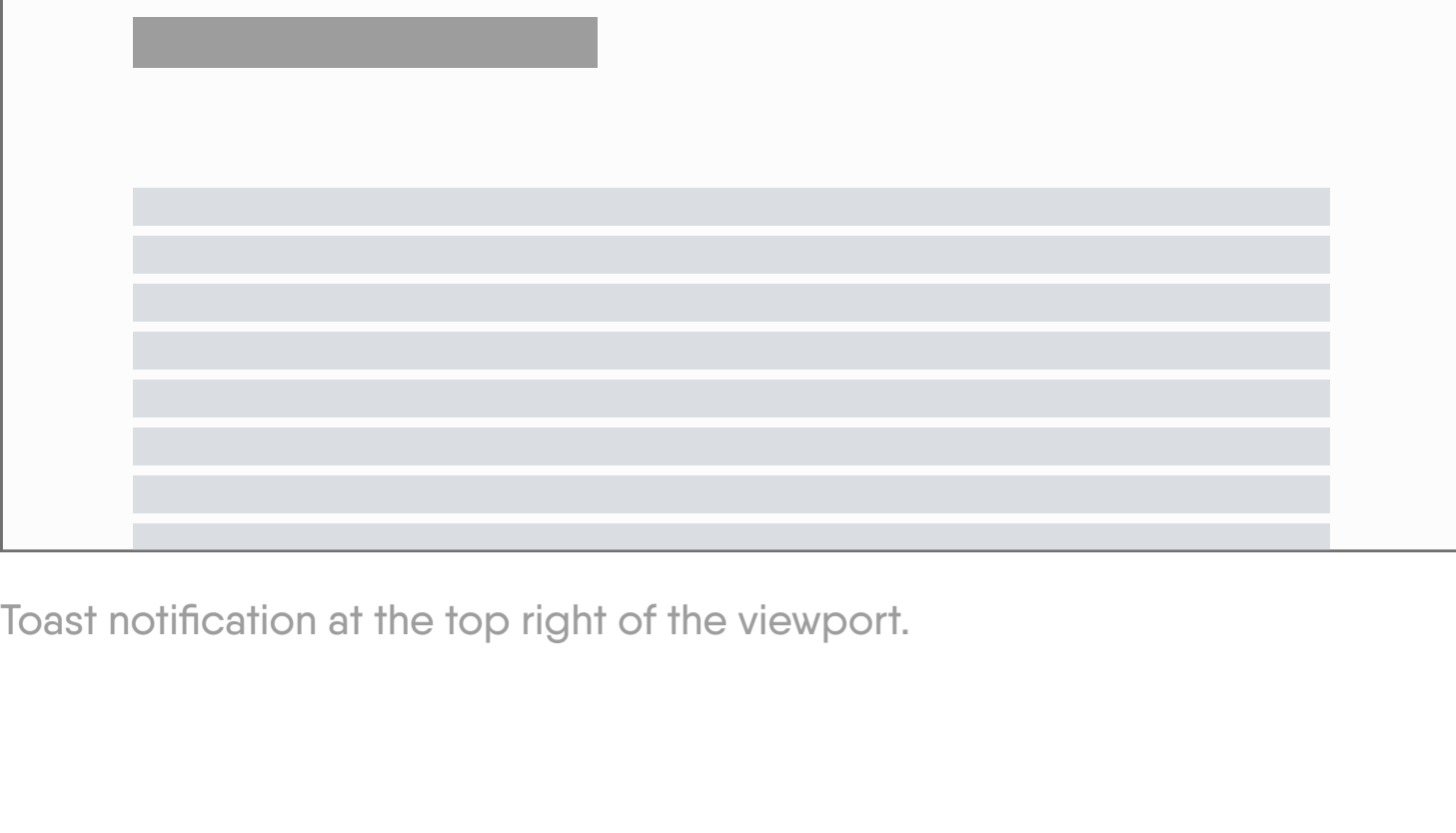


Introduction

Toasts communicate confirmation of an action or a low-priority message. They usually appear at the top of the screen and disappear after a few seconds.

Overview

Toasts are temporary notifications that appear for a brief period and then disappear automatically. They are designed to be non-persistent and non-blocking, allowing users to continue their tasks without interruption.



