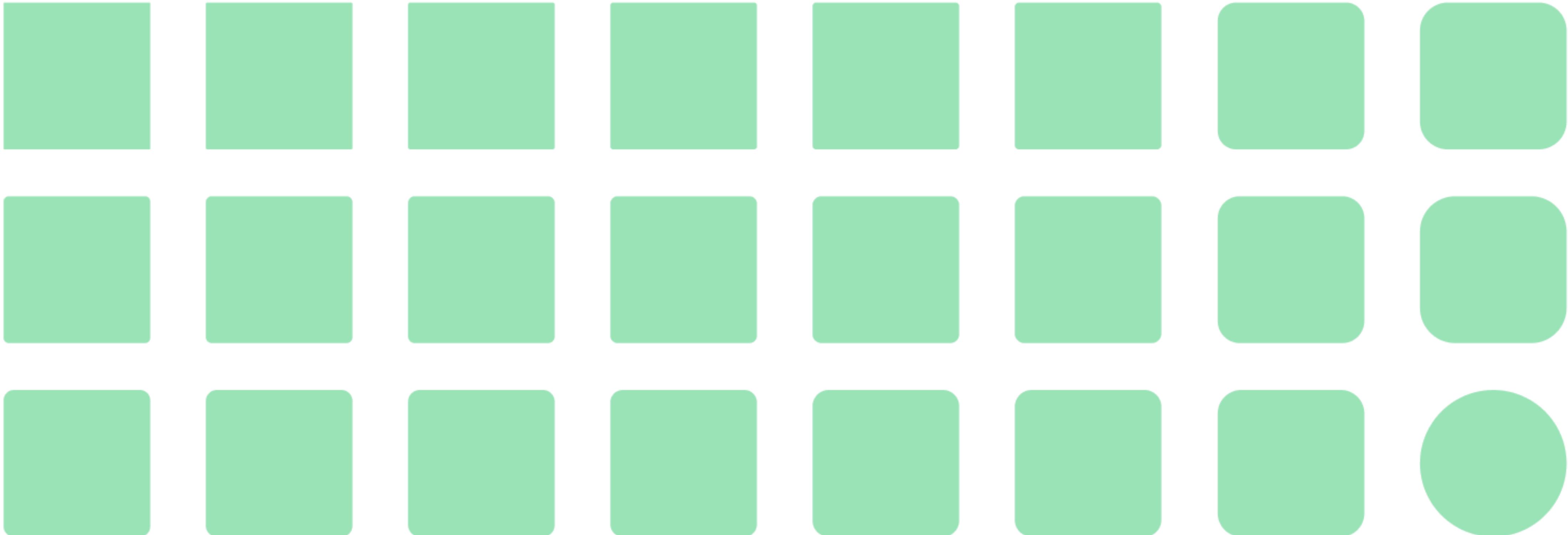
**automatiser & faciliter les interactions designer - développeur**

