General Bottlecap Layout

Header

Navbar

Content Area

Sidebar

Footer

Initial Detail

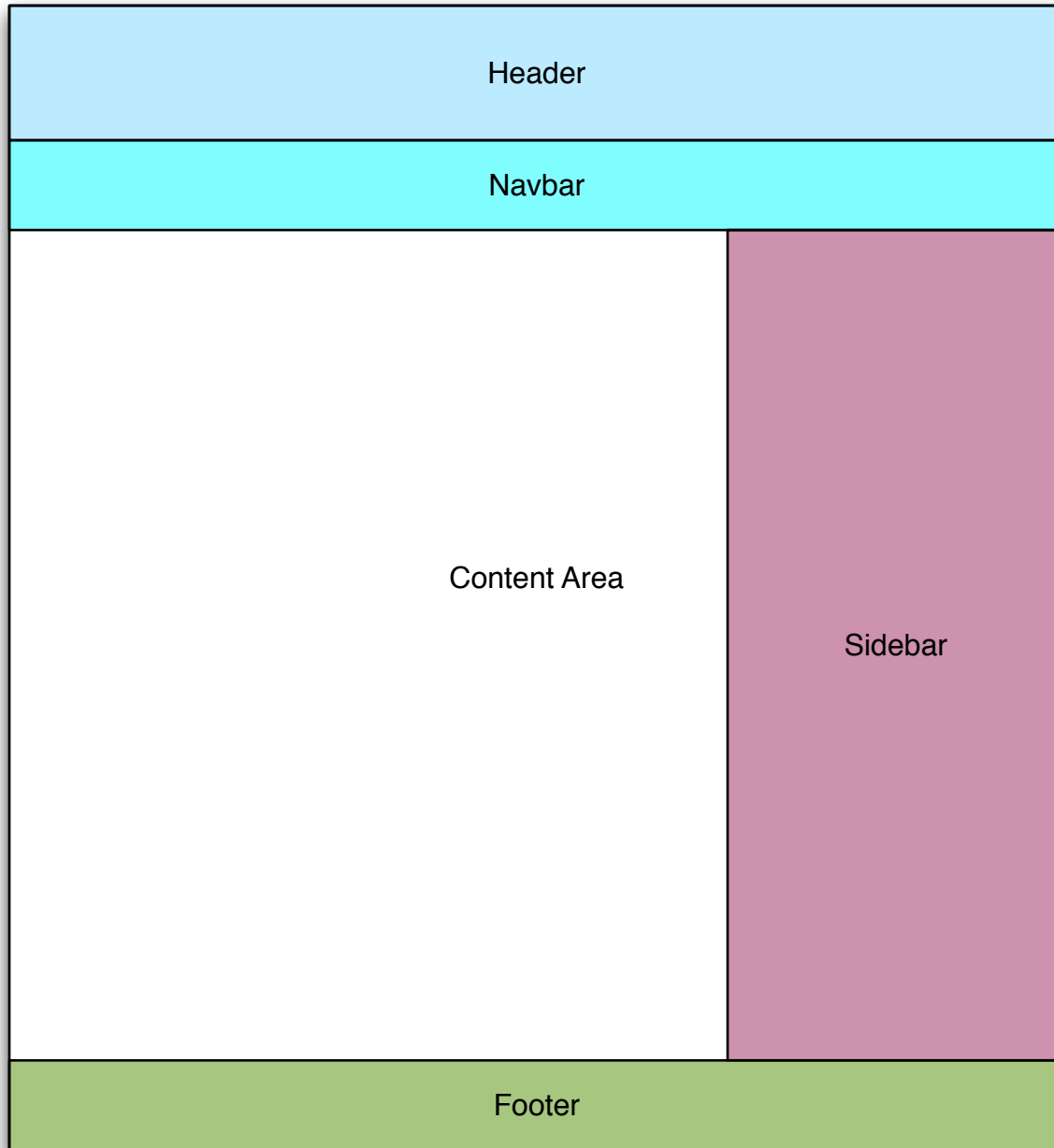| BC Logo	Site Name	User Panel	Site Panel
navigation crumbs		Subsite Links	Site Links

