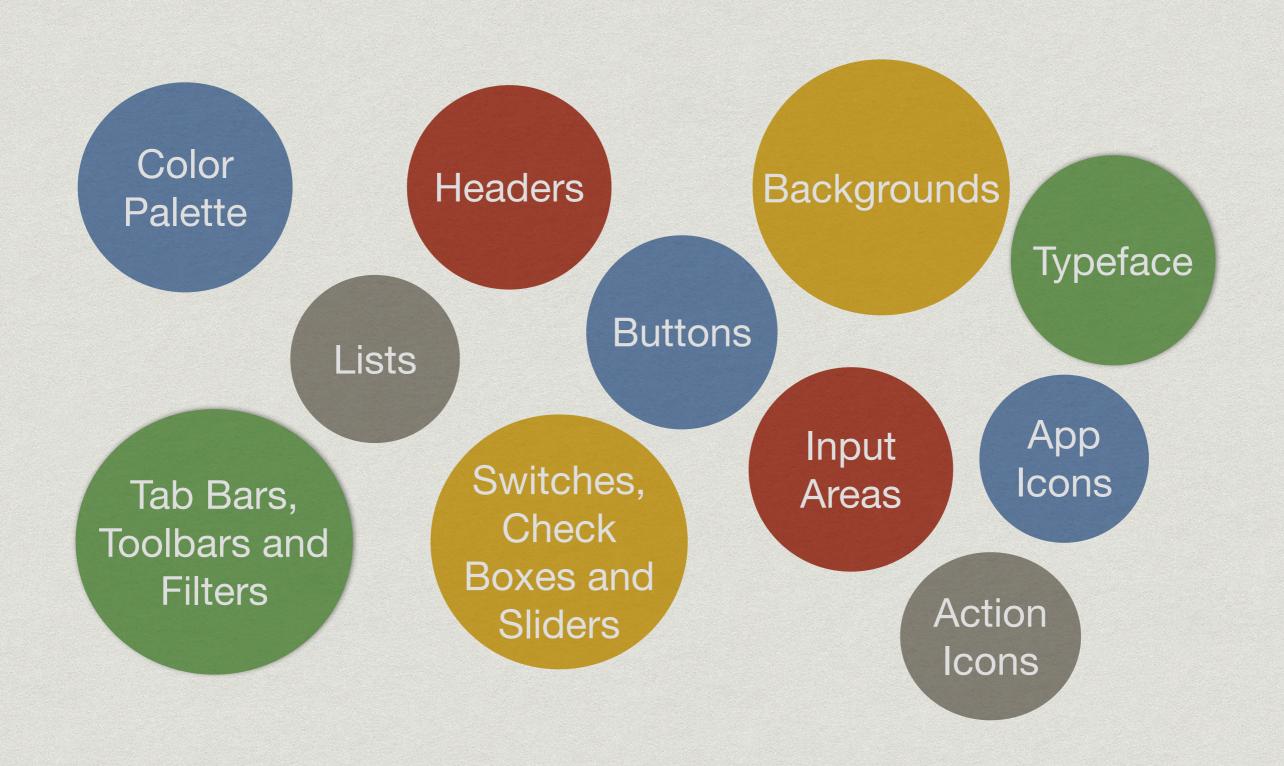
# FIREFOX OS GUIDELINES

ANDREEA POPESCU, 31 OCTOBER 2014, DESIGN JAM

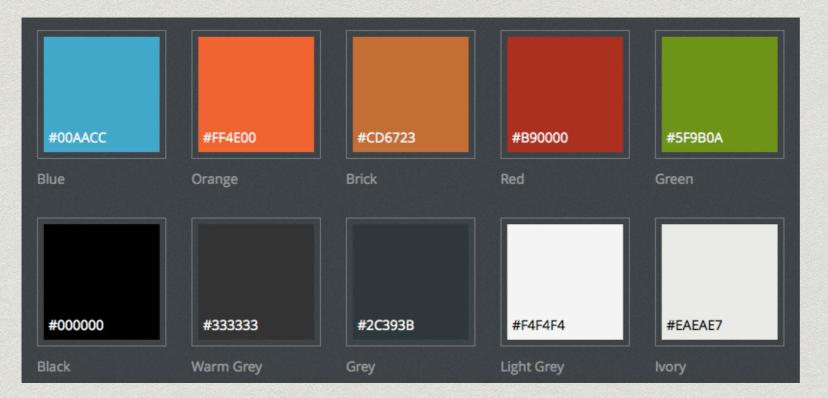
# @andreea\_popescu

# Sections:



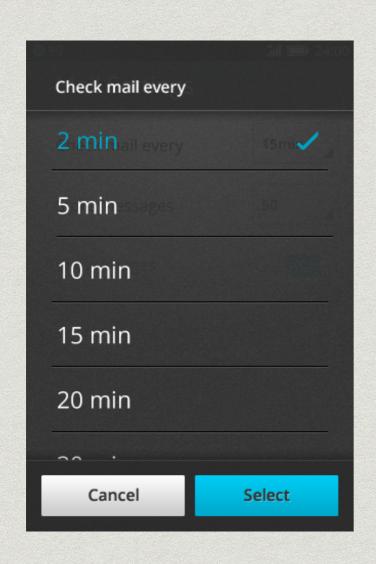
# I. COLOR PALETTE

### **Main Colors**

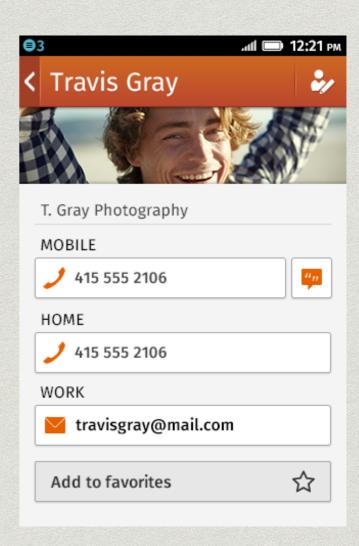


