

## ChiliProject - Feature # 263: New layout

<b>Status:</b>	Closed	<b>Priority:</b>	Normal
<b>Author:</b>	Eric Davis	<b>Category:</b>	User interface
<b>Created:</b>	2011-03-06	<b>Assignee:</b>	Eric Davis
<b>Updated:</b>	2011-11-07	<b>Due date:</b>	
<b>Remote issue URL:</b>			
<b>Affected version:</b>			
<b>Description:</b> Placeholder feature for merging in the layout and styles from the Shane & Peter plugin I created.			

### Associated revisions

#### 2011-07-29 11:46 pm - Eric Davis

[#263] Don't output heads\_for\_wiki\_formatter

#### 2011-07-30 12:04 am - Eric Davis

[#263] Fix journal formatting

#### 2011-07-30 12:04 am - Eric Davis

[#263] Fix XSS regression from merge

#### 2011-07-30 12:06 am - Eric Davis

[#263] Fix for changes to the admin\_menu

#### 2011-07-30 12:33 am - Eric Davis

[#263] Fix issue subject style

#### 2011-07-30 12:33 am - Eric Davis

[#263] Fix admin menu sidebar styling

#### 2011-08-05 05:56 pm - Eric Davis

[#263] Remove duplicated updated label

#### 2011-08-05 06:01 pm - Eric Davis

[#263] Remove the tree of parent issues from the issue title

#### 2011-08-05 06:05 pm - Eric Davis

[#263] Fix the missing line on the top menu

#### 2011-08-05 06:28 pm - Eric Davis

[#263] Merged redmine-reset.css into application.css

#### 2011-08-05 06:56 pm - Eric Davis

[#263] Merging css

\* Append main.css to the bottom of application.css

\* Remove main.css

\* Move print styles out to print.css

\* Move the CSS reset to be loaded first

\* Port some colors to color.css

#### 2011-08-05 07:22 pm - Eric Davis

[#263] Cleaning up admin menus

**2011-08-05 07:41 pm - Eric Davis**

[#263] Add icons to the main menu

**2011-08-05 07:45 pm - Eric Davis**

[#263] Allow setting the page header title

**2011-08-05 07:50 pm - Eric Davis**

[#263] Move the fugue images into the main images/ directory

**2011-08-05 08:21 pm - Eric Davis**

[#263] Extract custom colors to color.css

**2011-08-05 08:29 pm - Eric Davis**

[#263] Remove old themes

**2011-08-05 08:32 pm - Eric Davis**

[#263] Update SAP theme

**2011-08-05 08:35 pm - Eric Davis**

[#263] Extract custom S&P images

**2011-08-05 08:36 pm - Eric Davis**

[#263] Remove duplicated favicon

**2011-08-05 09:09 pm - Eric Davis**

[#263] Set up default styles

**2011-08-05 09:12 pm - Eric Davis**

[#263] Override some defaults in the sap theme

**2011-10-28 11:18 pm - Eric Davis**

[#263] Remove thickbox

**2011-10-28 11:21 pm - Eric Davis**

[#263] Remove profile popups, never finished

**2011-10-28 11:26 pm - Eric Davis**

[#263] Merge common.js into application.js

**2011-10-28 11:35 pm - Eric Davis**

[#263] Replace image background with a theme-able css3 background

**2011-10-28 11:36 pm - Eric Davis**

[#263] Update jquery load order and embed noConflict in the HTML head directly

**2011-10-28 11:41 pm - Eric Davis**

[#263] Remove issue tooltip javascript

**2011-10-28 11:43 pm - Eric Davis**

[#263] Remove new issue lightbox (dead code)

