# Summary

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| MOCKUPS FILE | WHAT’S NEW |
| VX-System-Overview-WIP-1.zip | Here are the first pieces of VX System Overview page – mainly, the table of licenses.  New HTML files:   * devices/vxSystemOverview.html   + Please ignore/remove JS functions within this. (See below for why they are there.) * devices/supExpirationInfoModal.html   New LESS files:   * elements/icons.less * elements/scrollbars.less * modules/vxSystemOverview.less   Changed LESS files:   * variables.less – added 2 new green colors (@goodGreen, @okGreen) * elements/tables.less – added styles for class .compact-list   New ICONS (img/icons):   * header-to-drill-in-arrow-pelcoBlue.svg * info-circle-pelcoBlue.svg * summary-alarm-alarmRed.svg * summary-good-goodGreen.svg * summary-note-attentionOrange.svg * summary-warning-alertOrange.svg   Ignore JS file:   * devices/scripts/vxSystemOverview.js   + This file exists only so that you can click around in the vxSystemOverview.html page and see how various content should dynamically change.   + Only reason it might be worth looking at is to get an overview of which parts of the page should dynamically change. (Sorry, I tried to do it without inserting extra id’s into the HTML, but doing it all with classes makes the JS messier to read.) |

# Workflows

## Navigate to Vx System Overview

1. We need to add a table of System-Agent pairs on the Tenant Overview page. (Kiran working on, I believe.)
2. Clicking on one of the VX System names should navigate to the VX System Overview page for that system.

## Open SUP Expiration Info modal

1. When VX System Overview page first loads, the “Licenses” header is selected by default in the “VX System Health” section.
2. There is an info icon next to the SUP expiration date. Clicking it opens the SUP expiration info modal.

## Drilling through the “VX System Health” section on the VX System Overview page

1. Clicking on any of the health area headers in the left panel changes what is shown in the right panel.
2. The right panel may have a dropdown that changes what type of data/table/chart is shown in it. (It’s a dropdown for now … I may change it to tabs, not sure.)

# Notes/Coming up …

* Current mockup only shows what if a SUP license has been purchased. Need to find out what they want to display if there is no SUP license.
* Backend support for friendly descriptions for license feature codes still on to-do list.
* Will flesh out what tables of alerts look like, and what the alert workflow looks like.
  + Once we get alerts going, the 40x40px summary icon for each health area will change, depending on whether there are active alarms/warnings/info notices for each area.
* Will flesh out what other system health area drill-ins look like. Looks like the health areas are shaping up to be: Licenses, Cameras, Storage, VX Nodes (other than storage), and Network.

# General UI Patterns

## Collapsible/Expandable Toggle

On vxSystemOverview, the “VX System Details” section should have a collapse/expand toggle – similar to other entity overview pages.

## Modals

For simplicity and ease of plugging into the Angular app, modals are represented as their own pages in the “Clickable Mockups” included in this zip. In the actual UI, they should obviously be displayed as overlaid on the page from which the user reached the modal.

Clicking outside of the dialog box should not dismiss it. User must click a button in the dialog.

When the modal closes, user should return to the page from which the modal was launched.

## Tooltips on Icons

As we get more icons in the UI, remember that almost all icons should have a title= on them to clarify their meaning – e.g., “Change site”, “Online”, “Offline”. I usually have the title= included in the mockup .html file.