### **Recommended Gradients**









# II. TYPEFACE

### **Fira Sans Light**

The quick brown Firefox jumps over the Lazy dog. abcdefghijklmnopqrstuvwxyz

### Fira Sans Regular

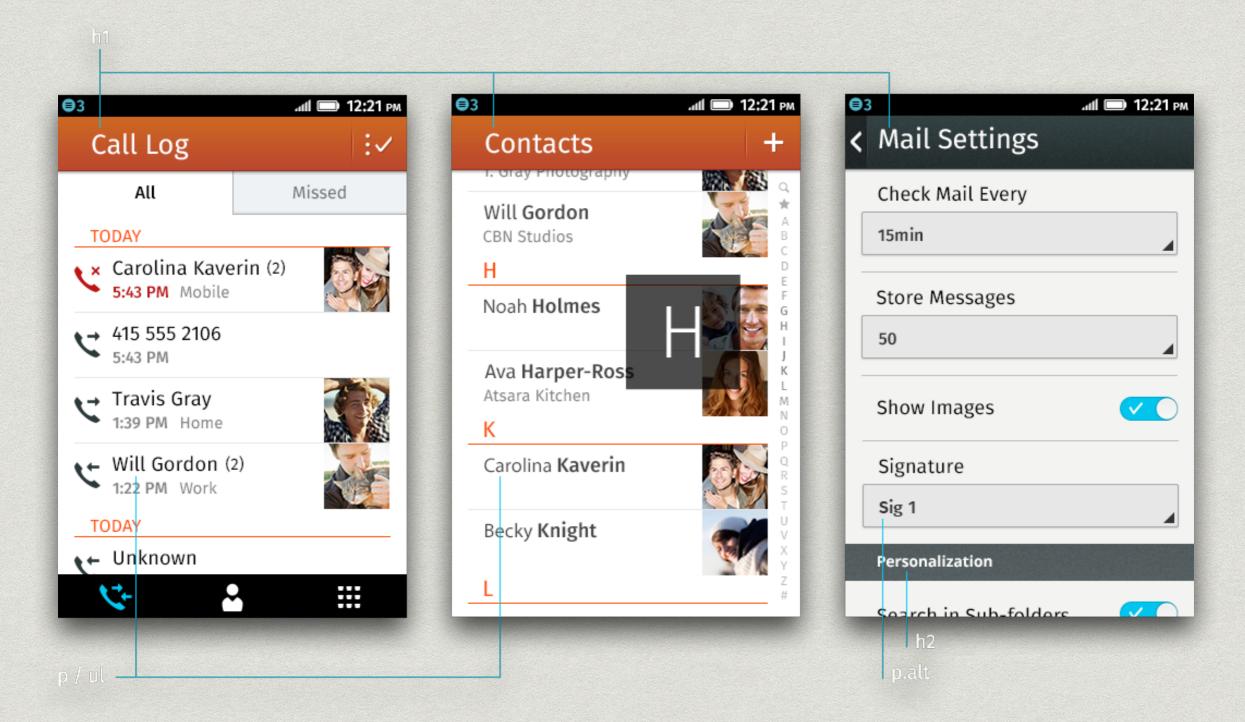
The quick brown Firefox jumps over the Lazy dog. abcdefghijklmnopqrstuvwxyz