**PAR OÙ  
COMMENCER?**

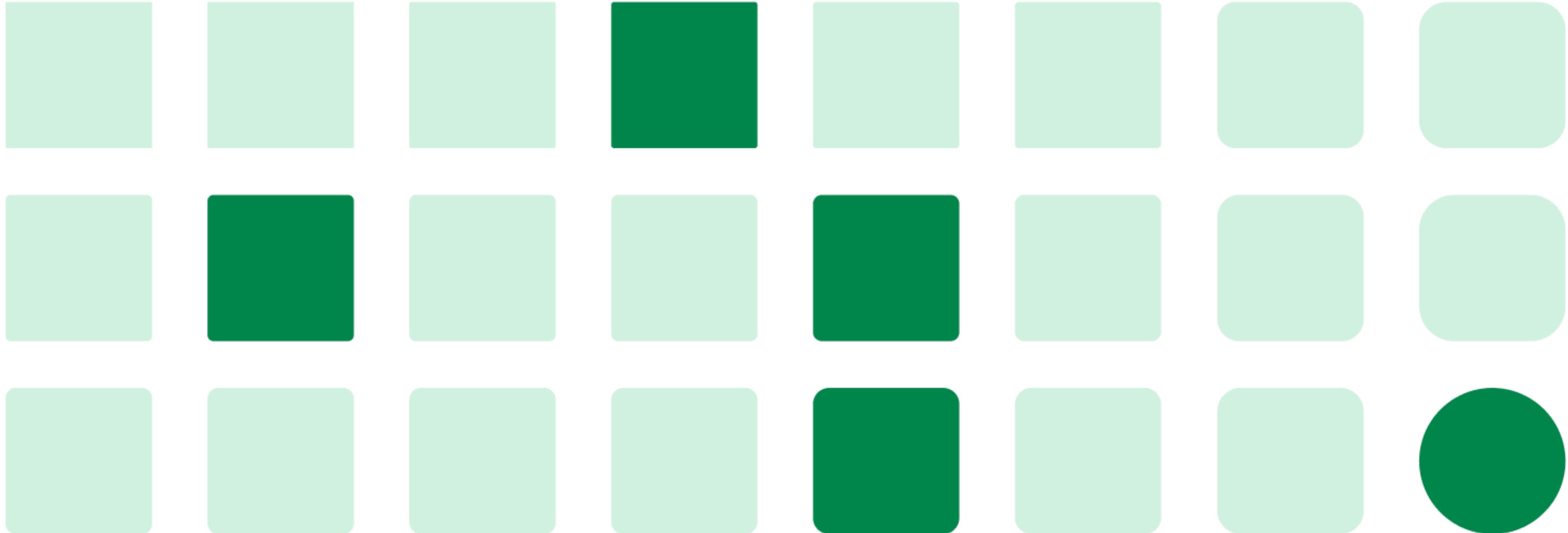
**INVENTAIRE**

Property	March 2020	September 2020	Change	Abstraction
Spacing	36	20	-45%	~99 %
Shadow	40	5	-87%	100%
Radius	26	6	-77%	100%
Border	52	7	-86%	~79 %
Opacity	13	11	-26%	100%
Duration	11	4	-64%	~99 %
HEX	174	40	-77%	~97 %
RGB	16	3	-82%	100%
RGB Alpha	23	8	-76%	100%
Size	45	12	-74%	~98 %
Weight	9	4	-66%	100%

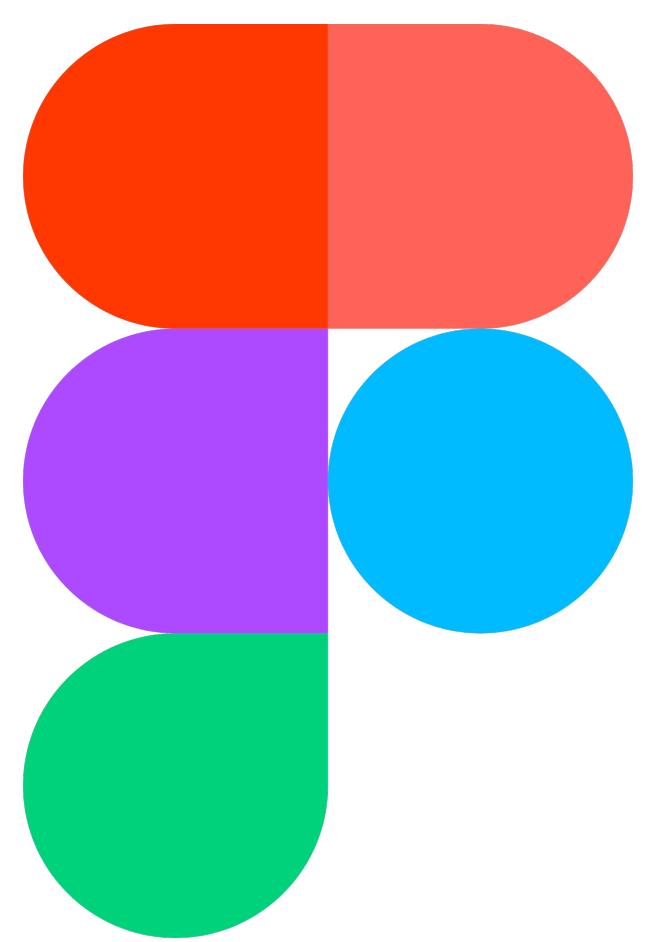
Property	March 2020	September 2020	Change	Abstraction
Radius	26	6	-77%	100%



Property	March 2020	September 2020	Change	Abstraction
Radius	26	6	-77%	100%

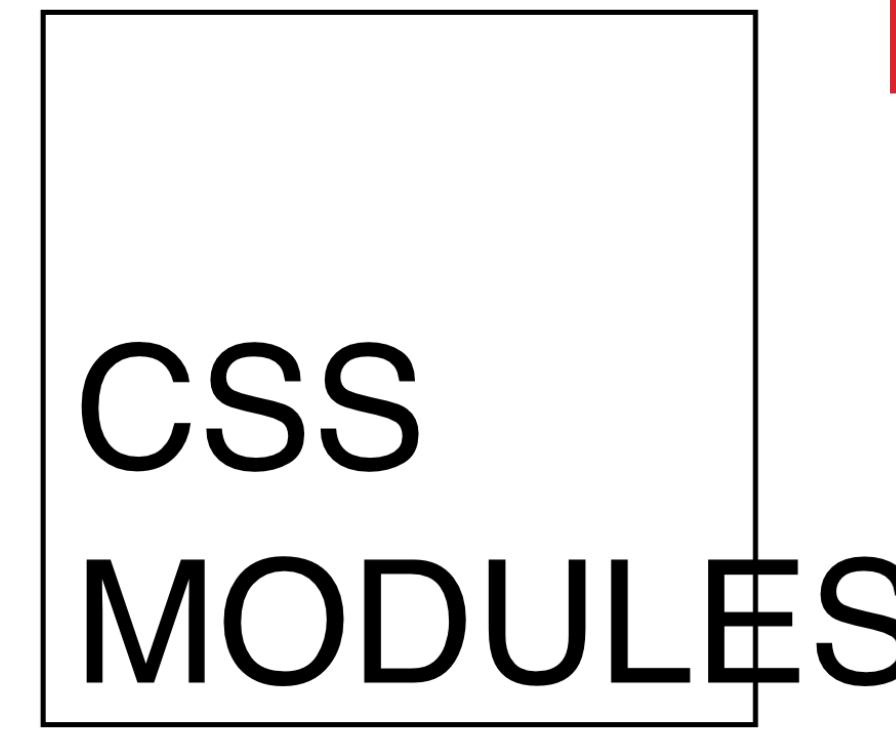
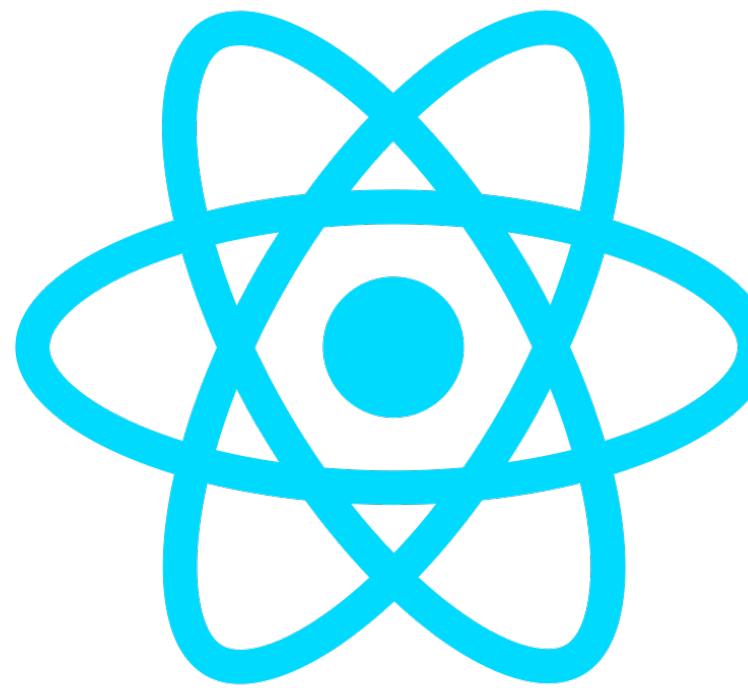


