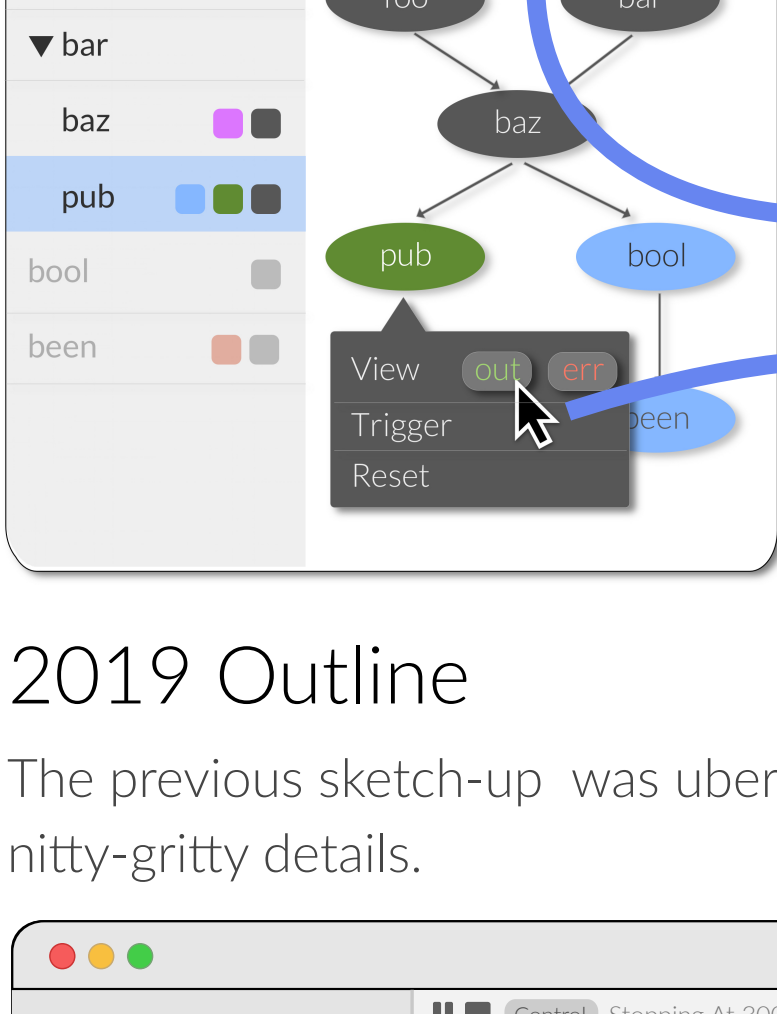


# Cylc UI 2019

In 2018 I put up some initial design ideas for the Cylc web UI. Here are some more detailed (but still unfinished) ideas.

## 2018 Outline



A minimal GUI aimed at replicating the familiar "Cylc experience" with minimal complexity, unifying the various Cylc and Rose GUIs.