#### **Fira Sans Medium**

The quick brown Firefox jumps over the Lazy dog. abcdefghijklmnopqrstuvwxyz

**Fira Sans Bold** 

The quick brown Firefox jumps over the Lazy dog. abcdefghijklmnopqrstuvwxyz



# III. HEADERS

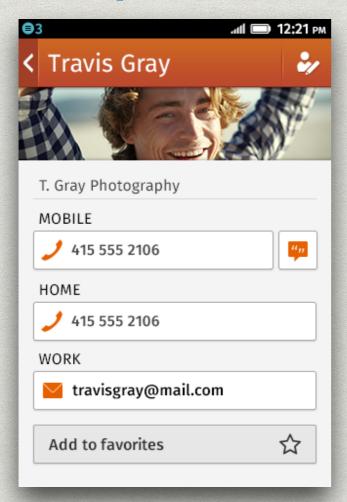
### **Elements of a header**

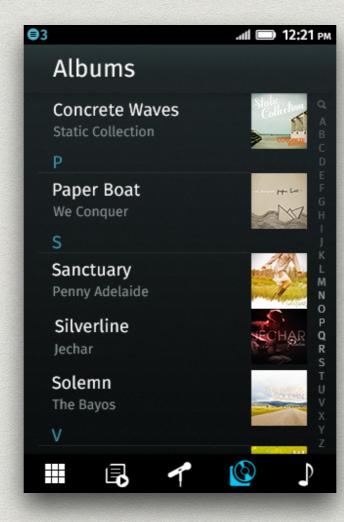


- 1. **The left hand side area** of the header is reserved for very specific actions: the back navigation button, cancel button and drawer display button. This area is darker and separated from the rest of the header by a full length vertical divider.
- 2. The title is always left aligned while leaving space on the left hand side for the button even in the cases where it is not present.
- 3. The right hand side is reserved for action buttons which are divided by a shorter vertical divider.