**2011-10-28 11:53 pm - Eric Davis**

[#263] Remove dead code, was unbound in later JS

**2011-10-28 11:54 pm - Eric Davis**

[#263] Remove DOM hacks to reposition elements

**2011-10-28 11:58 pm - Eric Davis**

[#263] Add additional wiki styles

**2011-10-29 12:20 am - Eric Davis**

[#263] Remove placeholder thumbnail images

**2011-10-29 12:21 am - Eric Davis**

[#263] Remove dead context menu code

**2011-10-29 12:22 am - Eric Davis**

[#263] Remove Shane and Peter theme

**2011-11-07 01:39 am - Eric Davis**

[#263] Removed and tweaks the design based on feedback

**2011-11-07 01:39 am - Eric Davis**

[#263] Fix theme tests that changed singleton data

**2011-11-07 02:46 am - Eric Davis**

[#263] Update tests for views in the new layout

**2011-11-07 02:46 am - Eric Davis**

[#263] Tests require one theme being present

**2011-11-07 03:18 am - Eric Davis**

[#263] Add new layout and theme

Merge branch 'ticket/unstable/263-new-layout-ready' into unstable

**2011-11-07 04:38 am - Eric Davis**

[#263] Make issue description the full width

**2011-11-07 04:49 am - Eric Davis**

[#263] Refactor: move top menu logic to ApplicationHelper

**2011-11-26 08:36 pm - Holger Just**

[#263] Fix test error on Ruby 1.9

TreeNode#to\_s (from the rbytree gem) is broken. It is implicitly called by Shoulda on 1.9 only. As we don't actually need it, we just remove the method.

The bug is reported at [http://rubyforge.org/tracker/index.php?func=detail&aid=29435&group\\_id=1215&atid=4793](http://rubyforge.org/tracker/index.php?func=detail&aid=29435&group_id=1215&atid=4793)

## History

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**2011-03-06 10:37 am - Holger Just**

See [[UX Overhaul]] for more info.

**2011-03-18 05:57 pm - Eric Davis**

- *Target version deleted (2.0.0)*

Bumping out of 2.0.0 because of the rescoping of that release. Should be included in 3.0.0 though.

**2011-07-29 10:48 pm - Eric Davis**

Okay I've rebased the layout onto the latest unstable (2.1.0) and it's running. This is the minimal version and is mostly view/css/javascript changes. I have some extra changes and features that I want to port from the theme too but I wanted to get some feedback on them before adding them to unstable.

What I'd like to do is:

# If anyone is able to review and test the new layout as it works now, I'd be happy to make minor changes

# I'll be fixing the Bugs listed on the [[263\_Layout]] page. These are minor bugs and merge issues so they don't need new issues.

# I'd like to get some quick opinions on the list of proposed features from [[263\_Layout]]. If you could read each feature and answer in this issue with: \*Yes\*, \*No\*, or \*More Details\* then that would work best. I'll create new Forums discussions and issues if there are a few people asking for More Details.

"Branch location":<https://github.com/edavis10/chiliproject/tree/ticket/unstable/263-new-layout> based on commit:74cfd7b5ca

**2011-07-29 10:52 pm - Eric Davis**

Oh and I'll post some screenshots in a minute, I'm trying to make sure my data is good.

**2011-07-29 11:14 pm - Eric Davis**

- *Status changed from Open to Needs more information*

And here are the "screenshots":<http://theadmin.org/articles/new-design-for-chiliproject/>. Note, these are actual \*screenshots\*, not comps or photoshop mockups.

**2011-08-01 09:46 am - Niels Lindenthal**

Hi Eric,

Congrats, this is a major improvement. Thanks for the work on the new layout.

We just started an accessibility initiative with one of our clients. The goal of this project is that users with a handicap (e.g. blind users) can more easily use ChiliProject. We identified about 30 problems with the current application. We will try to fix most of the problems in August. Here at finnlabs Philipp and Johannes are in charge of the development. If you are interested I will ask them to set up a short meeting that we can provide you and everybody else who is interested an overview of the identified problems and the proposed solutions.

Regards

Niels

**2011-08-04 01:22 pm - Enrique Garca Cota**

\* Logo uploader for the header section: \*Yes\*

\* Several different color combinations for the "themes": \*Yes\*. Extra points if somehow that's associable with the environment (development, production, staging)

\* Add raw CSS to every page: \*No\* (at least not to every page. One global one should be enough)

\* Add raw JavaScript to every page: \*No\* (not to every page)

\* Issues list - change the right click to right+left: \*No\*

\* Issues list - add a "popup" tooltip to show details about each issue when hovering on the row: \*Yes\*

\* JQuery (1.3.2): this does \*not\* mean porting the existing JavaScript to jQuery yet: \*More details\*. How is the current javascript going to coexist?

\* JS - review and decide which lightbox library to use: \*Yes\*. JQuery-based lib.

\* Group menus - Instead of the flat menus shown we can group menu items: \*More details\*. I actually like having "Issues" and "New issue". It's convenient. Let's see those screenshots.