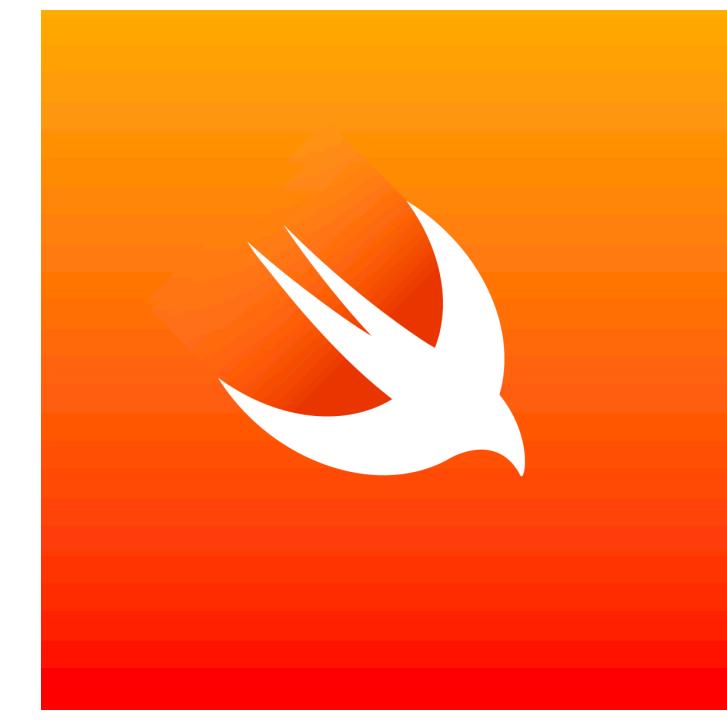
**QUEL EST VOTRE  
OUTIL DE DESIGN?**



**QUELLE EST  
VOTRE STACK?**

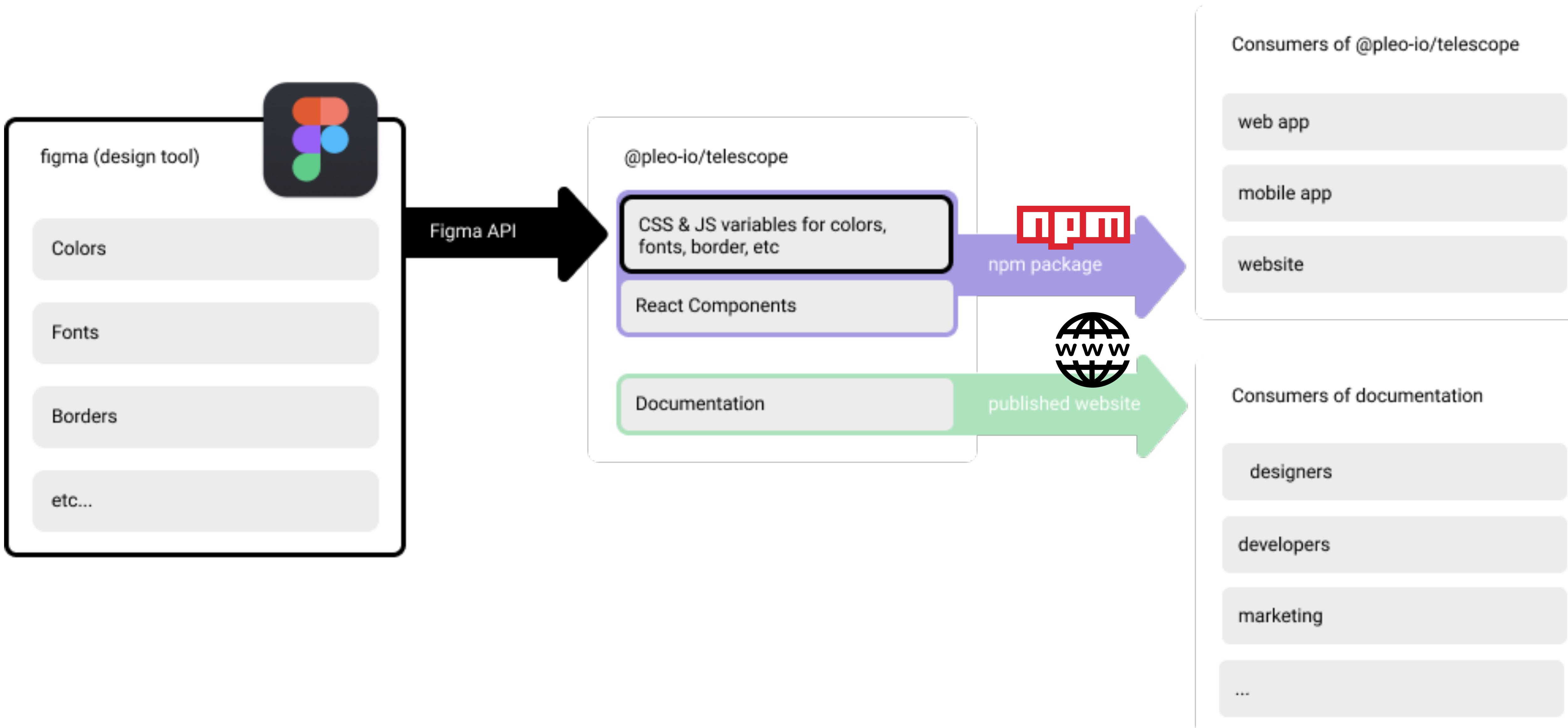
**MOBILE - WEB APP - WEB SITE - DESKTOP- ETC**





