

selectRoller

Selecting one of too many options is a usual interaction. The selectRoller should only be used when there are more than 3 options or when those options cannot fit in a buttonRow or buttonColumn. If the number of items increases more than those that can fit in one screen a drill-down structure is recommended,

The height of the open selectRoller equals the height of all its items (i.e. it opens enough to show everything without scrolling) until that height reaches 70% of the parent list height (in this case the screen minus the header). In this state the roller is not scrollable at all. Touching it scrolls the parent list (if that overflows).

If it contains more items, the roller scrolls as shown at the bottom of this page.

(b) If possible, the whole list animates concurrently to a position higher up so that our current item still stays at the same place.

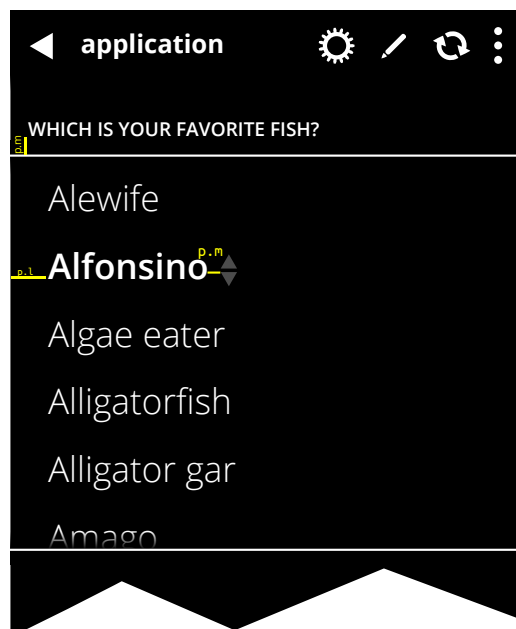
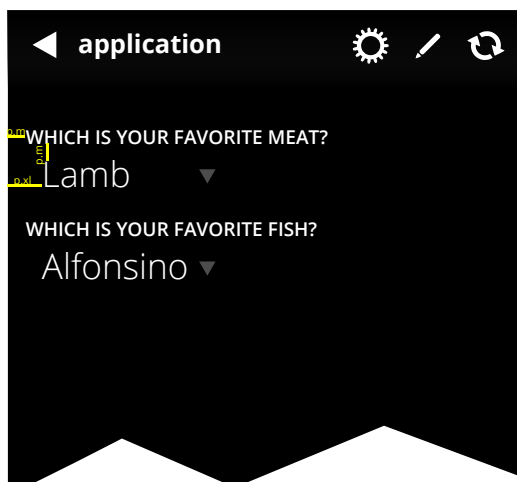
(a) The current item become semi-bold and animates (relatively to the list) to it's position in the list.

aaa light (25)
aaa demi-bold (63)
a #ffffff
A] 28

spacing same as medium
listView

onClick, the new item becomes
demi-bold

when clicking outside, the list
collapses, with the reverse
animation, and then the active
item becomes **light** again



how Rollers wrap around

The list can wrap around like any other roller

The user is swiping down and the end of the list is peaking out. The list does not roll over with momentum only, it needs the user to continue pulling

The user continued pulling past the speedbump, so the list wraps around.