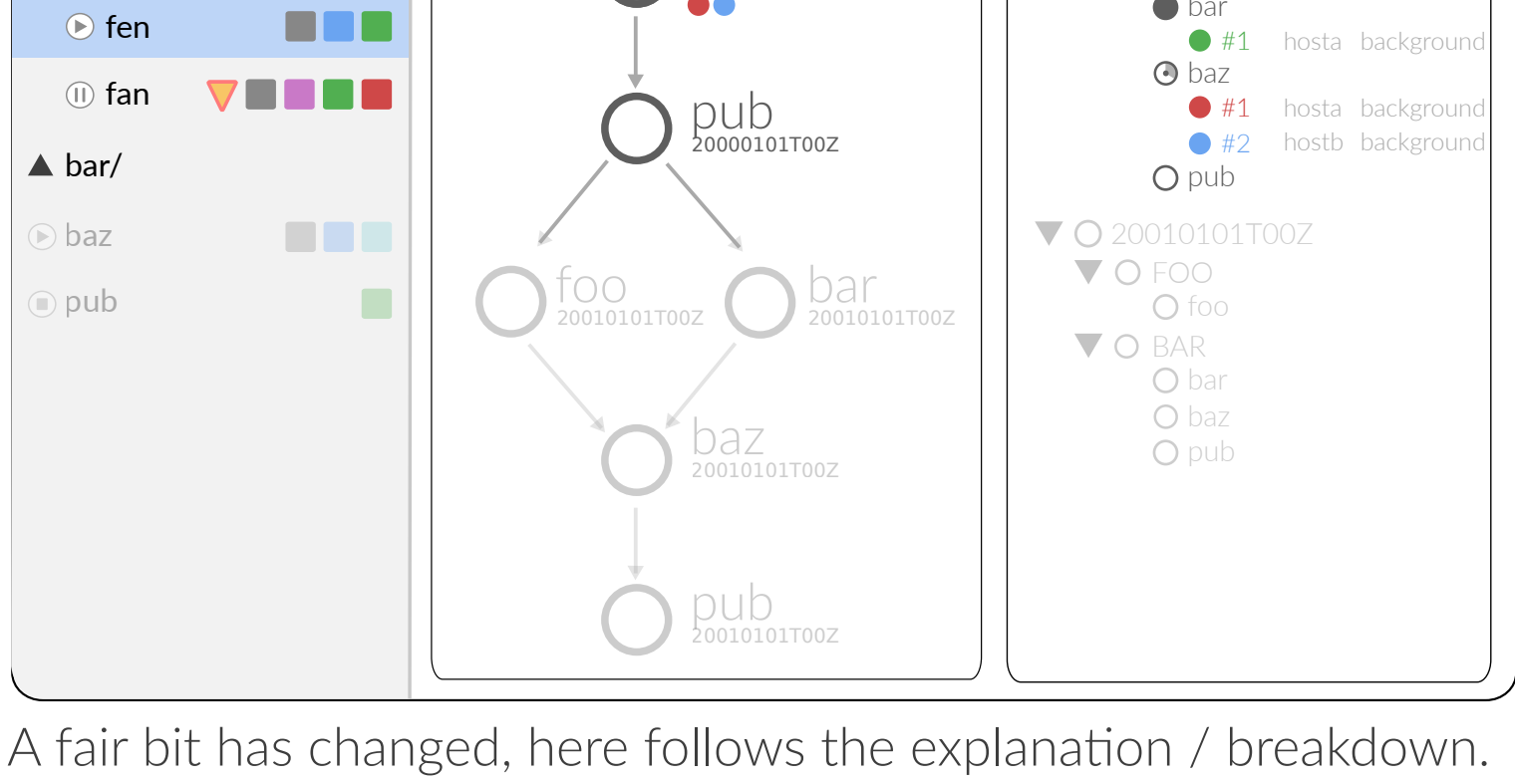
Simple user workflow

Mobile friendly

Minimal interface

## 2019 Outline

The previous sketch-up was uber-minimalist. This one has the nitty-gritty details.



A fair bit has changed, here follows the explanation / breakdown.