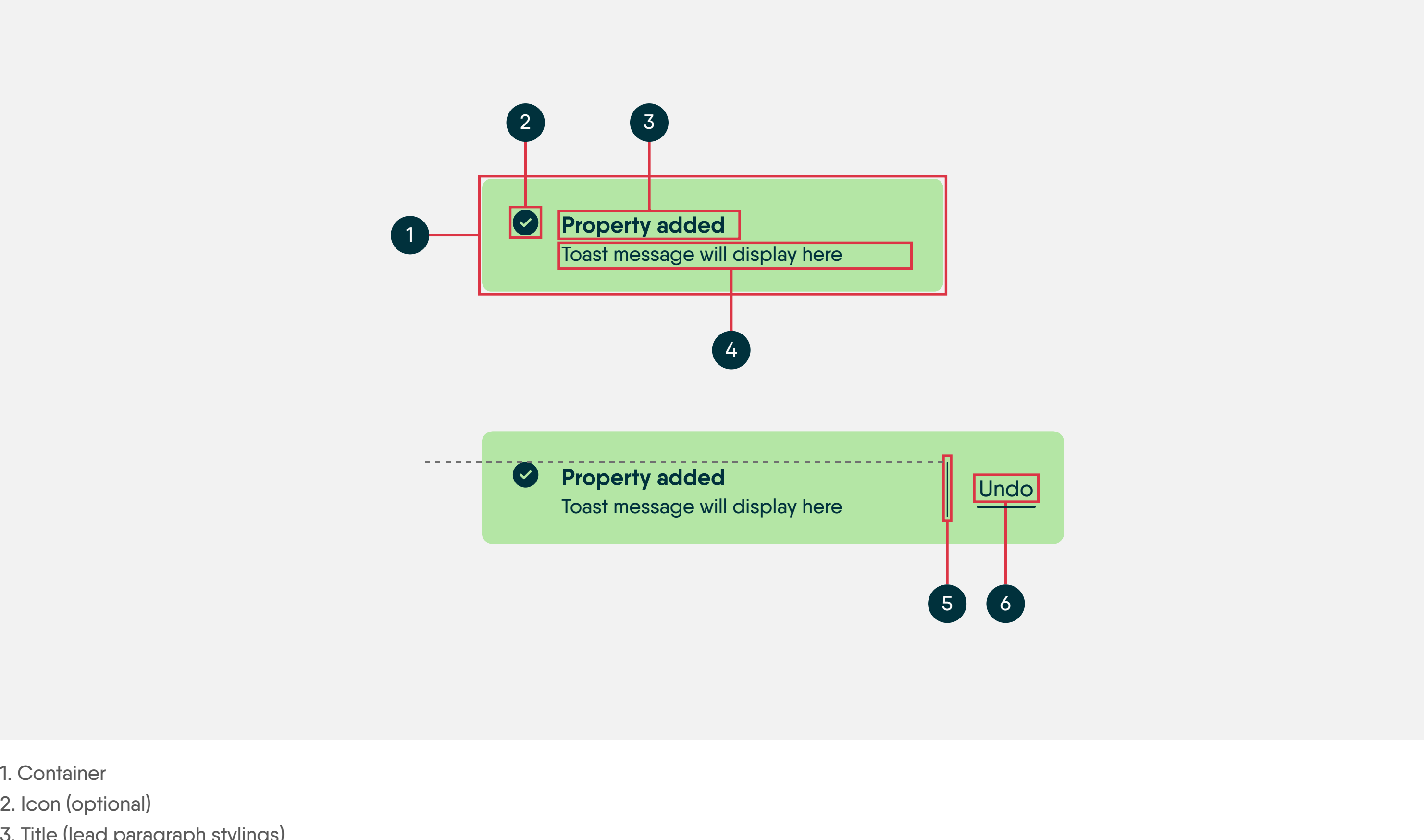
Toast notification at the top right of the viewport.

System notification usage examples

When deciding which component to use for system notifications, consider the urgency, importance, and persistence of the information or action. Toasts for non-critical and transient notifications, inline notifications and alerts for persistent and important information and modals are best suited for critical and immediate actions.