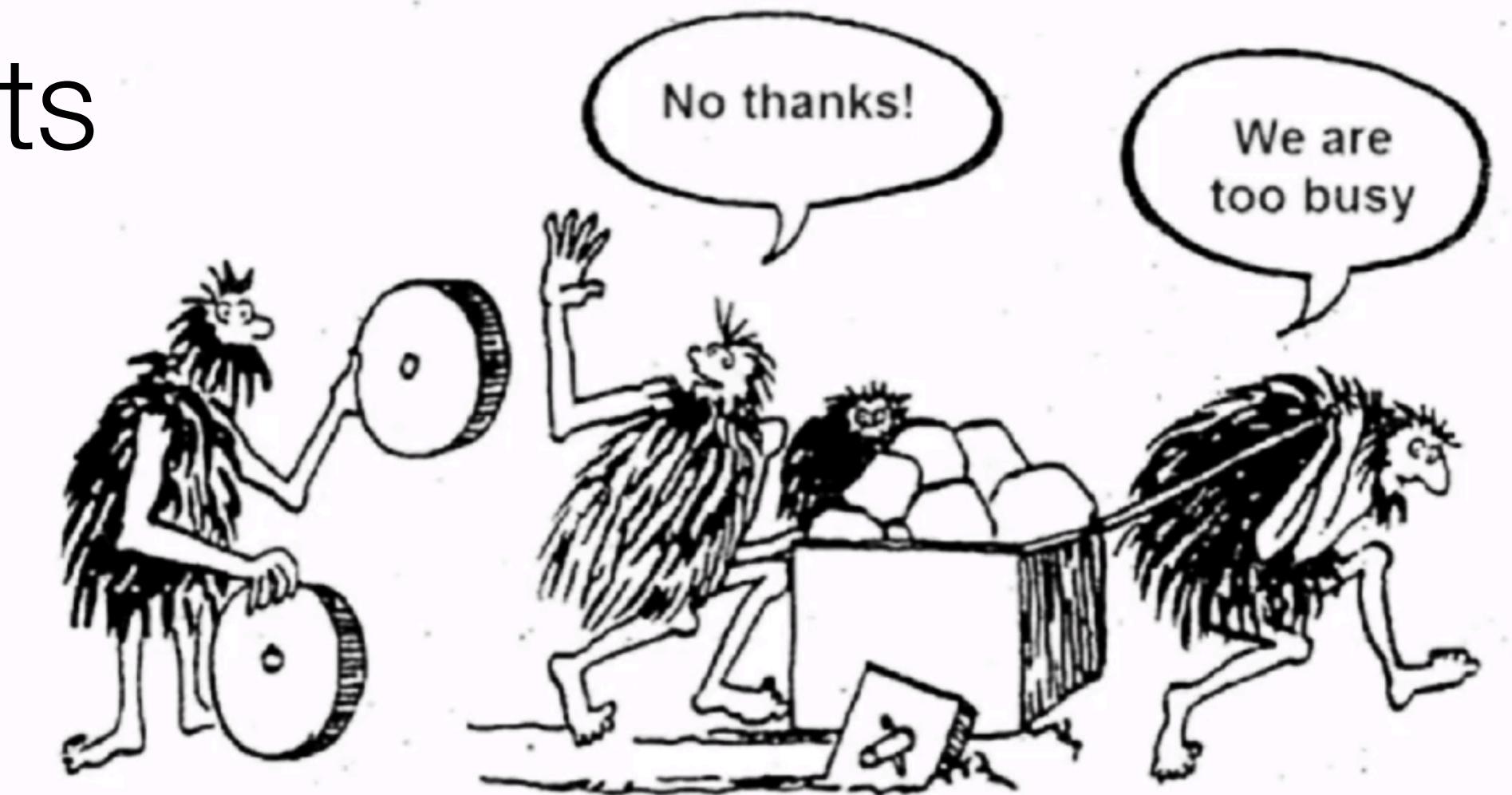
**TELESCOPE**

- Notre “**SST**” est définie dans Figma
- On alimente *Telescope* avec notre **SST**
- *Telescope* documente et publie notre **SST**
- Les différents projets consomment le contenu via des packages npm



