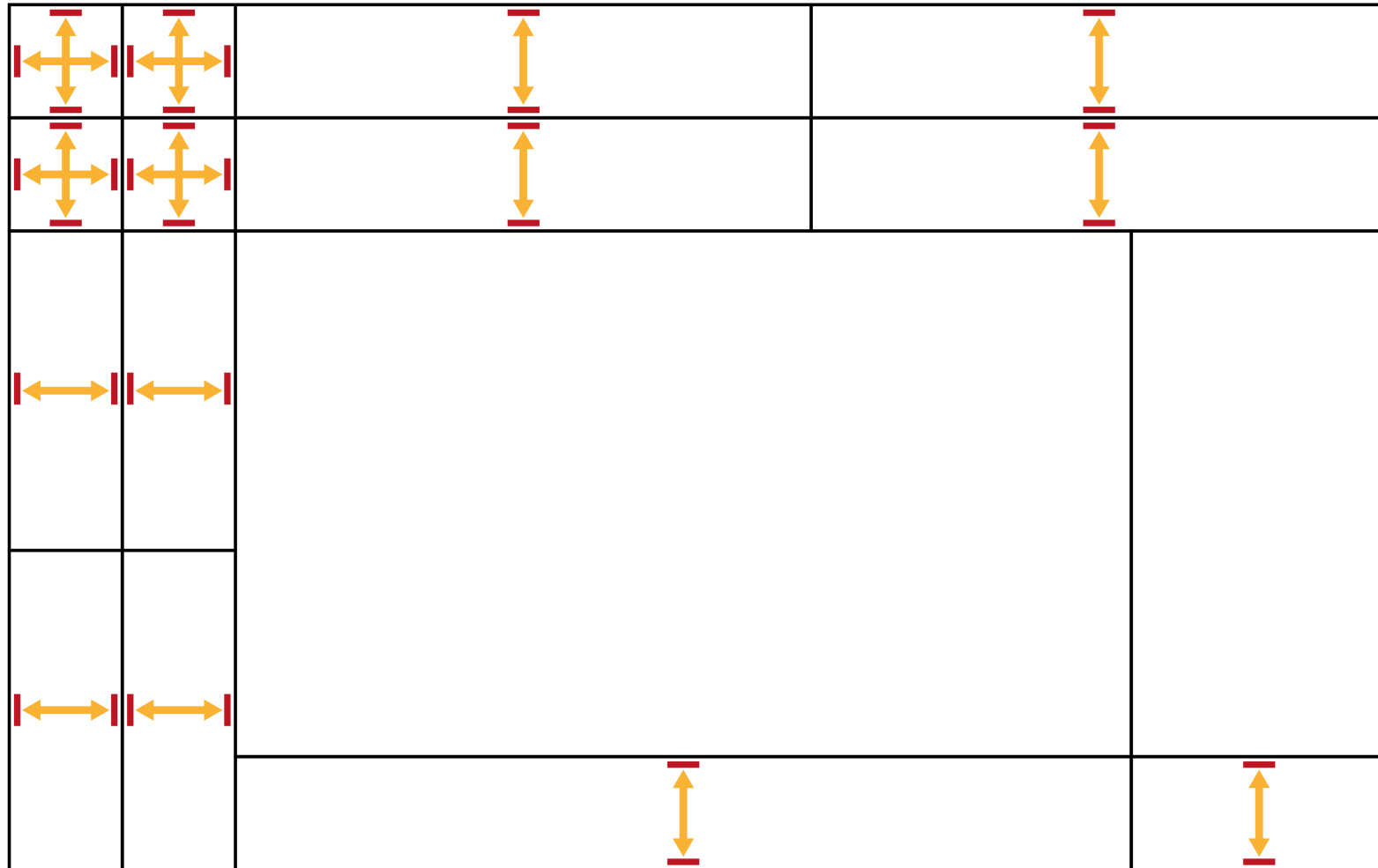
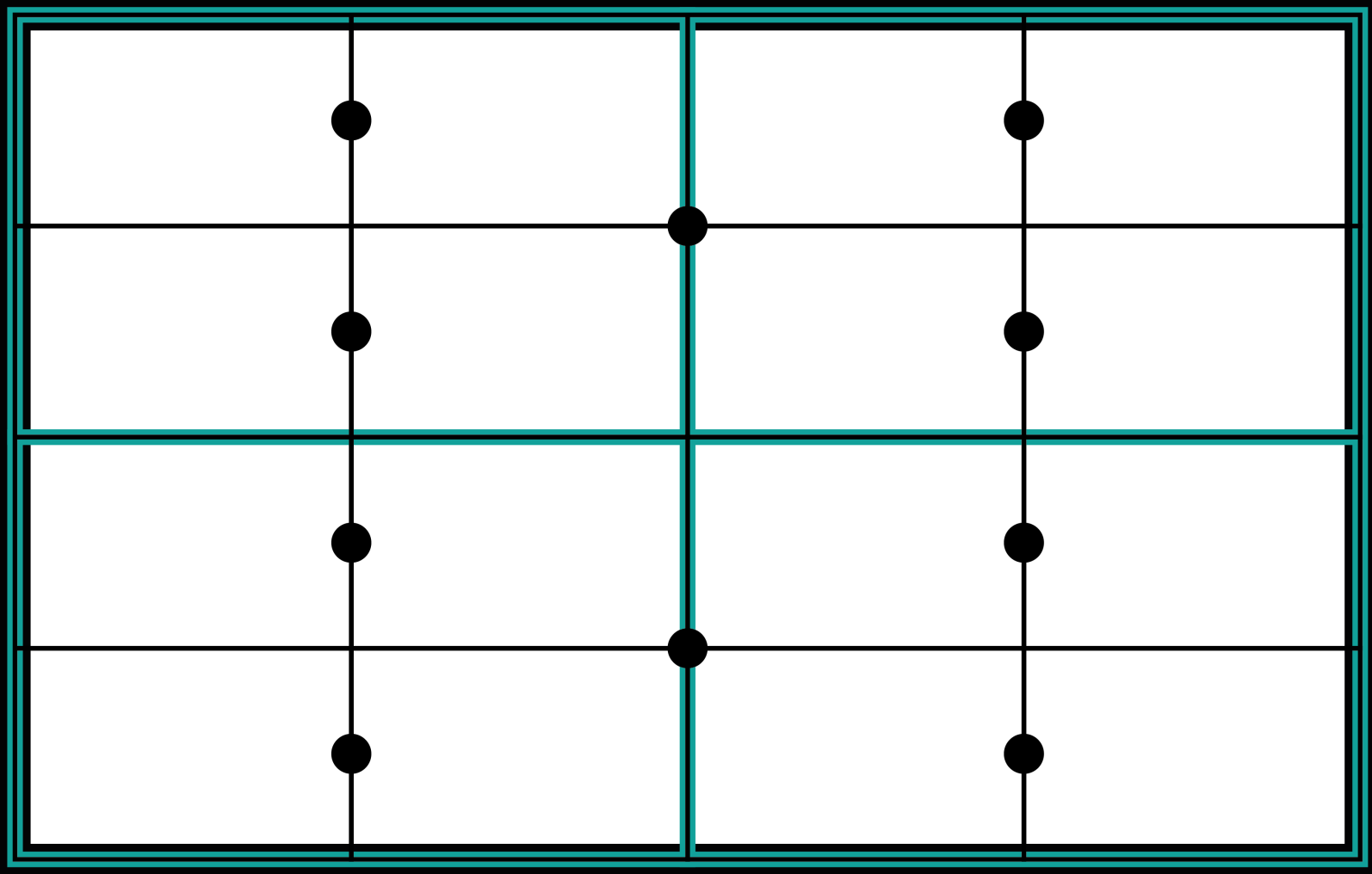