#### Do vs Don't



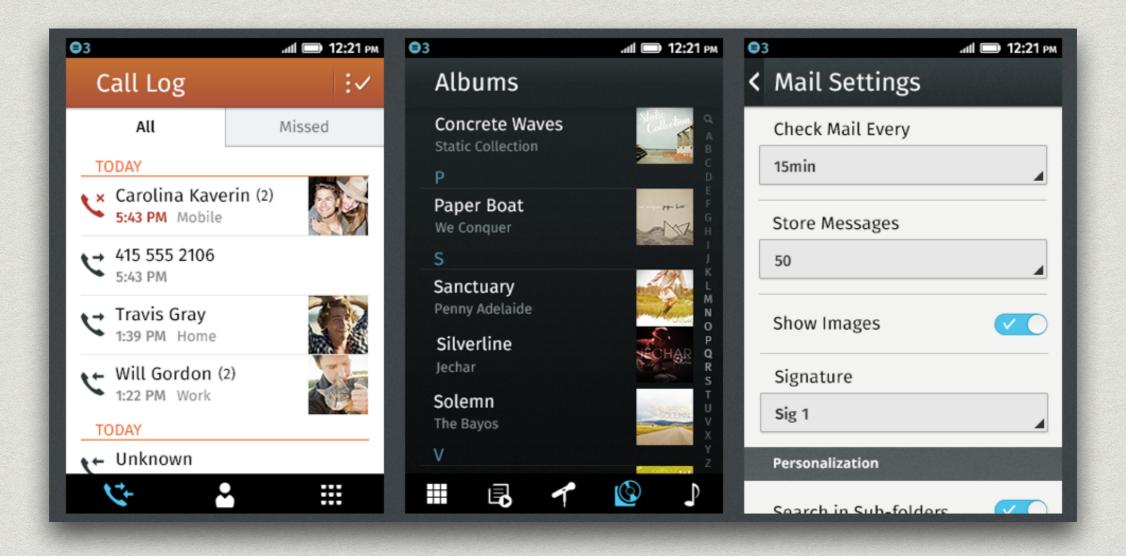






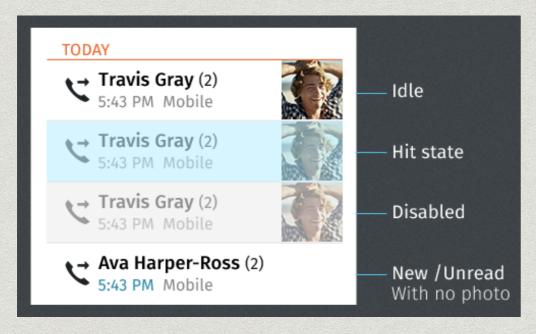
# IV. BACKGROUNDS

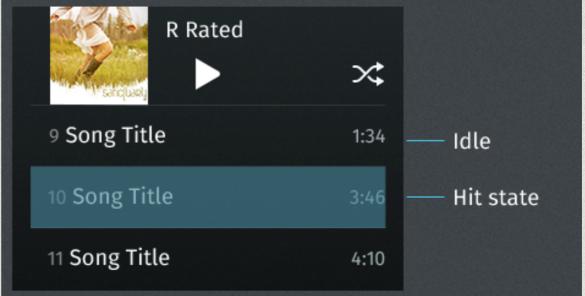
- \* backgrounds and headers on Firefox OS screens vary based on the type of screen content.
- \* there are two main groups:
  - \* light screens: communication apps (email, contacts, SMS, etc.)
  - \* dark screens: media apps (camera, photos, music, etc.)
- \* and two system groups:
  - \* utilitarian screens: settings throughout OS
  - \* edit mode: whenever an app is in edit mode



