



## **Mobile Guidelines**

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March 2017

# Introduction

# Guidelines: Introduction

## **PatternFly**

PatternFly is a responsive web application framework. It helps designers and developers build enterprise web applications with a great user experience across both desktop and mobile devices.

# Guidelines: Introduction

## **Caveat**

There is no clear delineation between web applications that are visited on a computer and those visited on a mobile device. Touch devices can be large and mouse-and-keyboard devices can be small. Some touch devices allow for keyboard-and-mouse interaction. And some mouse-and-keyboard devices allow for touch interaction.

PatternFly should support all of these scenarios.

# Guidelines

# Guidelines: Supported Browsers

## Supported Browsers

<https://v4-alpha.getbootstrap.com/getting-started/browsers-devices/>

*Bootstrap supports the latest, stable releases of all major browsers and platforms.*

# Guidelines: Grid and Media Queries

## Grid

*Bootstrap includes a powerful mobile-first flexbox grid system for building layouts of all shapes and sizes.*

## Media Queries

Bootstrap has five breakpoints: extra small (less than 576px), small (min-width: 576px), medium (min-width: 768px), large (min-width: 992px), and extra large (min-width: 1200px).

# Guidelines: Touch Area

## Touch Area

Small touch areas make users work harder because they require more accuracy. While there is no standard across platforms, a touch area around 40px by 40px allows users to target actions with accuracy.

## Caveat

In some cases this will be easy to achieve. Buttons, for example, should be roomy and large enough for fingers. Traditional links and small kebab menus, however, will **require additional efforts** in order to succeed.



# Guidelines: Hover

## Hover

<http://v4-alpha.getbootstrap.com/getting-started/browsers-devices/#sticky-hoverfocus-on-mobile>

Because it is not possible to hover on a mobile device, Bootstrap offers a workaround to disable hover styles.

*By setting `$enable-hover-media-query` to true when compiling from Sass, Bootstrap will use `mq4-hover-shim` to disable `:hover` styles in browsers that emulate hovering, thus preventing sticky `:hover` styles.*

# Guidelines: Gestures

## **Gestures**

There are a lot of gestures available to users on mobile devices. Standard gestures like tap, press-and-hold, pinch-and-zoom, vertical scroll, and horizontal scroll are available to users of PatternFly.

# Responsive Utilities

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## Responsive Utilities

On smaller screens, it is often necessary to hide non-essential content. Bootstrap has classes for these purposes.

<http://v4-alpha.getbootstrap.com/layout/responsive-utilities/>

*For faster mobile-friendly development, use these utility classes for showing and hiding content by device via media query.*

# Responsive Utilities

## Utilities

There are several other utilities to help designers hide content and make visible content easier to target: [display property](#), [invisible content](#), [sizing](#), and [spacing](#).

# Components

# Components: Tables

## Tables

<http://v4-alpha.getbootstrap.com/content/tables/#responsive-tables>

Tables are predominant throughout web applications. The overflow-y: hidden property allows tables to scroll horizontally on smaller screens.

# Components: Tabs

## Tabs

By default, tabs wider than a user's viewport will stack on top of each other. However, an alternative where tabs scroll horizontally is described in [this blog post](#).



# Components: Modals

## Modals

There are some caveats with using modals on mobile devices.

<http://v4-alpha.getbootstrap.com/getting-started/browsers-devices/#modals-and-dropdowns-on-mobile>

*Support for overflow: hidden; on the <body> element is quite limited in iOS and Android. To that end, when you scroll past the top or bottom of a modal in either of those devices' browsers, the <body> content will begin to scroll.*

# Components: Native Controls

## **Native Controls**

When a web application is accessed through a mobile browser, the mobile OS will sometimes use native controls for certain components.

Components that might use native controls include: time picker, date picker, select menus, touch spinners, and color pickers.