\* Image thumbnailing: \*No\*. I mean, yes, it's a cool feature, but I don't think that should be considered part of the "theme". Image thumbnailing should

have its own branch, development, and issues. It should not be thrown into the "theme" bag.

> \* Add MIME icons for common file formats (e.g. document icon for Word docs): \*Yes\*, if it's only css + js, or maybe some minor server-side script.

> \* Issue details - filename, upload date, uploader, and description as table columns. I think this is easier to read. \*Yes\*.

**2011-08-05 03:37 pm - Eric Davis**

Niels:

Improving the accessibility would be great. I've done some work on it but there are a lot of improvements we could still do. I think it would be best if you could have Philipp and Johannes post their discussion in the forums here so everyone can be included.

**2011-08-05 03:41 pm - Eric Davis**

Enrique Garc a Cota wrote:

> \* Add raw CSS to every page: \*No\* (at least not to every page. One global one should be enough)

> \* Add raw JavaScript to every page: \*No\* (not to every page)

Sorry, I meant that there is one place in the Administration panel where you can enter raw CSS and JavaScript which is then loaded onto every page.

> \* JQuery (1.3.2): this does \*not\* mean porting the existing JavaScript to jQuery yet: \*More details\*. How is the current javascript going to coexist?

jQuery has some compatibility options we would set so it will not conflict with Prototype (our current JavaScript). I've been doing this in all of my plugins.

> \* Group menus - Instead of the flat menus shown we can group menu items: \*More details\*. I actually like having "Issues" and "New issue". It's convenient. Let's see those screenshots.

Okay, I'll create a new issue to discuss further.

> \* Image thumbnailing: \*No\*. I mean, yes, it's a cool feature, but I don't think that should be considered part of the "theme". Image thumbnailing should have its own branch, development, and issues. It should not be thrown into the "theme" bag.

Okay, I'll create a new issue.

> \* Add MIME icons for common file formats (e.g. document icon for Word docs): \*Yes\*, if it's only css + js, or maybe some minor server-side script.

It's mostly images and some code that checks for the MIME type. I'll add it to the image thumbnailing feature since it's related.

**2011-08-05 04:31 pm - Holger Just**

Eric Davis wrote:

> Enrique Garc a Cota wrote:

> > \* Add raw CSS to every page: \*No\* (at least not to every page. One global one should be enough)

> > \* Add raw JavaScript to every page: \*No\* (not to every page)

>

> Sorry, I meant that there is one place in the Administration panel where you can enter raw CSS and JavaScript which is then loaded onto every page.

\*cough\* <http://dev.holgerjust.de/projects/redmine-wiki-css>

So +1 from me :)

> > \* Group menus - Instead of the flat menus shown we can group menu items: \*More details\*. I actually like having "Issues" and "New issue". It's convenient. Let's see those screenshots.

>

> Okay, I'll create a new issue to discuss further.

We could have a split tab. So that there is an additional sub-button on some tabs (issues, wiki) which will create a new item...

> > \* Image thumbnailing: \*No\*. I mean, yes, it's a cool feature, but I don't think that should be considered part of the "theme". Image thumbnailing should have its own branch, development, and issues. It should not be thrown into the "theme" bag.

>

> Okay, I'll create a new issue.

>

> > \* Add MIME icons for common file formats (e.g. document icon for Word docs): \*Yes\*, if it's only css + js, or maybe some minor server-side script.

>

> It's mostly images and some code that checks for the MIME type. I'll add it to the image thumbnailing feature since it's related.

I started working/thinking about completely revamping the current attachment model / controller stuff. To allow post-processing (e.g. creating of thumbnails) and more flexible display/download of things (more supported datatypes, inline display of images and text). Also support for multiple ways to save attachments (e.g. local filesystem plain, local fs with complex folder structures, S3, ...)

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That said, I propose you add the thing to unstable and let us work the things out on code and not just with words :)

#### **2011-08-05 06:03 pm - test ify4**

Hello! You should definitely look at the Bugzilla redesign plans. There are some very pleasant ideas, such as:

\* great use of color and shape for status and its changes: <http://people.mozilla.com/~faaborg/files/daf/bugzillaTheme%5Bbracket%5D.png>

\* smaller information overload by using tabs: <https://wiki.mozilla.org/images/7/79/JWilde-BugzillaPretty-Bug-27-2-2011.png>

More info:

<https://wiki.mozilla.org/Bugzilla:Pretty>

<http://bugzillaupdate.wordpress.com/2011/03/31/winner-of-the-make-bugzilla-pretty-contest/>

Thanks for your consideration.