- Devs: moins de questions, plus d'énergie à dépenser sur les solutions JS complexes
- Designers: moins de questions à répondre, plus de temps à passer sur des solutions UI/UX complexes
- Votre compagnie: meilleure vélocité, meilleur “brand” et plus de loyauté de vos clients

Ce n'est pas seulement une question d'uniformité.



master ▾

telescope / packages /



release-bot	Bump version to: v10.0.1 [skip ci]	...	7 days ago	🕒 History
..				⋮
avatar	Bump version to: v10.0.1 [skip ci]		7 days ago	
button	Bump version to: v10.0.1 [skip ci]		7 days ago	
checkbox	Bump version to: v10.0.1 [skip ci]		7 days ago	
currency-input	Bump version to: v10.0.1 [skip ci]		7 days ago	
focus-ring	Bump version to: v10.0.1 [skip ci]		7 days ago	
formik	Bump version to: v10.0.1 [skip ci]		7 days ago	
global-style	Bump version to: v10.0.1 [skip ci]		7 days ago	
icons	Bump version to: v10.0.1 [skip ci]		7 days ago	
input	Bump version to: v10.0.1 [skip ci]		7 days ago	
layout	Bump version to: v10.0.1 [skip ci]		7 days ago	
list	Bump version to: v10.0.1 [skip ci]		7 days ago	
loading	Bump version to: v10.0.1 [skip ci]		7 days ago	
metrics	Bump version to: v10.0.1 [skip ci]		7 days ago	
modal	Bump version to: v10.0.1 [skip ci]		7 days ago	
progress-bar	Bump version to: v10.0.1 [skip ci]		7 days ago	
template	Bump version to: v10.0.1 [skip ci]		7 days ago	
test-utils	Bump version to: v10.0.1 [skip ci]		7 days ago	
text	Bump version to: v10.0.1 [skip ci]		7 days ago	
theme	Bump version to: v10.0.1 [skip ci]		7 days ago	
tokens	Bump version to: v10.0.1 [skip ci]		7 days ago	
web	Bump version to: v10.0.1 [skip ci]		7 days ago	

**DEMO**

Figmagic — Design System template... X +

Drafts / Figmagic — Design System template 4.0 22%

Layers Assets Design Tokens

Pages +

Design Tokens

- Elements
- Graphics
- Components
- Views

# Colors

# Font Sizes

# Fonts (use for Styles; not export...)

# Spacing

# Font Weights

# Line Heights

# Font Families

# Letter Spacings

# Z Indices

# Radii

# Border Widths

# Shadows

# Opacities

# Durations

# Delays

# Easings

# Media Queries

Figmagic — Design System template 4.0

Colors

Font Sizes

Spacing

Media Queries

Font Weights

Line Heights

Font Families

Heading L

Heading M

Heading S

Heading XS

Body L

Body M

Body S

Misc

Letter Spacings

Z Indices

Radii

Border Widths

Shadows

Opacities

Durations

Delays

Easings

cubic-bezier(0.12, 0, 0.39, 0)  
cubic-bezier(0.61, 1, 0.98, 1)  
cubic-bezier(0.37, 0, 0.63, 1)

Background

E5E5E5 100%

Local Styles

Text Styles

Ag Heading L

Ag Heading M

Ag Heading S

Ag Heading Xs

Ag Body L

Ag Body M

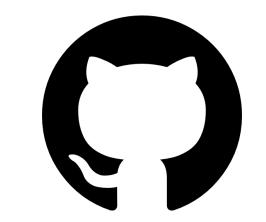
Ag Body S

Ag Microcopy

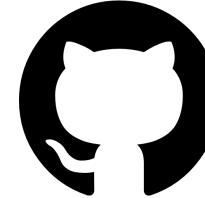
Color Styles

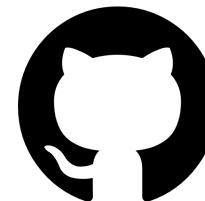
- Black
- White
- Gray 1
- Gray 2
- Gray 3
- Gray 4
- Gray 5
- Red
- Orange

?



