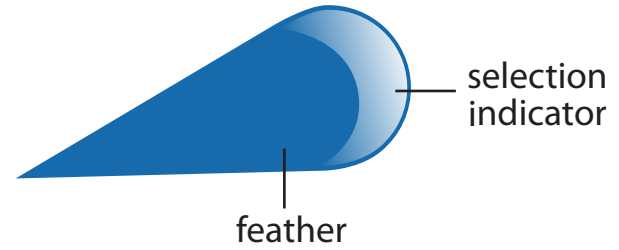




Top Level Menu

Radial Menu

Terminology:



menu_btn_press.png



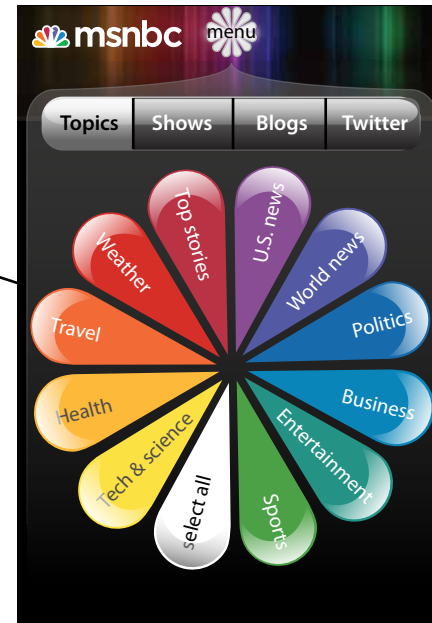
menu_btn_rest.png



Layout & Design

Example of the main "Topics" radial menu is shown.

- The "Topics" radial menu includes multi colored "feathers".
- The "Shows | Blogs | Twitter" radial menu "feathers" are single color coded, each of these areas having their own HEX #. (See "general information" section for full color specifications.)



Selected State

Example "selected state" feathers.

Top Level Menu Interaction

- Pressing menu reveals the “Topics | Shows | Blogs | Twitter” vertical menu and kicks off an animation of the feathers opening.
- Users can interact with this menu in two ways:
 - 1) **Tap-Tap:** Tapping on each top-level selection reveals its respective radial menu. If the user releases, the menu remains open. The user can then tap on a menu item (feather) to execute the filter for that selection.
 - 2) **Tap-Drag-Release:** When the user depresses on any top-level menu button, the corresponding radial menu appears. Rather than releasing, they can then drag their finger right or left across the horizontal menu, which reveals each secondary radial menu below. With the secondary radial menu focused, the user can release, executing the filter for that selection.
- After either method, the menu disappears, and the list view slowly alpha-fades over 1 sec to reveal the subset of items from only the selected category (Topics, Shows, Blogs or Twitter).
- The entire menu will vanish and the user will be returned to the list view if a user actuates anywhere in the dead space outside the active menu.

Radial Menu Interaction

Selection of a filter item occurs only on TOUCH-UP (finger release) of a feather.

There are two ways to interact with both levels of the radial menu:

- **Tap-Tap method:** The user can tap on a top level item, revealing the corresponding radial menu below, then select an individual feather from the radial menu. The selection indicator flashes twice to provide feedback, and the filtered content is presented as the "Filtered List View" (see "Filtered List View").
- **Tap-drag-release:** The user can also tap on a top-level item to reveal the corresponding radial menu, and drag around the radial menu. As they TOUCH-DOWN on a feather, the user sees the selection indicator appear on the feather as long as they're touching it, and hears an audible click. TOUCH-UP executes the filter for the selected feather. Dragging back to the top horizontal menu allows the user to either select another top-level menu item, or select nothing, with a TOUCH-UP anywhere on the horizontal menu. Touch-up on the top horizontal menu leaves the menu open to the last top-level menu selection.
- The entire menu will vanish and the user will be returned to the list view if a user actuates anywhere in the dead space outside the active menu.
- Other than Select All in a category, multiple-item selection is not permitted.
- SEE PROTOTYPE.

Animation:

- Selecting the top-level MENU button opens the horizontal menu (no animation) and unfolds the radial menu (with animation)
- On TOUCH-UP, the selection indicator flashes once. (off-on)
- On select-all per-category (white feather on radial menu), all selection indicators appear, cascading left-to-right before transitioning to the post-filtered screen (.1 sec delay between each reveal)

Audio:

Sounds are on by default.

If sounds have been turned off via the settings menu. No sounds should be played.

If sounds are on in the settings menu:

- On each tap of a feather, one single tick should occur on contact (not on release): file name: "tick.AIF".
- On opening animation of main Topics radial menu, the "open.AIF" file should be played (6x ticks) roughly synchronized with the animation of unfolding feathers.
- A single tick should occur when a user taps any of the top menu selections: topics, shows, blogs and twitter.

radial_bg.png