## Multi-View

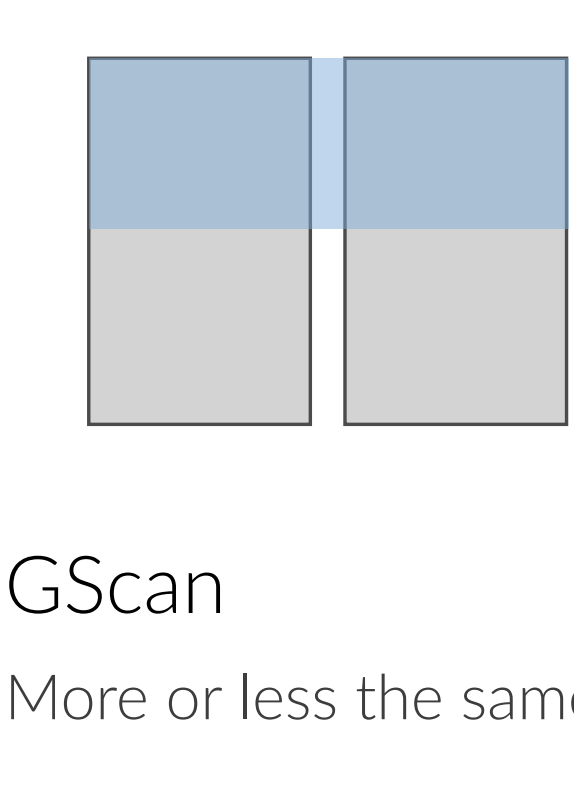
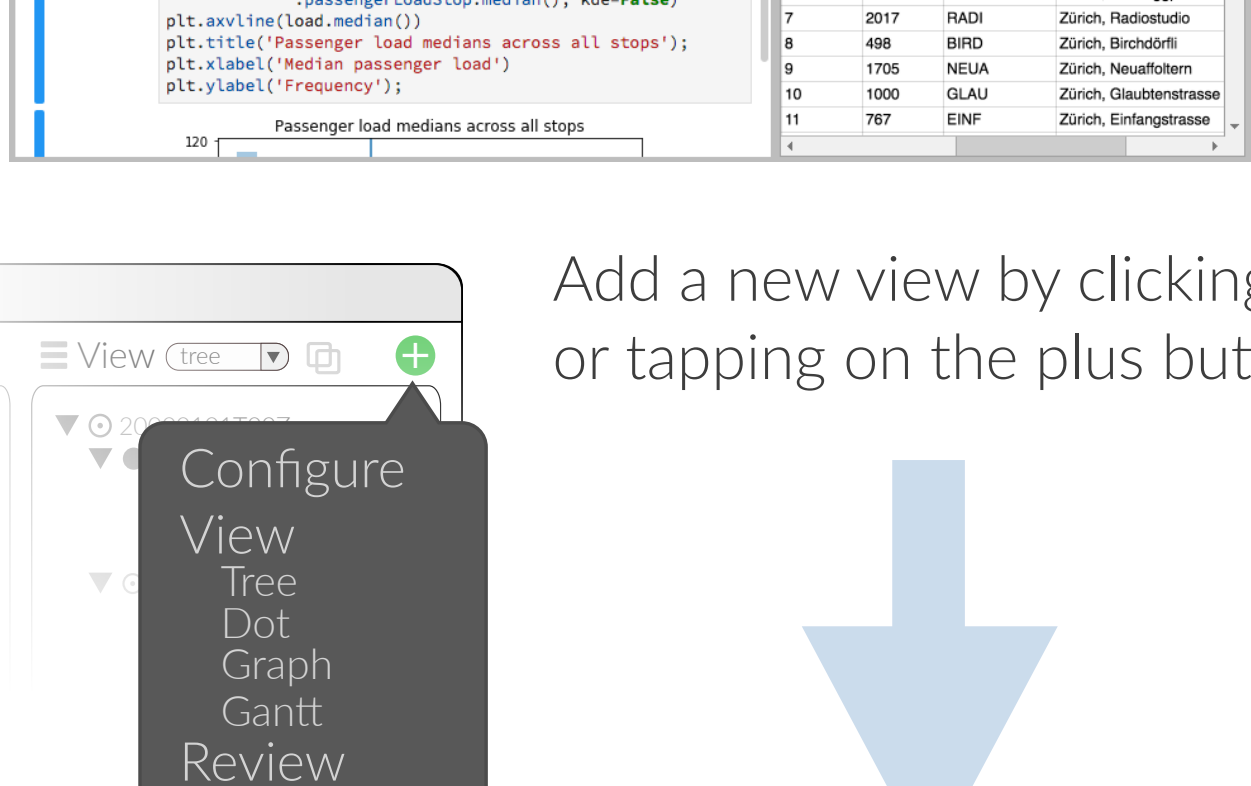
The ability to open multiple views side by side is vital in the Cylc 7 GUI. As we bring cylc review and rose edit into the mix managing multiple views becomes increasingly important.