**/mikaelvesavuori/figmagic**

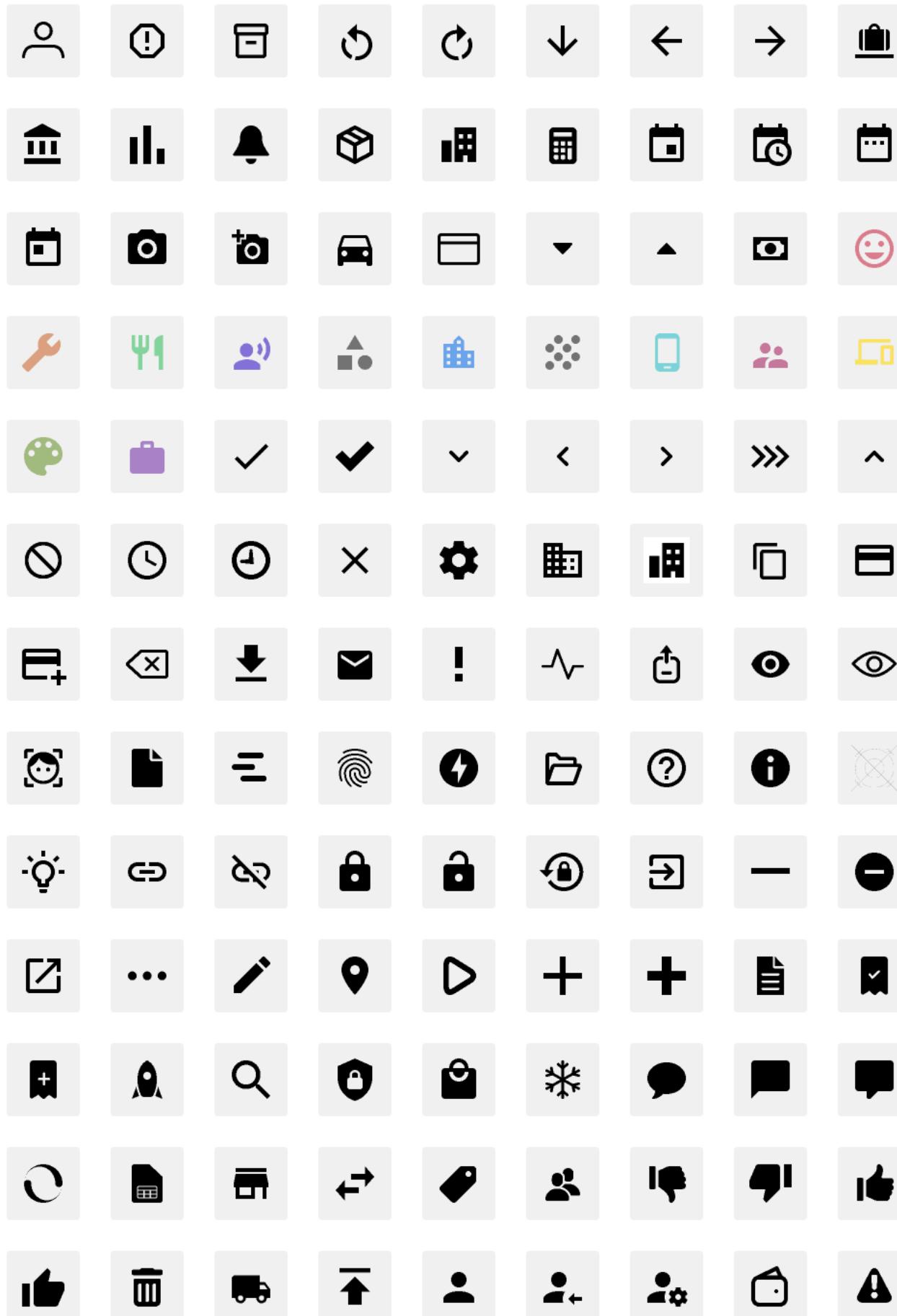
 **/jongold/figma-js**

 /salesforce-ux/theo

**TOKENS**

# **COMPONENTS**

**ICÔNES**



# PADDING

# MARGIN

Bills      Active ▾

**h1.sc-kEjbx.e.ctlWj** 586 × 31  
Color ■ #222222  
Font 24px Inter, system-ui, -apple-system, "...

ACCESSIBILITY

Contrast Aa 15.91  Bills  
Name Bills  
Role heading   
Keyboard-focusable

Available balance: DKK 3,158.48 [Top-up >](#)

↓

Uploads  
• 13 bills are processing

Inbox 5   Scheduled   Paid

---

Date   Status   User   Supplier

Due in January

WatchMedierAS      DKK 1,868.75  
Nicky Stipples      Payment failed. Overdue: 20 Jan 2019

Due in February

Responsum   
Fable Finklehorn      DKK 1,000.56  
Payment failed. Overdue: 8 Feb 2019