#### **2011-08-05 06:53 pm - Jan Wedekind**

Just a couple of thoughts

> I actually like having "Issues" and "New issue". It's convenient. Let's see those screenshots.

Actually, I think that has always been a weird UX/UI thing in Redmine/Chiliproject. the "New Issues" button clearly is an action button, not a "view button" or menu. I have seen it many times that new users cannot find the way to report a new issue because it appears as a menu item.

It definitely is convenient and useful to have, I've just always felt that "New Issue" should be clearly separated from the main menu and clearly identifiable as a button.

\*Sidemenu\*: what is the reason to move the project menu to the side? In the current S&P proposal, you don't gain any space in the vertical axis, which for me would be the main motivation for moving it to the side considering the predominance of wide-screen displays nowadays.

\*Account/Username\*: I think those two can be merged. There is no reason I can see why "My account" can't be a link under "myusername" - one top menu items less = less clutter

\*Spent time\*: Why has that moved under the menu on the left?

\*Overview page/My page\*: Has anyone ever thought about merging those things a bit more? I think what interests me more when I enter a project is what matters to me as a user/member in the project. As a project manager, I much rather have a separate "Report" section for project metrics etc. (or call it "Project status").

To put it another way: when does anyone actually ever use the "Overview" page for more than clicking through to a page containing information you actually are looking for? Rarely I think in daily usage. But Chiliproject is a tool for work, so it should make getting to my work as quickly and easily as possible. Consider: there is no quick way to list all issues in the project currently assigned to me. Quickest way would be a custom report on the issues page, which two clicks away from Overview (assuming the user even knows that custom report exists).

Long story short:

\*Suggestion\*: Reform "Overview" to "My project dashboard" displaying user-centric project-related often-used information. Move project summary/background info into the background or a separate "Project status" page...

\*Issue view\*: I like some concepts from bugzilla, in particular the grouping of issue information (what/when/who). Right now, it's a flat table without much visual aid.

Speaking of clutter: why do I need the field descriptors in the view? E.g., do I need the heading "Description"? Do I need "Status:", "Priority:", "%done"? The information next to it speaks for itself. When filling out the issue, that is different, but in the plain view I wonder why it is necessary. I think it just clutters and looks very technical/non-humane. Just look at "the screen":<http://theadmin.org/files/2011/07/chiliproject-issue-details.png> and ask yourself if you need those. For the others, I also would prefer human interface, e.g. "assigned to Jan" rather than a technical table looking "Assignee: Jan".

Hope that helps! Thanks for your great work everyone.

**2011-08-05 07:22 pm - Eric Davis**

Holger Just wrote:

> We could have a split tab. So that there is an additional sub-button on some tabs (issues, wiki) which will create a new item...

Taking this to #559 along with a screenshot.

> I started working/thinking about completely revamping the current attachment model / controller stuff.

Lets talk in #560, we found a major flaw with post-processing images.

> That said, I propose you add the thing to unstable and let us work the things out on code and not just with words :)

Working on it...

**2011-08-05 07:37 pm - Eric Davis**

Jan Wedekind wrote:

> Actually, I think that has always been a weird UX/UI thing in Redmine/Chiliproject. the "New Issues" button clearly is an action button, not a "view button" or menu. I have seen it many times that new users cannot find the way to report a new issue because it appears as a menu item.

> It definitely `_is_` convenient and useful to have, I've just always felt that "New Issue" should be clearly separated from the main menu and clearly identifiable as a button.

>

> \*Sidemenu\*: what is the reason to move the project menu to the side? In the current S&P proposal, you don't gain any space in the vertical axis, which for me would be the main motivation for moving it to the side considering the predominance of wide-screen displays nowadays.

The problem is that as more menu items are added the screen keeps going horizontally. I've seen an install that had 3 rows of menu items, it wasn't pretty at all.

If we group menu items then we do get a lot of vertical space since menus are closed when you aren't in their section. E.g. the issues menu is closed when you are in forums.