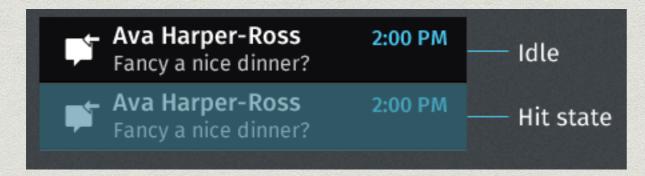
# V. LISTS

### **Common Lists**

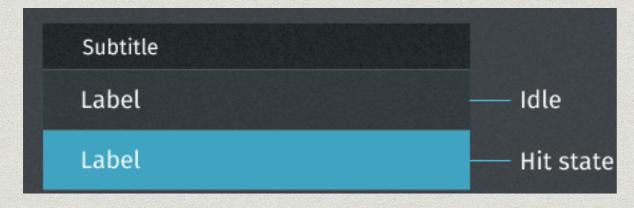




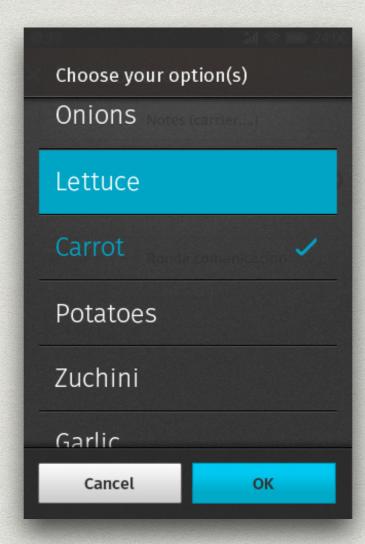
#### **Notifications**

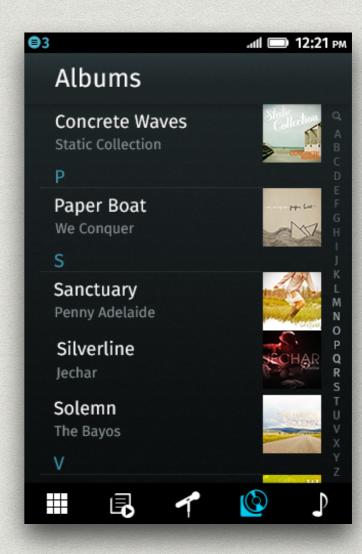


#### **Drawer**



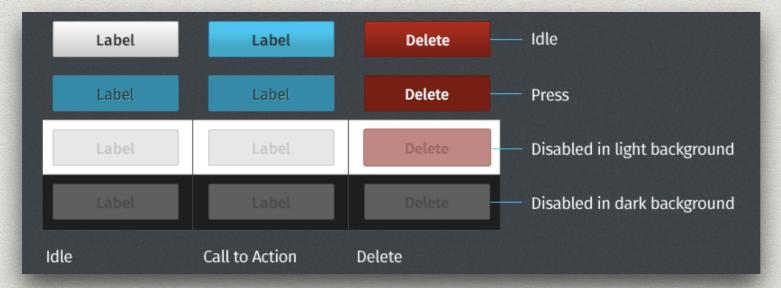




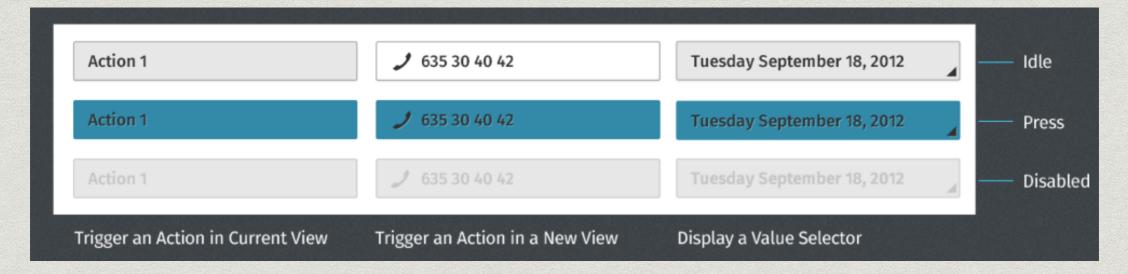


# VI. BUTTONS

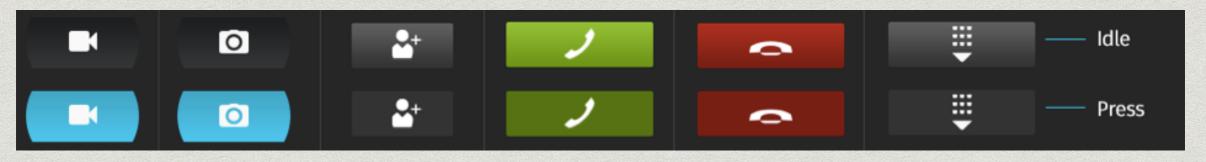
#### **Action Buttons**

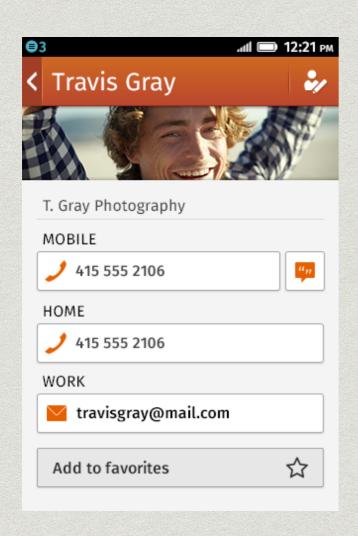


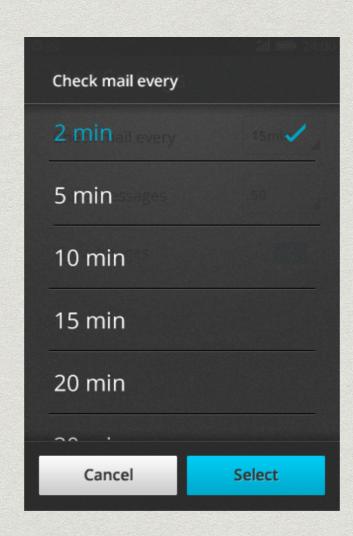
#### **List Buttons**

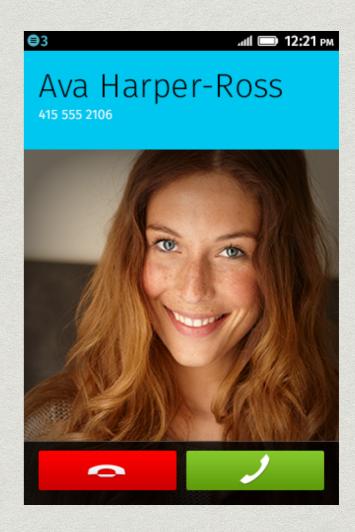


# **Special Buttons**









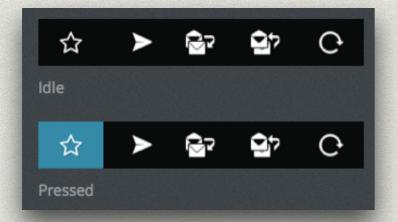
# VII. TAB BARS, TOOLBARS AND FILTERS

- \* Tab Bars, Toolbars and Filters are main navigation elements affecting the contents of the screen they are used on.
- \* by design they are as neutral and simple as possible assuring both clarity and legibility.