Component	Priority	User action
Toasts	Low priority	Optional: Toasts disappear automatically
Inline notification	Medium priority	Optional: Inline notifications appear amongst the page content in the relevant area and remain until the state that cause the inline notification is resolved.
Alert	Prominent, medium priority	Optional: Alerts remain until dismissed by the user, or if the state that caused the banner is resolved
Transactional modal	High priority	Required: Modals block app usage until the user takes a dialog action. There are usually two options - one to complete the action and one to offer the user not to complete the action
Acknowledgement modal	High priority	Required: Modals block app usage until the user takes a dialog action. Users are offered a mandatory action - they acknowledge the system notification and are in line with compliance or legal requirements.

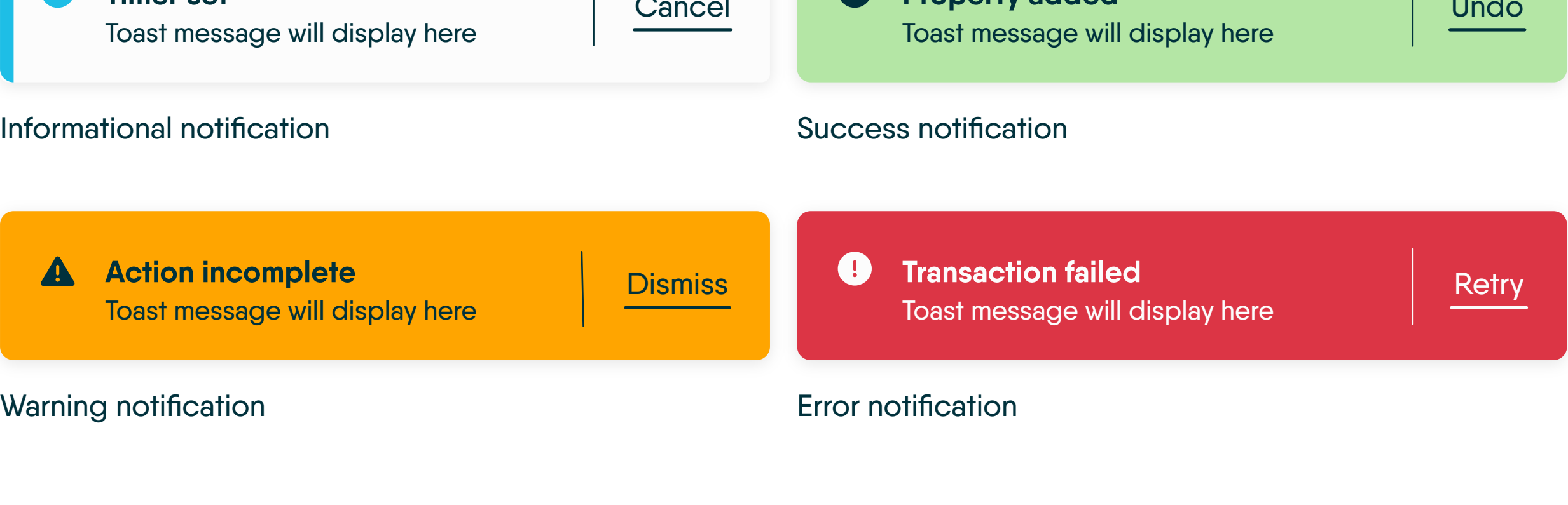
Anatomy



- 1. Container
- 2. Icon (optional)
- 3. Title (lead paragraph stylings)
- 4. Text
- 5. Divider
- 6. Tertiary button

Status

Toasts offer the following message statuses – Informative, success, warning, error