> \*Account/Username\*: I think those two can be merged. There is no reason I can see why "My account" can't be a link under "myusername" - one top menu items less = less clutter

I agree but it's out of scope for the theme. We would need to make several changes on the backend for that.

> \*Spent time\*: Why has that moved under the menu on the left?

That is because it's on the sidebar. I'd like to move it up into the actual menu so you can check time from any page in a project (instead of having to go to the overview). The screenshot in #559 has that under the Reports group (I'd like to put it in it's own group though). You can see how some of the links that are on a Wiki sidebar have been moved up into the Wiki group.

> \*Suggestion\*: Reform "Overview" to "My project dashboard" displaying user-centric project-related often-used information. Move project summary/background info into the background or a separate "Project status" page...

Yes, we've talked about adding some per-project widgets similar to My Page. That's a whole separate feature though, could you start a forum discussion on it so we can figure out what would work best?

> \*Issue view\*: I like some concepts from bugzilla, in particular the grouping of issue information (what/when/who). Right now, it's a flat table without much visual aid.

I think I might try to group and organize the data here after the main design is done. It is pretty cluttered still.

> why do I need the field descriptors in the view? E.g., do I need the heading "Description"? Do I need "Status:", "Priority:", "%done"? The information next to it speaks for itself.

It speaks for itself only if you know what your data is. Inexperienced users will not know that "IE7" is the custom field "Bug in browser". Even something simple as "New" could be confusing: does it mean that I haven't seen this issue or that the status is New.

We also need to keep in mind accessibility, removing labels could make it more difficult on screen readers.

> For the others, I also would prefer human interface, e.g. "assigned to Jan" rather than a technical table looking "Assignee: Jan".

I think I'll need to see the full page in order to give you an answer.

#### **2011-08-05 07:45 pm - Eric Davis**

I've fixed most of the "bugs" from the wiki page [[263\_Layout]]. I'd still like to do a page-by-page review of the major sections at least but the design should be semi-usable now.

I've also rebuilt the themes a bit:

- \* Removed all of the existing themes
- \* Moved the Shane & Peter design and colors into a new CSS theme (sap)
- \* Updated the Default theme to be similar to what we have here: whites, grays.
- \* Added a quick and dirty ChiliProject logo

I think I'll be able to merge this to unstable next week and we can start debugging it. At that time I'd also like to get some help working on the default theme and building new themes for at least the common colors.

<https://github.com/edavis10/chiliproject/tree/ticket/unstable/263-new-layout>

**2011-08-08 07:18 am - Enrique Garca Cota**

Hi Eric,

I just thought of something that's possibly a theme thing:

\* Being able to choose a favicon

In my mind, the favicon (and iphone shortcut icon(s) ) is also part of the design. But you might think otherwise.

**2011-08-08 02:03 pm - Jan Wedekind**

Eric Davis wrote:

> Jan Wedekind wrote:

>> Actually, I think that has always been a weird UX/UI thing in Redmine/Chiliproject. the "New Issues" button clearly is an action button, not a "view button" or menu. (...).

Is there any thought on this? Or am I the only one who's observed confused newbies trying to find the "New issue" button? :)

> The problem is that as more menu items are added the screen keeps going horizontally. I've seen an install that had 3 rows of menu items, it wasn't pretty at all.

True. I try not to activate so many modules, at least not from the start, but if all of them are on, it's really ugly. I think I just prefer horizontal menus over vertical ones. And maybe the fundamental problem isn't then the theme/design as such? Not sure to be honest, just thinking aloud.

> If we group menu items then we do get a lot of vertical space since menus are closed when you aren't in their section. E.g. the issues menu is closed when you are in forums.

I would still try to squeeze out more space by making the header section smaller, i.e. gaining the space the project menu used before.

>> \*Account/Username\*: I think those two can be merged. (...)

> I agree but it's out of scope for the theme. We would need to make several changes on the backend for that.

I realized just after posting that this would be another issue. Sorry for confusing things.

>> \*Spent time\*: Why has that moved under the menu on the left?

>

> That is because it's on the sidebar. I'd like to move it up into the actual menu so you can check time from any page in a project (instead of having to go to the overview). The screenshot in #559 has that under the Reports group (I'd like to put it in it's own group though). You can see how some of the links that are on a Wiki sidebar have been moved up into the Wiki group.