## Configure → View → Review

The three-tab, configure → view → review model isn't going to deliver side-by-side views elegantly. Simple, yes, powerful, no.

Something like tab system of Jupyter Labs would deliver the configurability we desire. It needn't be visually intrusive but is certainly more complex.

jupyter labs screenshot

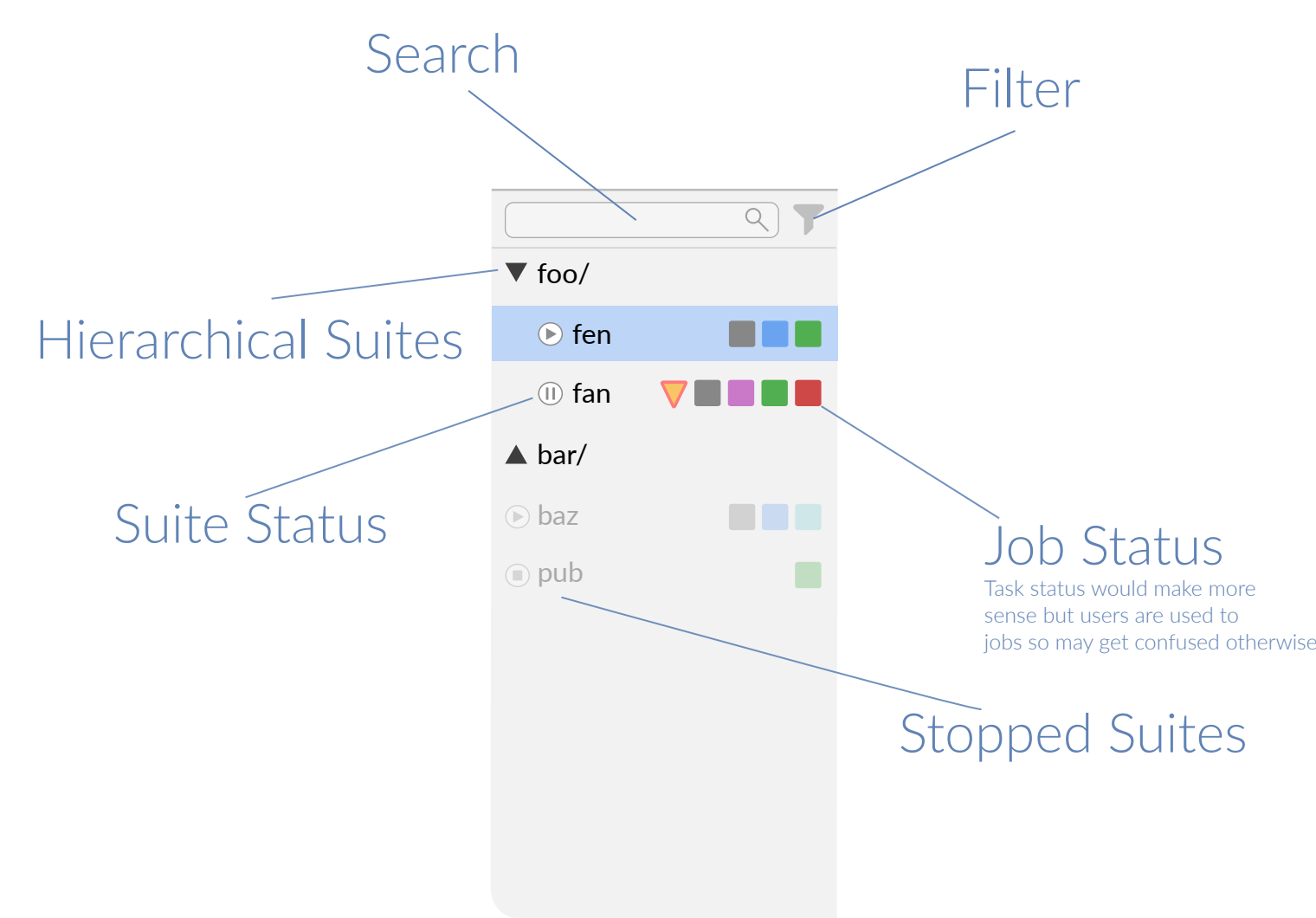


Add a new view by clicking or tapping on the plus button

Re-arrange views (tabs) using click and drag (or mobile equivalent).

## GScan

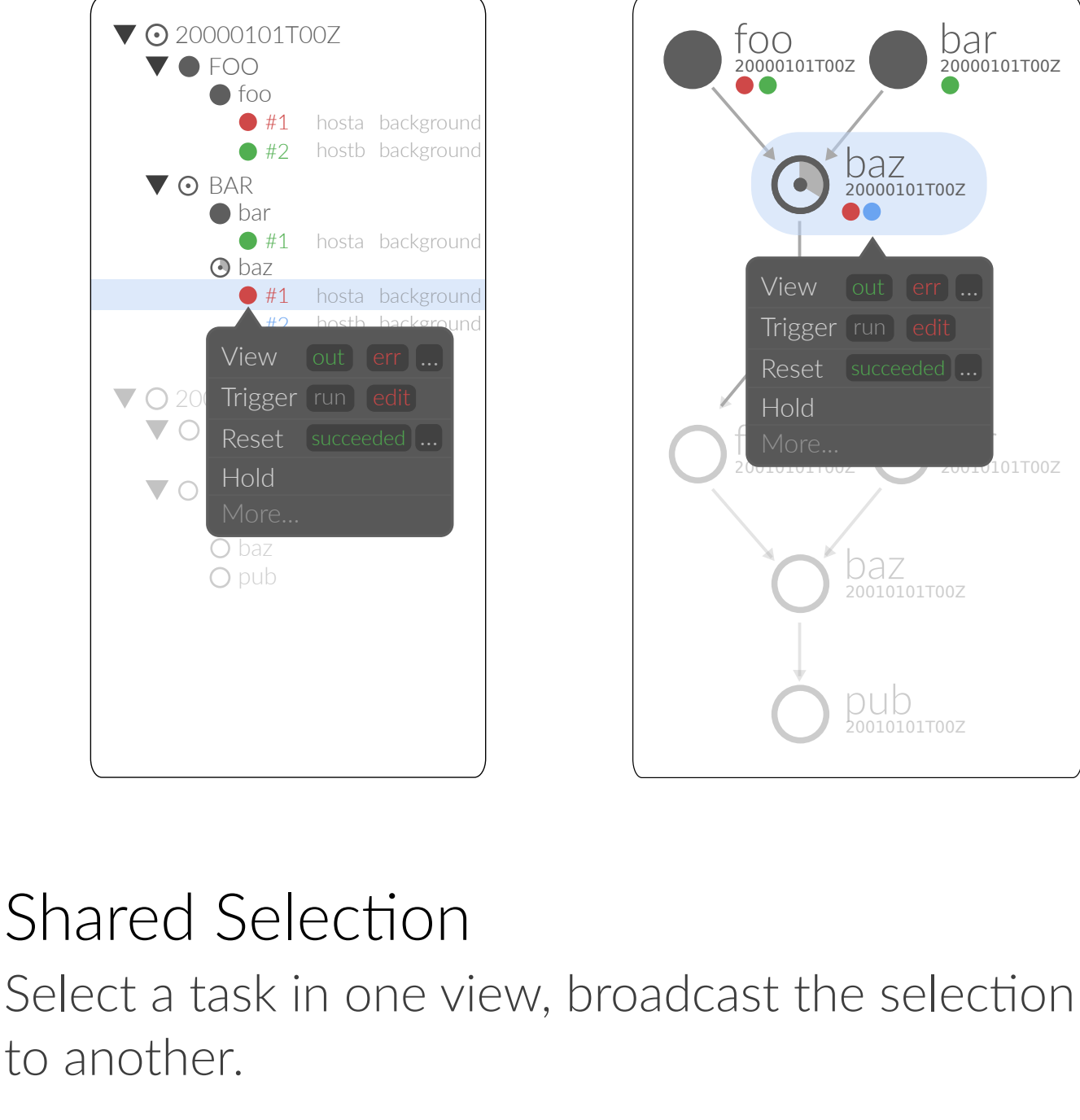
More or less the same, a few new features:



## Selection

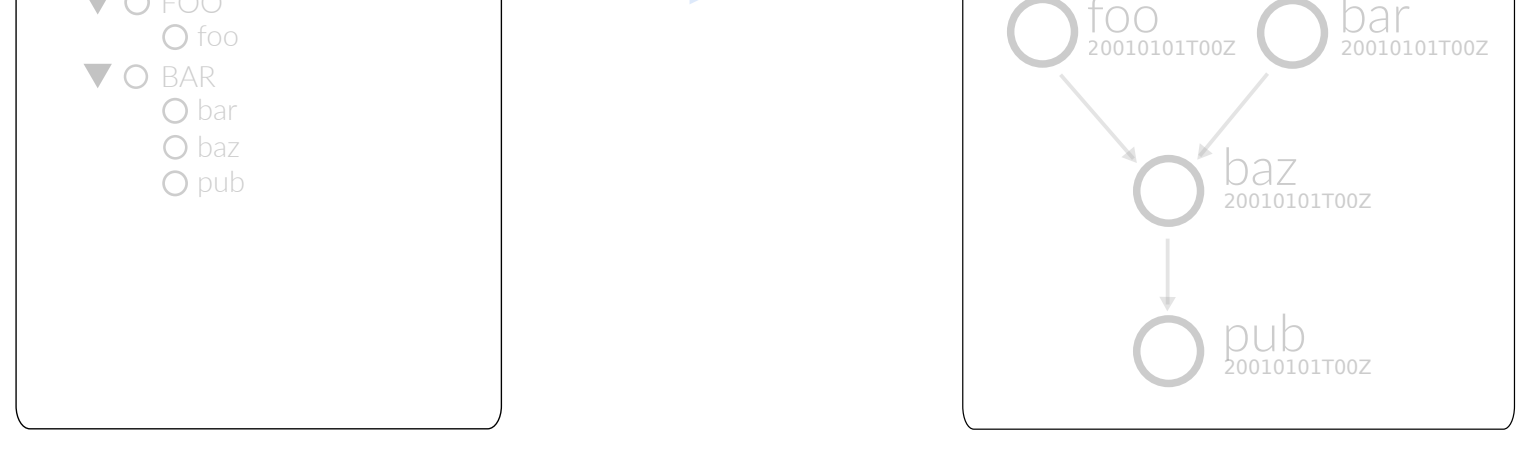
Simple callouts with only the most commonly used settings.

Other settings available via ellipsis buttons.



## Shared Selection

Select a task in one view, broadcast the selection to another.