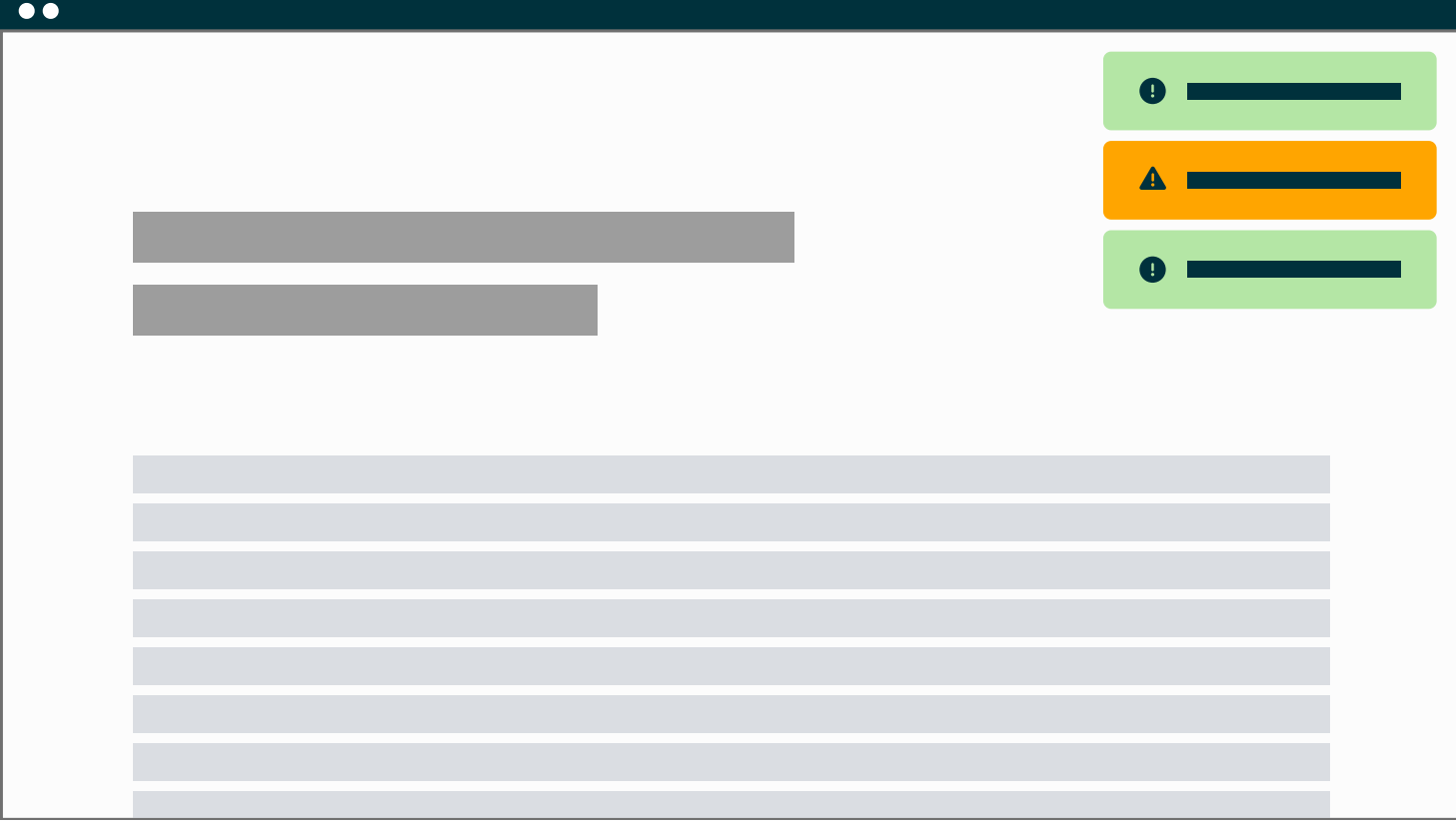


Alignment

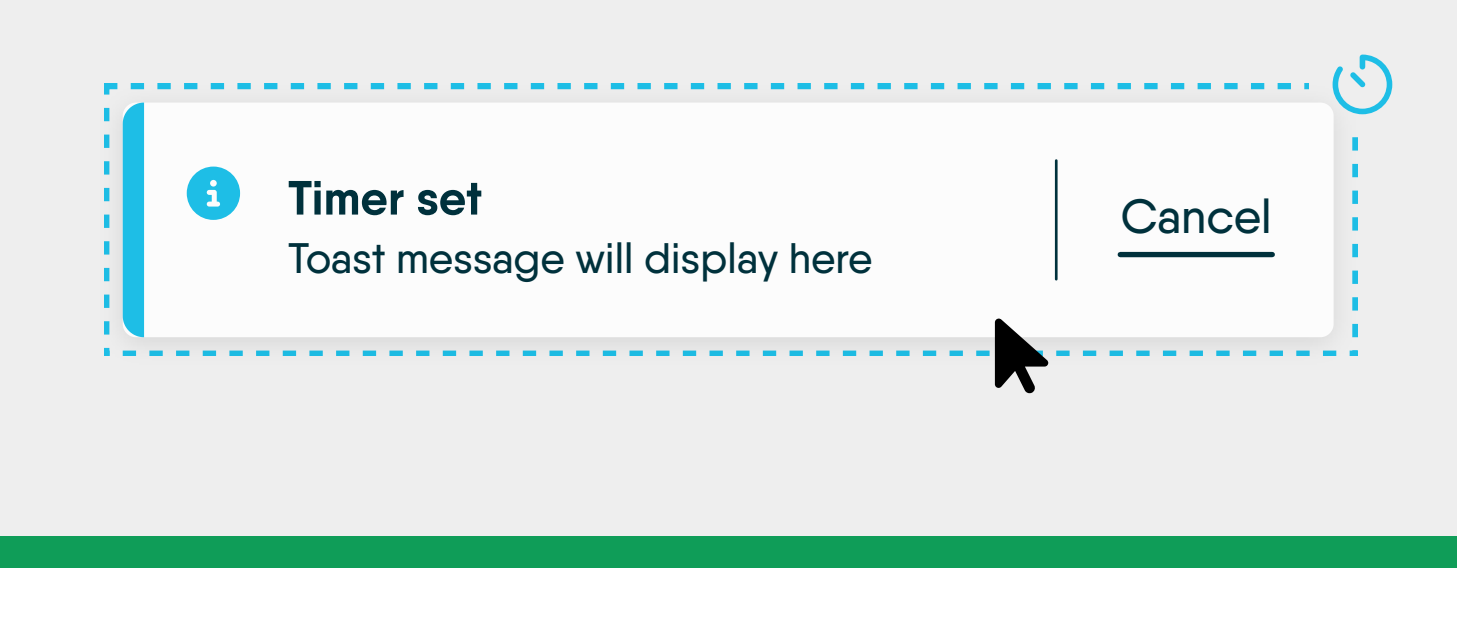
Toast can slide in from six different positions within the view port with an offset to separate them from the content of the page



In cases where there is a quick succession of actions and multiple toasts are generated using a queue system, they are stacked and display for as long as their predetermined delay timer counts down. First will fade once the time is up and the rest of the stack will slide up to fill the space it emptied.