Very good! I can see how that would be much more useful.

>>> \*Suggestion\*: Reform "Overview" to "My project dashboard" displaying user-centric project-related often-used information. Move project summary/background info into the background or a separate "Project status" page...

>

> Yes, we've talked about adding some per-project widgets similar to My Page. That's a whole separate feature though, could you start a forum discussion on it so we can figure out what would work best?

Will do! As above, I realized myself that this can't be done via a theme, sorry...

> > why do I need the field descriptors in the view? E.g., do I need the heading "Description"? Do I need "Status:", "Priority:", "%done"? The information next to it speaks for itself.

>

> It speaks for itself only if you know what your data is. Inexperienced users will not know that "IE7" is the custom field "Bug in browser". Even something simple as "New" could be confusing: does it mean that I haven't seen this issue or that the status is New.

I wasn't talking about custom fields, for those it's necessary.

But I think it would be good to discuss that once the main design work is done. I would still argue that many of those things are not needed or, at least, can be replaced by different wording or visual cues that make the whole thing more appealing.

Imagine for example using a bit of CSS and Color to differentiate issue Categories and status. If I could assign a color to the status I define, it helps a lot when scanning an issue.

> We also need to keep in mind accessibility, removing labels could make it more difficult on screen readers.

Isn't it possible to use the ID Attribute?

> > For the others, I also would prefer human interface, e.g. "assigned to Jan" rather than a technical table looking "Assignee: Jan".

>

> I think I'll need to see the full page in order to give you an answer.

Ok, I will try to mock up something. I am lousy at this but I might get the idea across. I might post it first in the forum to not sidetrack this issue any further.

**2011-10-08 02:42 pm - Felix Schäfer**

See message#814 for a new proposition.

**2011-10-12 03:27 pm - Romano Licker**

- *Target version set to 2.4.0*

Niels already presented our Layout contribution here <https://www.chiliproject.org/boards/2/topics/814>.

We started where Eric left off (263-new-layout branch).

We updated to Chili 2.3 a few days ago - our

current design development branch is: <https://github.com/finnlabs/chiliproject/tree/feature/2.3.0/finn-design>

Everything we will propose is already implemented and can be tested here:

<https://ux.finn.de/>

\* we used the project navigation Eric designed and extended it by the grouping feature proposed by Eric in #559

\* accounts and username merged (Jan Wedekind's proposal - #263)

\* the login now works within the main-navigation making use of a pulldown dialog

\* Eric's hover from S&P - Theme was improved by an OS-X-like menu behavior, where you trigger the hover by click and it stays active until you chose an element or click anywhere in the html

(for additional information about hover menus you can visit <http://uxmovement.com/navigation/why-hover-menus-do-users-more-harm-than-good/>)

\* we scaled down the space used for the top-bar

This way we have more information "above the fold". Therefore we designed a smaller logo (see #58) which fits the top bar. The breadcrumbs also moves to a static location within the top-bar, saving yet more space.

- \* the main-navigation has larger buttons, addressing accessibility issues the previous design with its smaller buttons (using hover) has had
- \* the project navigation search is a major improvement since you can switch between projects much faster
- \* the designer Christoph Zierz from zz | media <http://www.zzmedia.net/> helped us choosing styles, arrangement and colors (see #58)
- \* we cleaned up the main content by removing the container styles making it simple, easy and comfortable to read
- \* we are trying to normalize the content, its controls and captions (for caption discussion see #654)

For example regarding controls: "New issue", "new wiki page" and "new subproject", which are basically the same operations, are all to find at different positions on the page.

This is just a brief summary of what happened. If you want to discuss certain elements feel free to open a new ticket or visit the referenced issues.

**2011-10-12 04:50 pm - Holger Just**

- Target version changed from 2.4.0 to 3.0.0

The theme will be part of the 3.0 release if it is ready until then. We are going to have too many changes for a minor release.

**2011-10-12 04:55 pm - Eric Davis**

- Target version deleted (3.0.0)

Romano Licker wrote:

> Target version set to 2.4.0

This can't go into 2.x. It is a major change that breaks backwards compatibility (themes). 3.x would be the soonest but the target version shouldn't be set until this is done.

This needs to be reviewed and committed in stages. There are a lot of changes and that I want to make sure that we take things slow and review everything before committing it. I felt that even the code I wrote was too large to be committed at once (which is why I started separating it out into smaller features).