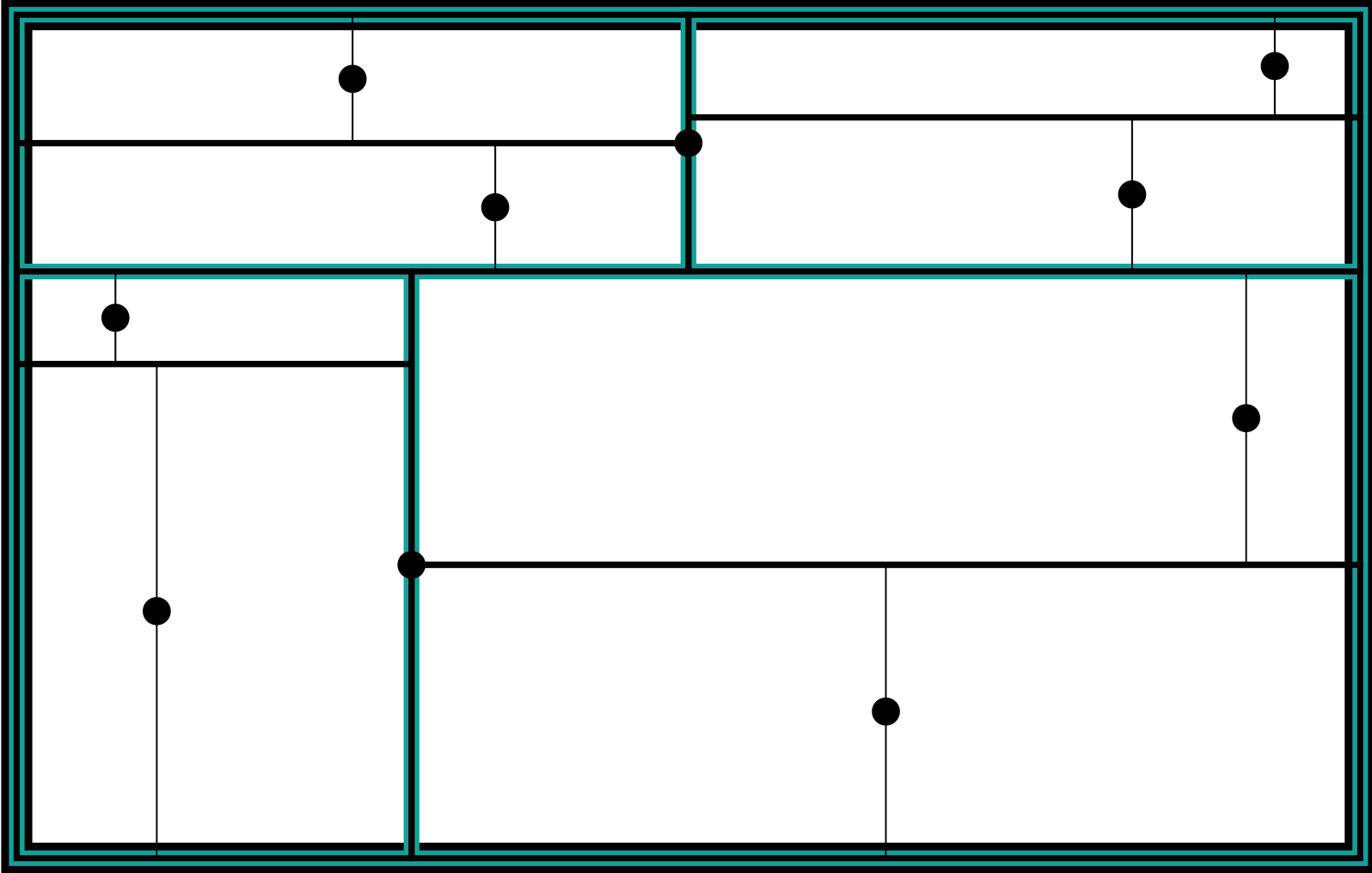