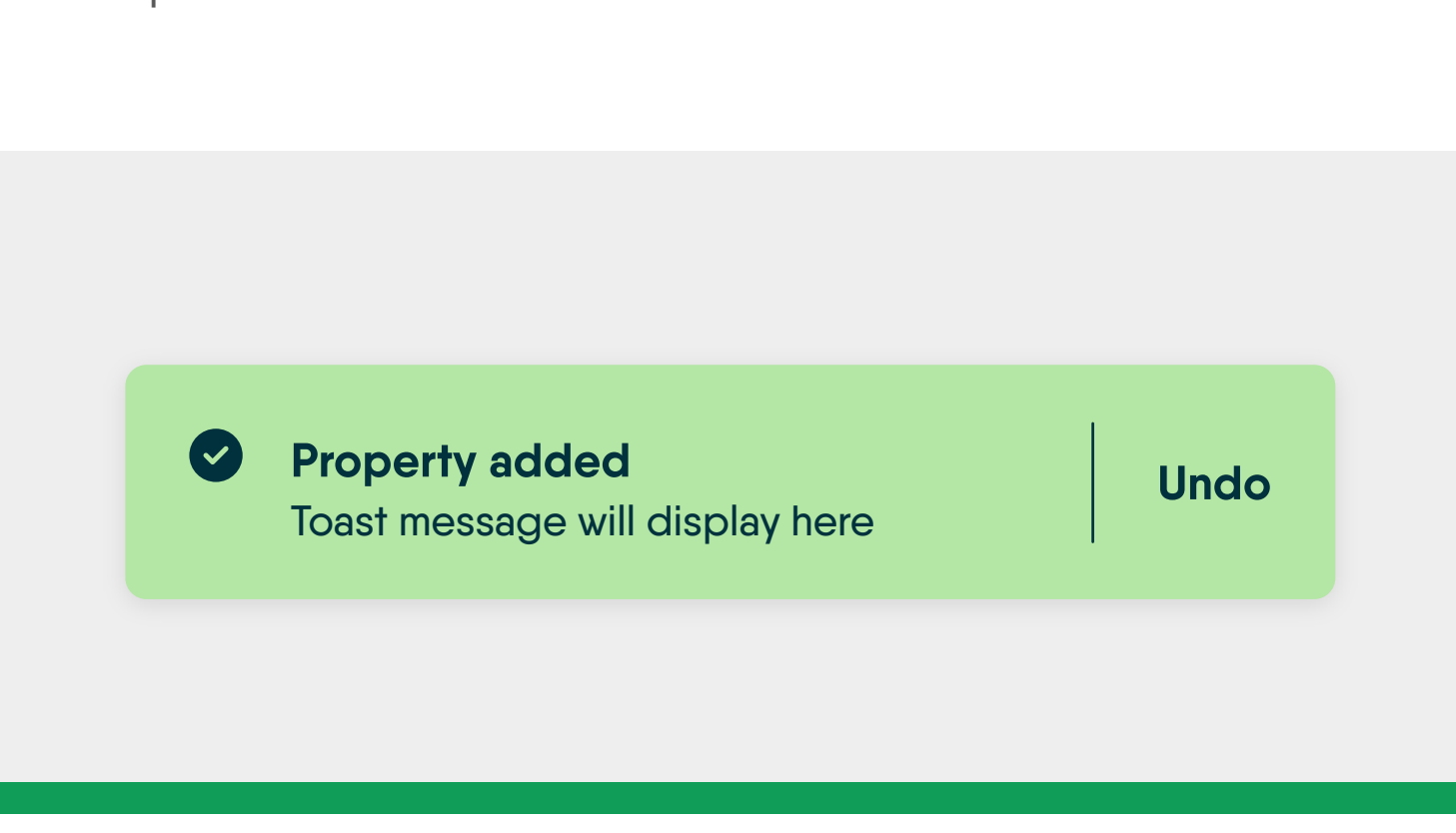
Behaviours



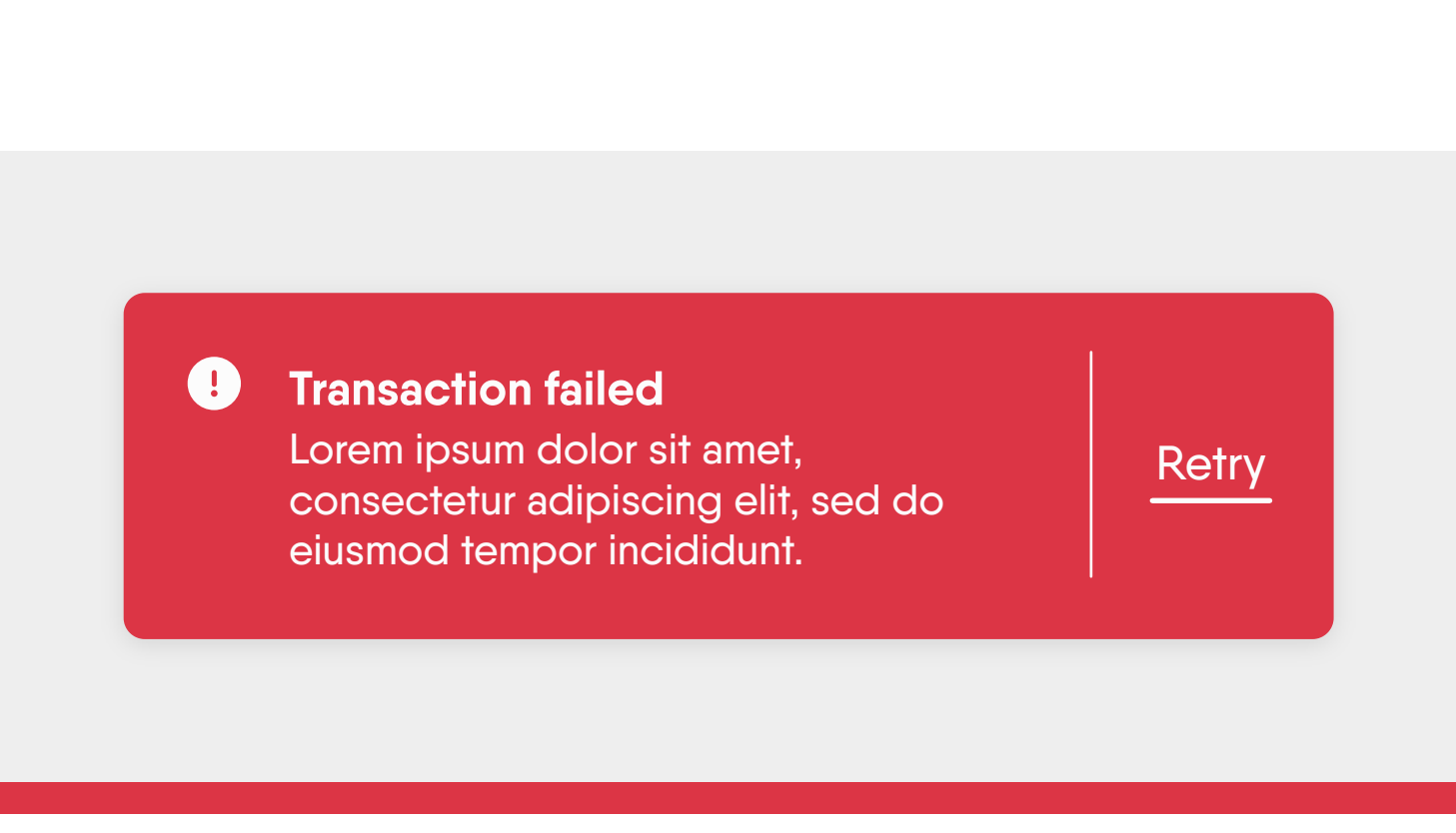
Do
Persist on interaction – when the toast is in a hover or focus state, the delay timer will pause. When the toast is no longer in a hover or focus state, the timer unpauses and starts from where it left off.