# BORDER- RADIUS

## Bills

Active ▾

Scheduled in the next 30 days ⓘ

0.00 DKK

Available balance: DKK 3,158.48 ⓘ Top-up >

### Uploads

• 13 bills are processing



Inbox 5

Scheduled

Paid

Date Status User Supplier

Due in January

WatchMedierAS

Nicky Stipples

DKK 1,868.75

Payment failed. Overdue: 20 Jan 2019

Due in February

Responsum ⚙

Fable Finklehorn

DKK 1,000.56

Payment failed. Overdue: 8 Feb 2019

# TRANSITIONS

## Bills

Active ▾

Scheduled in the next 30 days ⓘ

0.00 DKK

Available balance: DKK 3,158.48 ⓘ Top-up >

### Uploads

- 13 bills are processing

Inbox 5

Scheduled

Paid

Date Status User Supplier

Due in January

WatchMedierAS

Nicky Stipples

DKK 1,868.75

Payment failed. Overdue: 20 Jan 2019

Due in February

Responsum ↗

Fable Finklehorn

DKK 1,000.56

Payment failed. Overdue: 8 Feb 2019

# SHADOWS

3,158.48 DKK

Wallet balance Top-up >



All

Review



Date

Category

User

Receipt

More filters

294

You have 294 expenses missing receipts

Add them now

Today



Mileage - 250 km

Martin Wiingaard

250.00 DKK



Mileage - 2 km

Martin Wiingaard

2.00 DKK

13/02/2021



Pleo HQ

diego member member

12.00 DKK

| This is a note

# COLORS

3,158.48 DKK

Wallet balance Top-up >



All

Review



Date

Category

User

Receipt

More filters

294

You have 294 expenses missing receipts

Add them now

Today



Mileage - 250 km

Martin Wiingaard

250.00 DKK



Mileage - 2 km

Martin Wiingaard

2.00 DKK

13/02/2021



Pleo HQ

diego member member

12.00 DKK

| This is a note

# BORDERS

## OPACITY

## FONT SIZES

## FONT WEIGHTS

## FONT LINE HEIGHTS

.... & ICONS 

3,158.48 DKK

Wallet balance  Top-up >



All

Review 



Date

Category

User

Receipt

More filters 

294

You have 294 expenses missing receipts

Add them now 

Today



Mileage - 250 km

Martin Wiingaard

250.00 DKK

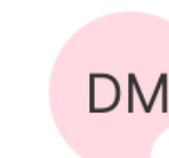


Mileage - 2 km

Martin Wiingaard

2.00 DKK

13/02/2021



Pleo HQ

diego member member

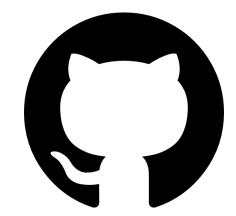
12.00 DKK

This is a note

# **DOCUMENTATION**

**TRÈS IMPORTANT!**

```
interface ModalProps extends DialogContentProps, HTMLAttributes<HTMLDivElement>, s.ModalProps {
  children: ReactNode
  /**
   * Handle zoom/pinch gestures on iOS devices when scroll locking is enabled.
   * Defaults to `false`.
   */
  allowPinchZoom?: boolean
  /**
   * By default the first focusable element will receive focus when the dialog opens but you can provide a ref to focus instead.
   */
  initialFocusRef?: React.RefObject<any>
  /**
   * Controls whether or not the dialog is open.
   */
  isOpen?: boolean
  /**
   * This function is called whenever the user hits "Escape" or clicks outside
   * the dialog. _It's important to close the dialog `onDismiss`_.
   *
   * The only time you shouldn't close the dialog on dismiss is when the dialog requires a choice and none of them are "cancel".
   * For example, perhaps two records need to be merged and the user needs to pick the surviving record.
   * Neither choice is less destructive than the other, in these cases you may want to alert the user they need to make a choice on dismiss instead of closing the dialog.
   */
  onDismiss?: OnDismiss
  /**
   * See [Reach UI docs](https://reach.tech/dialog#dialogoverlay-dangerouslybypassfocuslock)
   */
  dangerouslyBypassFocusLock?: boolean | undefined
  /**
   * See [Reach UI docs](https://reach.tech/dialog#dialogoverlay-dangerouslybypassscrolllock)
   */
  dangerouslyBypassScrollLock?: boolean | undefined
  /**
   * Defines a string value that labels the current element.
   */
  'aria-label'?: string
  /**
   * Identifies the element (or elements) that labels the current element.
   */
  'aria-labelledby'?: string
  size?: 'auto'
}
```



**/styleguidist/react-docgen-typescript**

## API Reference

### Modal

Property	Type	Description
allowPinchZoom	false, true	Handle zoom/pinch gestures on iOS devices when scroll locking is enabled. Defaults to false.
aria-label	string	Defines a string value that labels the current element.
aria-labelledby	string	Identifies the element (or elements) that labels the current element.
dangerouslyBypassFocusLock	false, true	See <a href="#">Reach UI docs</a>
dangerouslyBypassScrollLock	false, true	See <a href="#">Reach UI docs</a>
initialFocusRef	any	By default the first focusable element will receive focus when the dialog opens but you can provide a ref to focus instead.
isOpen	false, true	Controls whether or not the dialog is open.
onDismiss	(event?: any) => void	This function is called whenever the user hits "Escape" or clicks outside the dialog. <i>It's important to close the dialog onDismiss</i> . The only time you shouldn't close the dialog on dismiss is when the dialog requires a choice and none of them are "cancel". For example, perhaps two records need to be merged and the user needs to pick the surviving record. Neither choice is less destructive than the other, in these cases you may want to alert the user they need to make a choice on dismiss instead of closing the dialog.
size	'auto'	

## Palette

token hex	blue200 #e8f1fc	token hex	blue300 #d2e3f9	token hex	blue500 #9cc1f3
Used for frozen card background.		Used in tags.		Used in toaster.	
	AA 1.14		AA 1.30		AA 1.85
token hex	blue600 #6da4ed	token hex	blue700 #4588e3	token hex	green300 #d9f2e1
Used in office expenses category.		Used in focussed state border, info icons, tags.		Used in positive invoices, spreadsheet matches.	
	AA 2.57		AA 3.57		AA 1.18
token hex	green500 #ace3bd	token hex	green600 #85d69e	token hex	green700 #6abe84
Used in progress icon, switch icon, positive review, tags.		Used in icons, success, meals drinks category.		Used in refund.	
	AA 1.45		AA 1.73		AA 2.26
token hex	green800 #2c8354	token hex	pink300 #ffdee2	token hex	pink400 #ffc8d0
Used in positive messages, increases in wallet loads.		Used in Link on shade900, background on onboarding cards, label background colour, pills, background hover.		Used in filter icon background, loader, some icons, review amount background.	
	AA 4.69		AA 1.25		AA 1.46

