# Overlays

[Design System Image]

Overlays are content that appears on top of other content. They can be used to display information, or capture it.

[TOC Component - Interactive React component]

# Common Use Cases

Overlays are useful in a variety of situations. They can be used to supplement the information found in your primary content or to capture input from a user. For example, they can be used to present a confirmation dialog, details about a selected item, or actions that can be taken on a page.

The most common overlays in Brightlayer UI applications are:

- Confirmation dialogs
- Information sidebars
- Navigation menus
- Add / Edit dialogs

# Variations

Overlay elements come in a variety of shapes and sizes depending on their purpose and can be either blocking (i.e., the user must interact with the overlay before they can do

anything else) or non-blocking.

# Modal Dialog

[Design System Image]

[MaterialDesignDescription Component - Interactive React component]

The modal dialog appears in the center of the screen in front of the primary content. They present critical information to users or ask them to make a decision, such as confirming the deletion of an item.

Simple modals should have a title, a descriptive message, and action buttons for users to respond to the prompt or dismiss the dialog. These modals should be no larger than is necessary to contain their contents.

[Design System Image]

Modals are also great for presenting single-screen tasks to user, such as changing a password.

[Design System Image]

[MaterialDesignDescription Component - Interactive React component]

} />
Modal dialogs are always blocking — they must be dismissed before the user can interact with the rest of the application content, typically by clicking a dismiss / close button or by clicking elsewhere on the screen.

> If you are collecting a lot of information, it may be better to move this form to a separate page in your application rather than trying to place too much content into a

> *modal.*

# Sidebar

[Design System Image]

[MaterialDesignDescription Component - Interactive React component]

Sidebars (Side Sheets in the Material documentation) are used to present supplemental information to users. Most commonly, they display information about a selected item in the main interface (e.g., selecting an item in a list would open a sidebar on the right with additional details about the selected item). However, they can also be used as permanent UI elements, such as the legend for a chart or map.

[Design System Image]

They can also present simple form data and inputs, such as radio buttons, checkbox, dropdown menus, etc. for editing a selected item. This type of sidebar should be dismissible, such that the user can easily close it with a close button or clicking elsewhere on the screen.

Sidebars should always appear on the opposite side of the screen as the main navigation.

> *In general, modals should be used when creating new data, and sidebars should be used for viewing and editing existing data.*

# Bottom Sheet

[MaterialDesignDescription Component - Interactive React component]

Bottom sheets are content surfaces that slide in from the bottom of the screen, primarily used in mobile applications. These typically contain a list of options or actions and are usually activated via an action button in the app bar.

There are three types of bottom sheet: **Standard**, **Modal**, and **Expandable**.

*[Design System Image]*

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*[DemoCard Component - Interactive React component]*

*[DemoCard Component - Interactive React component]*

*[MaterialDesignDescription Component - Interactive React component]*

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# Design Specifications

## Dialog

*[Design System Image]*

# Bottom Sheet

[Design System Image]

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# Developers

Use the following components to implement this pattern:

**Angular**:

- Angular Material - Dialog - Bottom Sheet - Sidenav

**React**:

- MUI - Drawer - Dialog

**React Native**:

- React Native Paper - Dialog - Modal

- React Native Modal

- React Native Bottom Sheet