I suggest we do things in a few stages:

- # Finish reviewing the stuff I worked on (e.g. removing JS that isn't used, etc)
- # Commit my version of the new layout
- # Review color changes and basic layout changes in "finn-design" and commit
- # Review each new feature separately and commit later (Example: #559, #263)

(I don't want this to turn into a headache like acts\_as\_journalized was: a great feature that was rushed in before it was fully understood and tested. By doing the design in stages we can avoid one huge chunk of code and also keep the branch so development can continue.)

- > \* we used the project navigation Eric designed and extended it by the grouping feature proposed by Eric in #559
- > \* accounts and username merged (Jan Wedekind's proposal - #263)

These should be handled separately (stage 4 above).

- > \* the login now works within the main-navigation making use of a pulldown dialog

I like it. If the code is minor enough I think it could be included as part of stage 3.

> \* Eric's hover from S&P - Theme was improved by an OS-X-like menu behavior, where you trigger the hover by click and it stays active until you chose an element or click anywhere in the html

> (for additional information about hover menus you can visit <http://uxmovement.com/navigation/why-hover-menus-do-users-more-harm-than-good/>)

Can you elaborate on this in a new issue (feature, stage 4)? I think the existing hovering behavior is bad and one version I did in the S&P theme was only an improvement.

> \* we scaled down the space used for the top-bar

> This way we have more information "above the fold". Therefore we designed a smaller logo (see #58) which fits the top bar. The breadcrumbs also moves to a static location within the top-bar, saving yet more space.

It looks like some of this is CSS but it might need adjusting first (stage 3). I'd like to have the header size easy to change in a theme for designs that have a larger header (like my business design).

I'll comment on the logo and colors in #58 directly.

> \* the project navigation search is a major improvement since you can switch between projects much faster

Project search should be a separate feature (stage 4).

\*Overall tl;dr\*: I like the direction of this but we need to split up the changes into stages so they can be reviewed properly.

**2011-10-28 10:28 pm - Eric Davis**

- *Status changed from Needs more information to Ready for review*

I've finished reviewing and removing the JavaScript and bugs on the wiki page. The pull request is ready for "unstable":<https://github.com/chiliproject/chiliproject/pull/114>. Please review the Ruby and view code at least. The CSS will be near-impossible to review by reading through it.

There are still a bunch of minor visual bugs in the main theme but I'm not going to fix them with we are going to be reviewing the finn-design version soon.

**2011-11-03 03:39 pm - Felix Schäfer**

Just for everyone to know (Eric already knows, he's already been responding to the comments :-), Holger and I just reviewed the pull request, the comments are in the pull request on GitHub, but it mostly looks OK.

Eric: Sorry if I was a little terse/harsh in the review comments, long day/not much time, no harm meant.

**2011-11-03 04:39 pm - Eric Davis**

Felix Schäfer wrote:

> Eric: Sorry if I was a little terse/harsh in the review comments, long day/not much time, no harm meant.

It's fine. I'm feeling like this issue is getting discussed to death and the overall goal of this feature is getting lost.

**2011-11-07 03:07 am - Eric Davis**

- *Target version set to 3.0.0*

- *Status changed from Ready for review to Closed*

I've updated the branch with feedback from Felix, fixed a few test errors, and pushed the new layout to unstable (commit:ab2856b).

Next the finn-design branch should be updated to the latest unstable branch and we can start it's review. It would probably be best to create a new issue for that so the discussion can stay focused.

Other features that have been extracted can now be worked on separately (e.g. submenus, thumbnails, etc).

**2011-11-07 06:05 am - Felix Schäfer**

Eric Davis wrote:

> I've updated the branch with feedback from Felix, fixed a few test errors, and pushed the new layout to unstable (commit:ab2856b).

Holger's and mine, and thanks :-). I'll have a look at the changes, if there's still something bad enough that I think it worth discussing I'll open a new issue.

**2011-11-07 05:04 pm - Eric Davis**

Felix Schäfer wrote:

> Holger's and mine, and thanks :-). I'll have a look at the changes,

Yea, Holger's too. I just remember seeing your gravatar all over that pull request.

> if there's still something bad enough that I think it worth discussing I'll open a new issue.

And if it's small, just fix it.