Token	Value	Example
spacing2	2px	.
spacing4	4px	.
spacing6	6px	.
spacing8	8px	.
spacing10	10px	.
spacing12	12px	.
spacing14	14px	.
spacing16	16px	.
spacing18	18px	.
spacing20	20px	.
spacing24	24px	.
spacing28	28px	.
spacing32	32px	.
spacing36	36px	.
spacing40	40px	.
spacing44	44px	.
spacing48	48px	.
spacing52	52px	.
spacing56	56px	.
spacing60	60px	.

## Guidelines

The `Text` component should be able to handle the majority of cases, but there are also cases where it doesn't make sense to use a `Text` component and you need to style elements and components individually. For cases like these, you can use the values and tokens on this page. These tokens are also what the `Text` component uses, so alignment should come naturally.

### Sizes

We're currently reworking how we consume the `Text` component so we've detached the font-size variables and encourage you to use these pixel values until we reach a better solution.

Value	Example
10px	Telescope
12px	Telescope
14px	Telescope
16px	Telescope
18px	Telescope
20px	Telescope
24px	Telescope
32px	Telescope
48px	Telescope

```
import {tokens} from '@pleo-io/telescope'

const element = styled.div`  
  font-size: ${tokens.fontSizeMedium};  
`
```

```
.element {  
  font-size: var(--fontMedium);  
}
```

### Weights

We have four font weights that determine the thickness of the lines used in our typography set. Regular is the base weight and not all `Text` implementations can use all weights. If your terminal throws an error because of this, please check with your designated designer and if the issue persists, please slack us.

Token	Weight	Example
fontWeightRegular	400	Aa
fontWeightMedium	500	Aa
fontWeightSemiBold	600	Aa
fontWeightBold	700	Aa

```
import {tokens} from '@pleo-io/telescope'

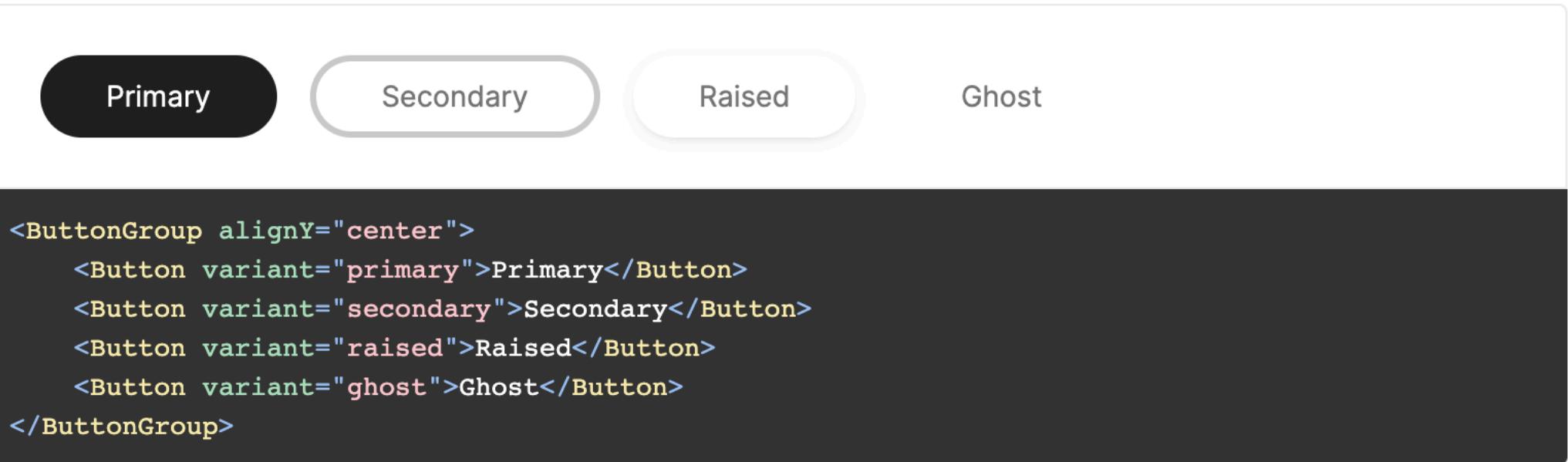
const element = styled.div`  
  font-weight: ${tokens.fontWeightRegular};  
`
```

```
.element {  
  font-weight: var(--fontWeightRegular);  
}
```

## Examples

Use the required `variant` prop to change the visual style of the Button. You can set the value to `primary`, `secondary`, `ghost`, `raised`, `link` and `link-secondary`.

### Button variants



```
<ButtonGroup alignY="center">
  <Button variant="primary">Primary</Button>
  <Button variant="secondary">Secondary</Button>
  <Button variant="raised">Raised</Button>
  <Button variant="ghost">Ghost</Button>
</ButtonGroup>
```

**pleo-io.github.io/telescope**

# **DESIGN OPS**

**AUTOMATE THE IMPORTANT,  
BUT CRAFT THE CRITICAL.**

# MERCI

@WFORTRAN 