Page Title

ACTIONS

Bullet 1
Bullet 2

PORTLET

Bullet 1
Bullet 2

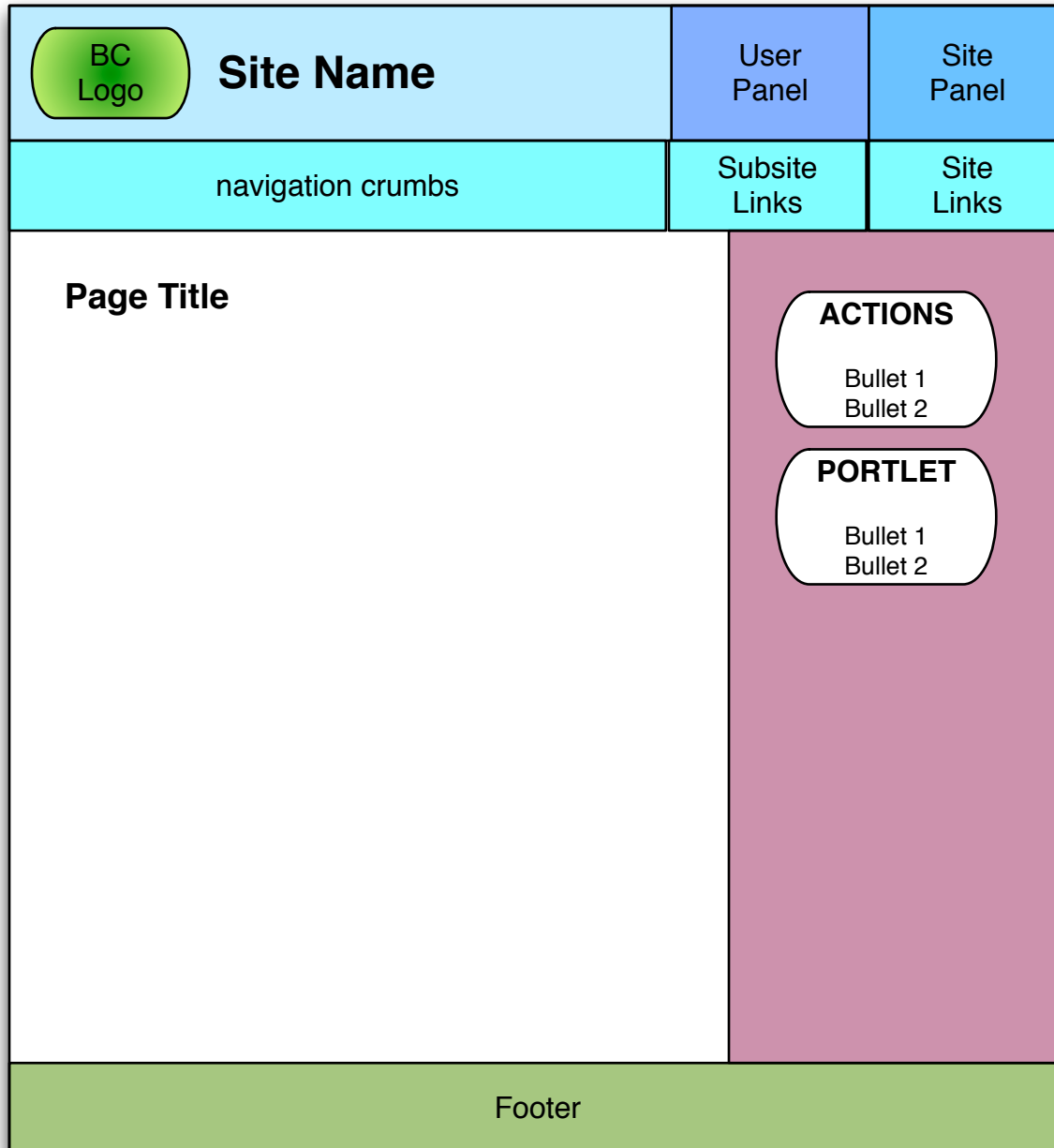Footer

1) BC Logo is clickable. Goes to a nice screen which manages sites, gives global info, etc.

2) Site Name is clickable, goes to a screen that gives a nice overview of stuff that can be done in the site UI.

3) User Panel has links such as logout, link to profile, etc.

4) Site Panel has help screen, live search, and other Bottlecap-specific global options.

5) Navigation crumbs (discussed elsewhere) make quick navigation a breeze.

6) Subsite Links (aka context links) allow major parts of a subsite (e.g. Blog/Wiki in a "Project" to have a sticky kind of nav, on a per-site, per-context basis. The actual links are not part of Bottlecap but are custom/dynamic.

7) Site Links...ditto. Not part of Bottlecap, but are custom. But these are always the same, unlike Subsite Links which change based on where you are.

8) Page Title just says we might have some standard slots in the content area.