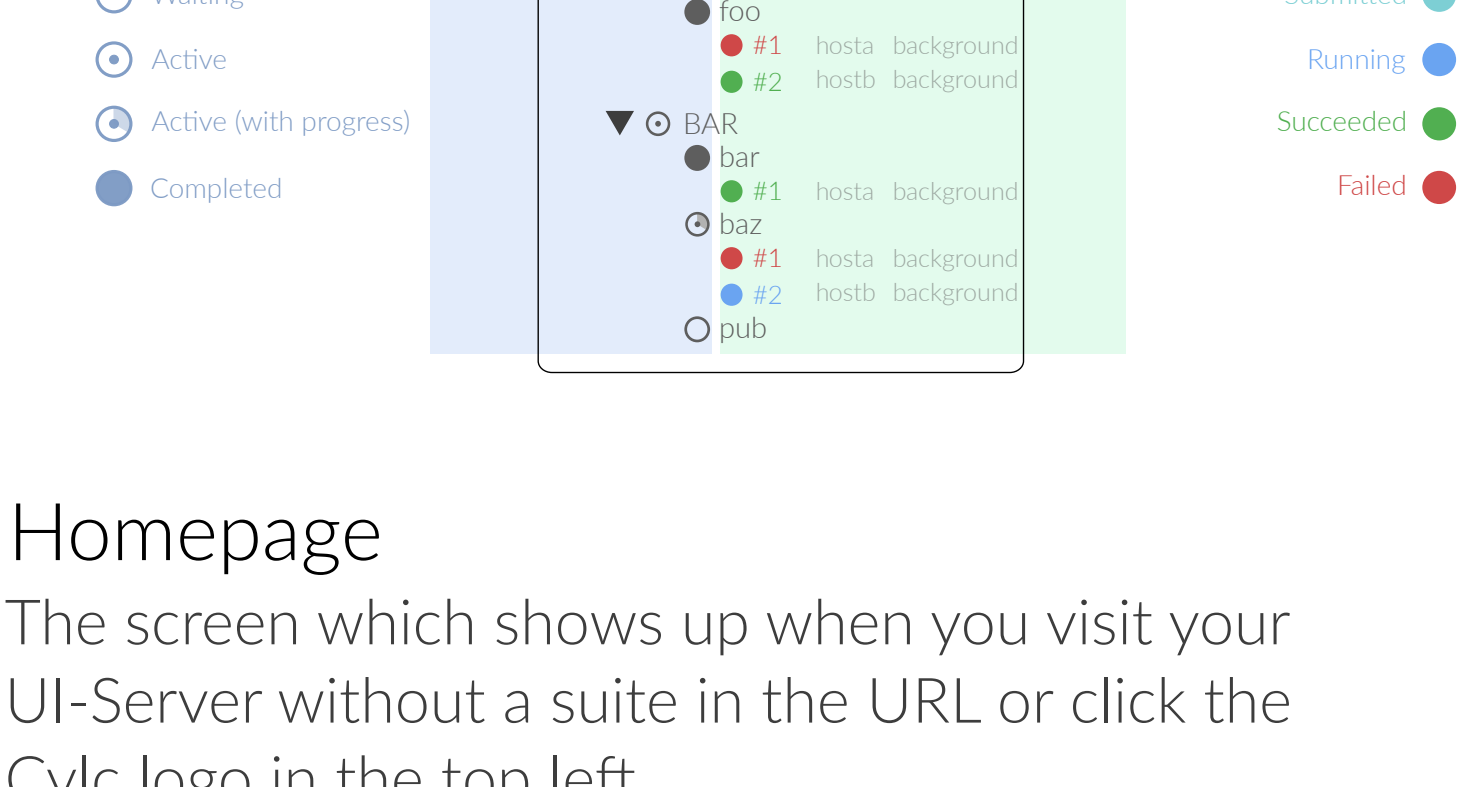


On a confirmatory double click or tap request all active views to focus on the selection.

In the above case the graph view can't focus on a job so it focuses on the task instead.