- \* the background of Tab Bars and Filters are opaque as they change the content view of the screen. In contrast, Toolbars employ a slightly transparent background allowing the content to subtly be seen underneath.
- \* action icons are used on Toolbars which affect that content on screen.

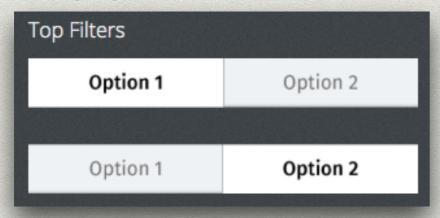
#### **Tab Bar**



### **Toolbar**



### **Filters**





# VIII. INPUT AREAS

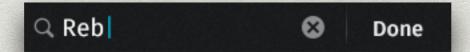
### **Input Text Areas**

Lorem ipsum dolor sit

Send

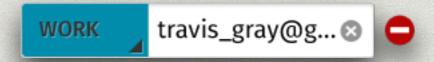
\* are placed above the keyboard in its active state.

### **Search Areas**



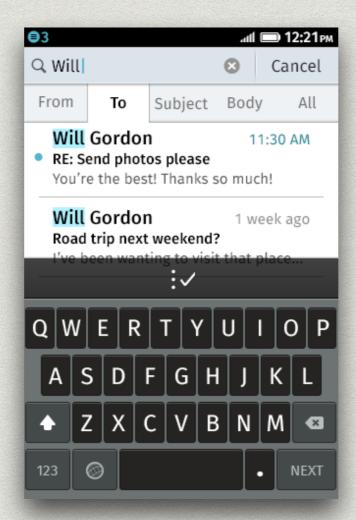
\* are background sensitive and have been designed for implementation with both light and dark apps. They are placed just below the header.

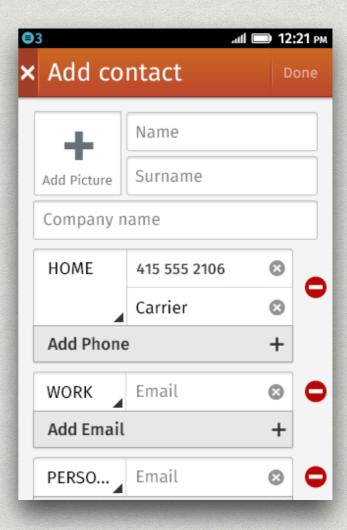
### **Form Fields**



\* are created when different elements such as value selectors, input fields and buttons are grouped together.