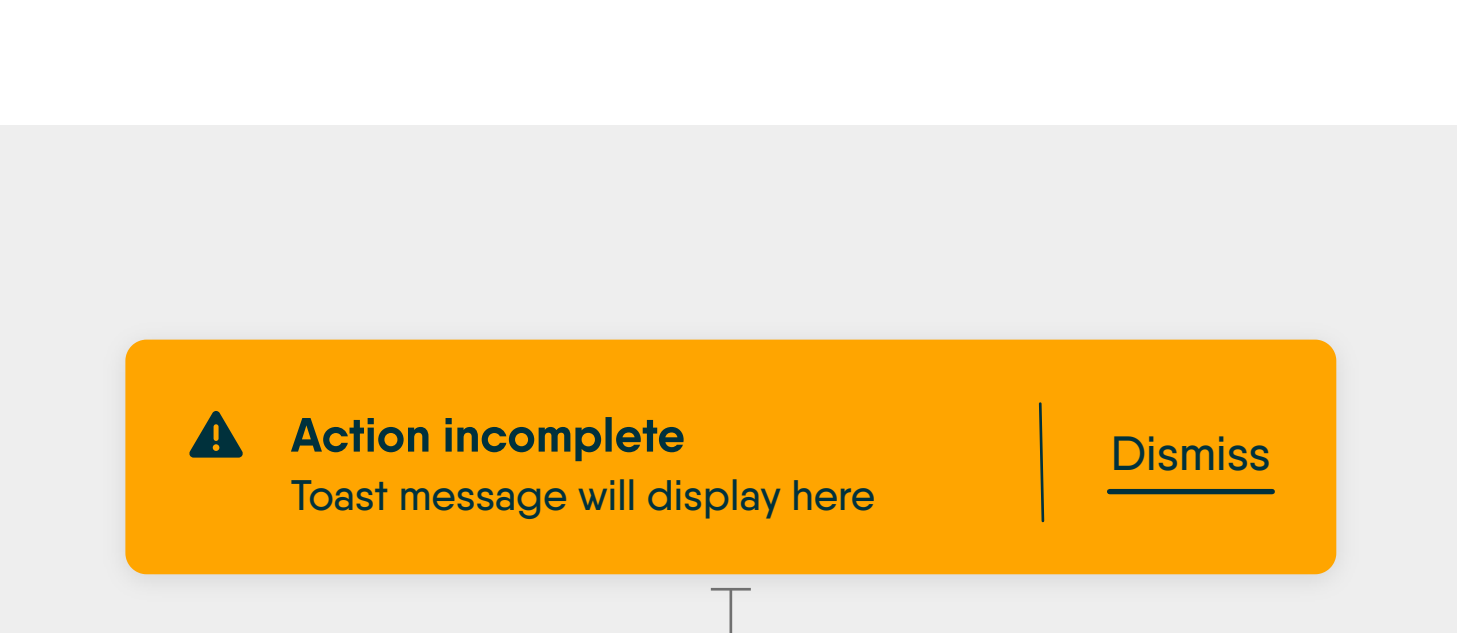
Don't
Place a toast over key elements like navigation as this may block user interaction.