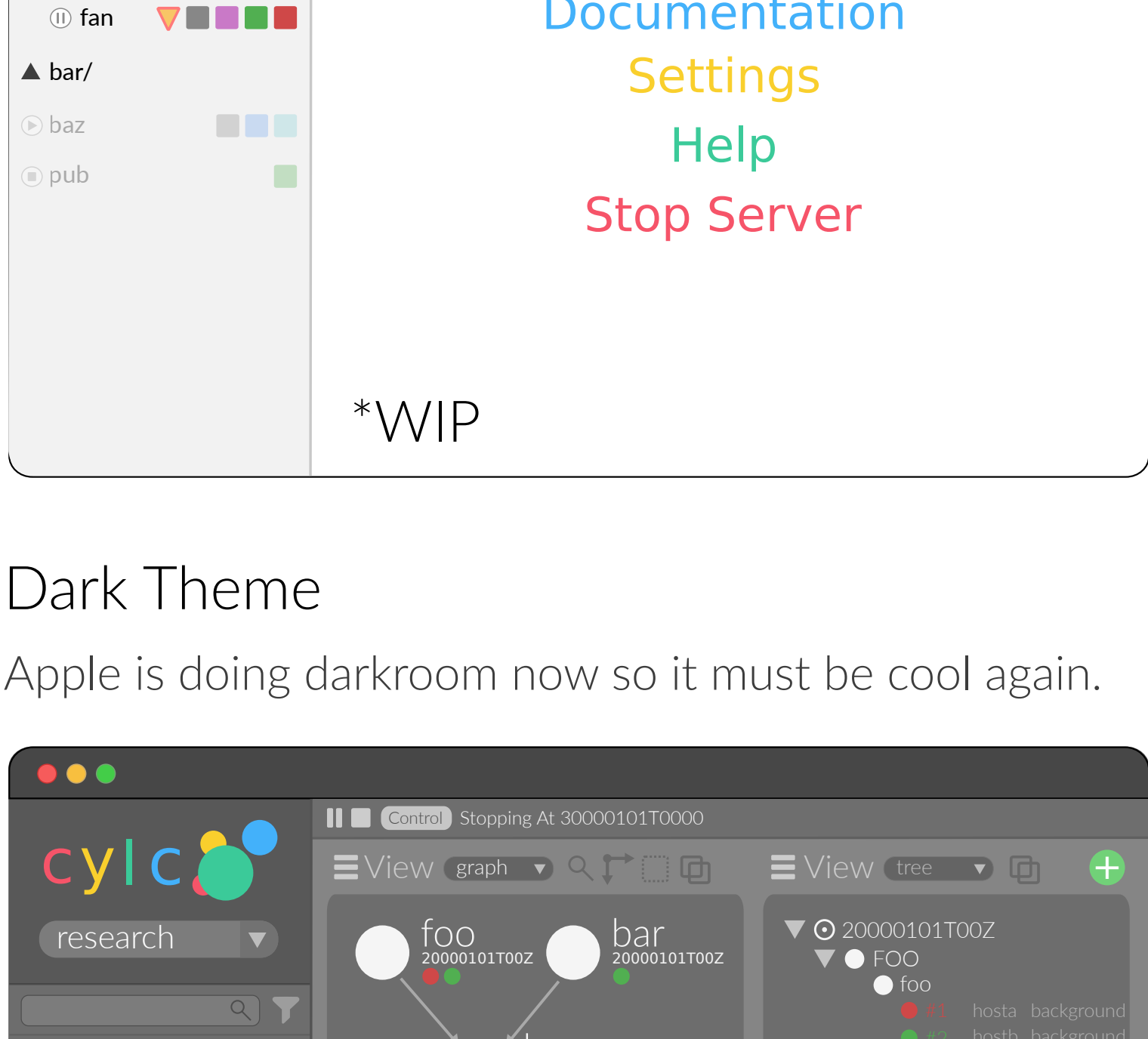
## Task-Job Separation

Likely the most controversial change.



## Homepage

The screen which shows up when you visit your UI-Server without a suite in the URL or click the Cylc logo in the top left.



## Dark Theme

Apple is doing darkroom now so it must be cool again.