User Panel
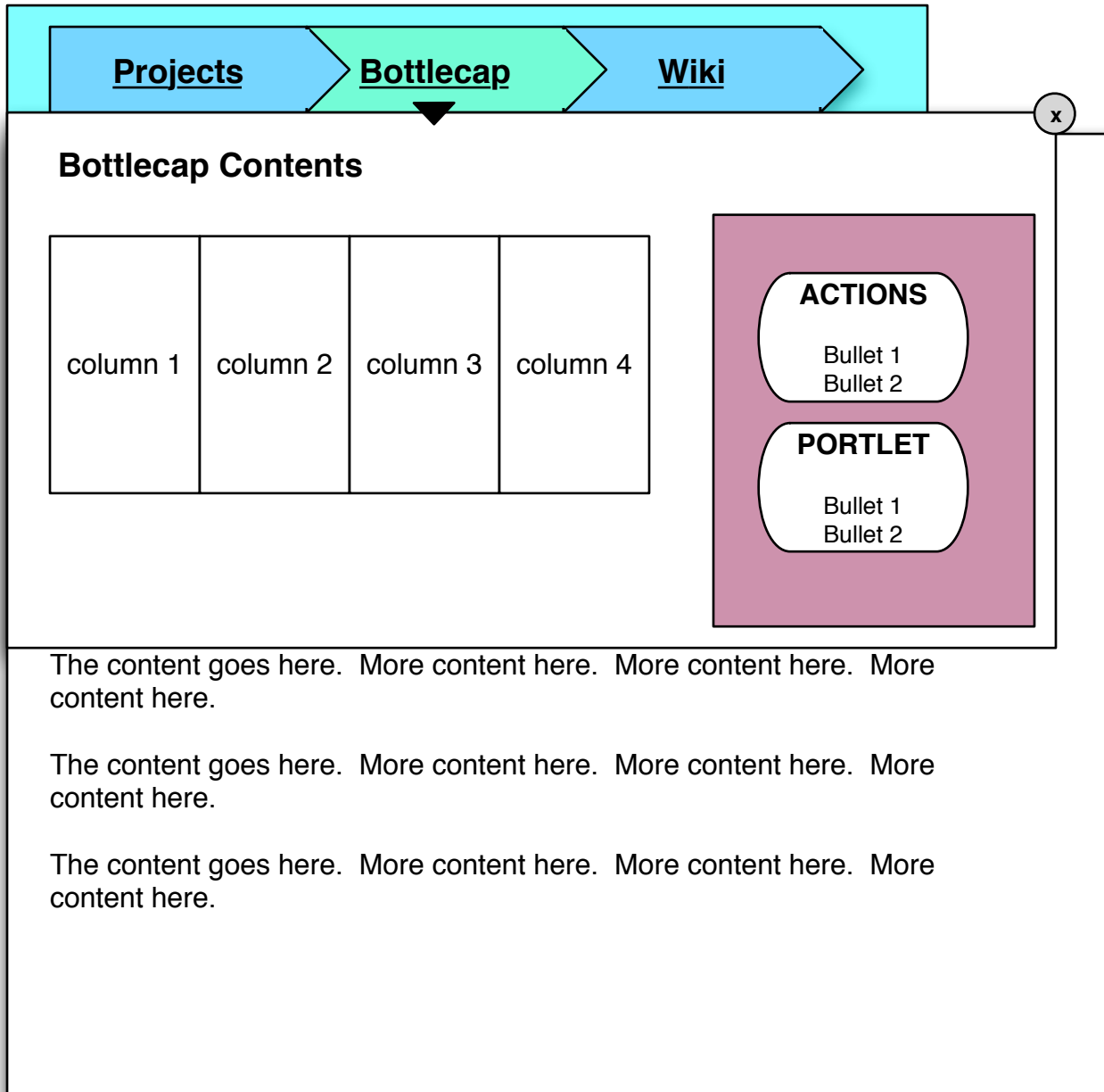
inbox (2) I logout

Some Person

x

Some Person

My Recent

Bullet 1
Bullet 2
Bullet 3

My Projects

Bullet 1
Bullet 2
Bullet 3

Navigation Bar

Projects > **Bottlecap** > **Wiki**

Bottlecap Contents

column 1	column 2	column 3	column 4

ACTIONS

Bullet 1
Bullet 2

PORTLET

Bullet 1
Bullet 2

The content goes here. More content here. More content here. More content here.

The content goes here. More content here. More content here. More content here.

The content goes here. More content here. More content here. More content here.

1) Note: the triangle pointed end shouldn't have the left border/line.

2) Underneath the Site, show the hierarchy to the current resource.

3) Each crumb has two modes of activation:

- Open (clicking the hyperlink)

- Popup (clicking anywhere else in the crumb)

4) The down-arrow for the popup only appears on hover.

5) This pattern appears in lots of places, e.g. the User Menu. Goal is to eliminate screen redraws and loss of context.

6) The panel that appears is the width of the content area, and one-half the height. Like other dialogs, it closes when you click the same thing you did to open, or click outside the panel, or hit escape.

Site Panel

help

All Content ▾ abc

People
more

Paul Everitt   x7984
Human Resources

Robert Marianski   x7984
Human Resources

Chris Rossi   x7984
Human Resources

Chris McDonough   x7984
Human Resources

Pages
more

Online Media Directories Monitoring

Memo on Political Activities

Useful Communications Resources

Guatemala Initiatives FY2010

Subsite and Site Links

| BC Logo | **Site Name** | User Panel | Site Panel |

navigation crumbs

Blog | Wiki | Files

People | Tags