# IX. SWITCHES, CHECK BOXES AND SLIDERS

#### Checkboxes

- \* check boxes are used to select multiple items within a list while editing.
- \* a variety of actions can be applied to selected items such as, marking, moving, downloading, etc.
- \* check boxes appear in blue(✓ —) for these types of actions. When used to select items to be deleted they are red(✓ —).
- \* check boxes are usually located on the left side of the screen.

#### Radio Buttons —

\* are used as unique selectors on a list. ()

# Toogle Butttons —

\* turn options and preferences ON and OFF.

#### Ticks <

\* are mainly used on selection overlays. The ON state is denoted with a check mark, while the OFF state is invisible.

#### Sliders and Handlers -

\* can be used to control functions where values increase/ decrease such as volume and brightness. Handlers are outlined in blue when pressed.

# X. APP ICONS

- \* for a Firefox OS app: 60x60 pixel image provided in 24-bit PNG format;
- \* each of the standard OS application icons is contained within or underlayed with a 58 pixel diameter circle shape.
- \* a drop shadow is automatically generated based on the icon's silhouette shape;
- \* it is recommended that you either:
  - \* crop your icon with a circle shape;
  - \* use a circle shape as a backdrop (you can find some circle shapes provided by Mozilla).

### **Correct vs Incorrect**











# XI. ACTION ICONS

- \* a Firefox OS action icon is a 30x30 image provided in 24-bit PNG format. In some places, the dimensions can vary. For example, active call action icons are 40x40 pixel.
- \* action Icons should look both:
  - \* confident means action-oriented and trustworthy;
  - \* approachable means friendly, inviting the user to touch.
- \* it is recommended that you either:
  - \* crop your icon with a circle shape;
  - \* use a circle shape as a backdrop.
- \* designers should re-use existing components wherever possible, to maintain maximum consistency. For example, if you need an 'X' or a '+' in your icon, reuse one previously designed.

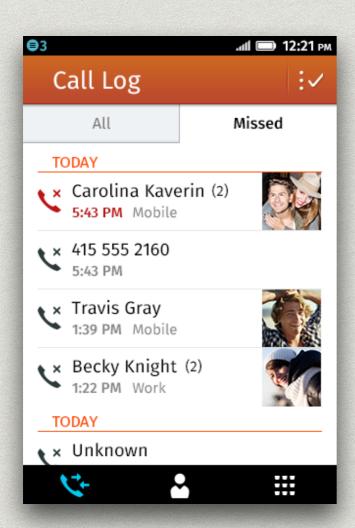
#### **Icons**

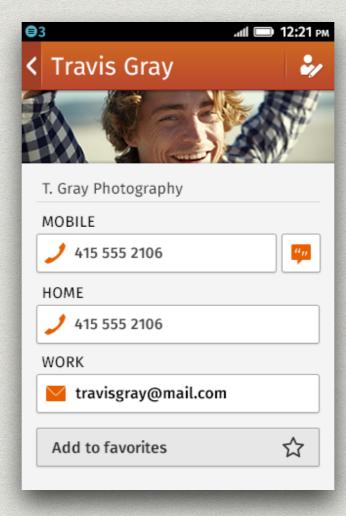


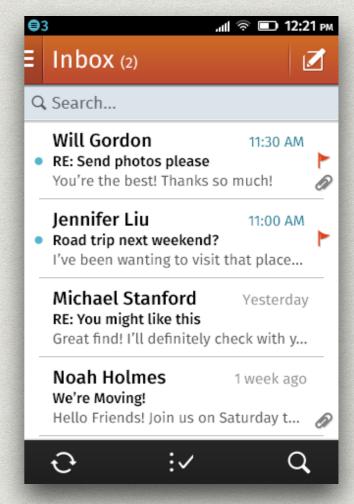
- bookmarked



- marked







# QUESTIONS?

# CREDITS:

MOZILLA.ORG/EN-US/STYLEGUIDE/PRODUCTS/FIREFOX-OS