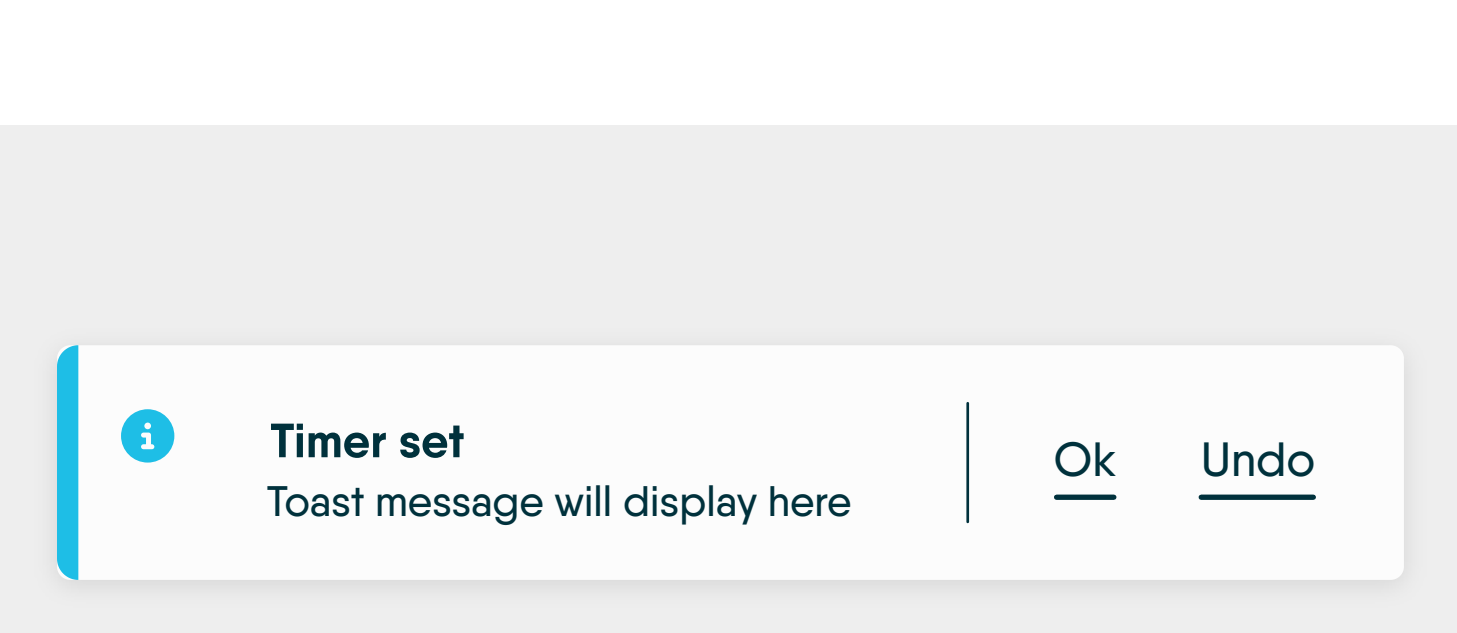
Do
Text labels are short, clear updates on processes that have been performed. Allow users to amend choices where applicable, display an "Undo" action.



Don't
Exceed two lines (on desktop, this will double on mobile). Stick within the character limit and keep messages concise and to the point.



Do
Offset from the edge of the screen. Always have offset (space) from the edge of the screen to the toast.



Don't
Don't use toasts for multiple actions. Avoid displaying more than one action in a toast. Having more than one action to choose from can make it difficult for the user to decide to do next.

Standard toast	Actionable toast
<p>1.5rem (24px)</p> <p>1.5rem (24px)</p> <p>1rem (16px)</p> <p>0.5rem 8px rounding</p> <p>4 column width desktop. 3 column width tablet. 4 column width mobile. Same styling across breakpoints.</p>	<p>1.5rem (24px)</p> <p>1.5rem (24px)</p> <p>1rem (16px)</p> <p>1rem (16px)</p> <p>5 column width desktop. 4 column width tablet. 4 column width mobile. Same styling across breakpoints.</p>