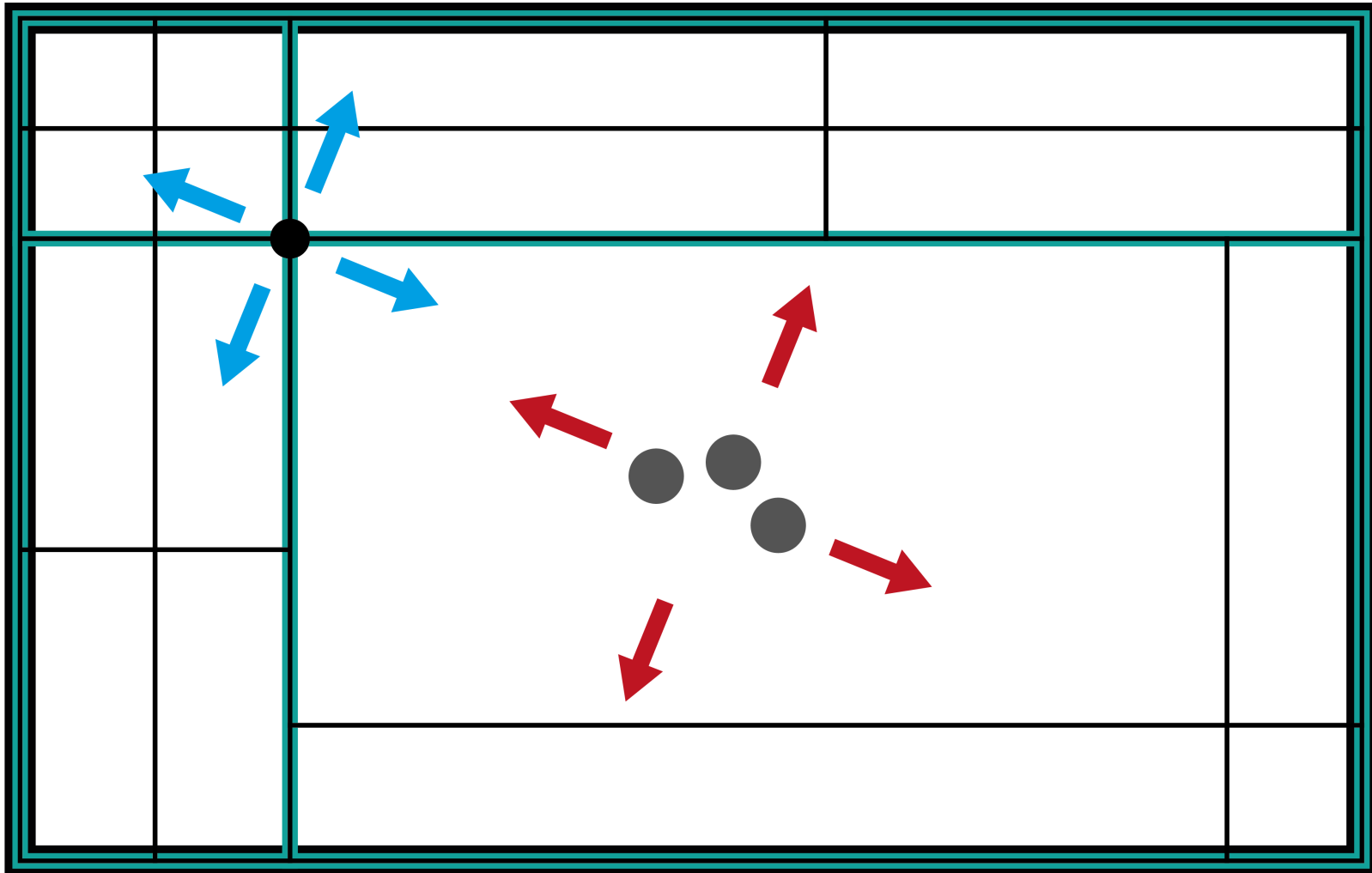


Structure & Function | Constrain





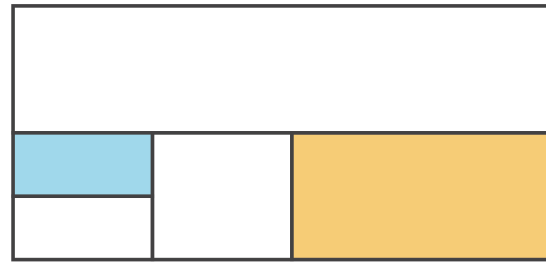




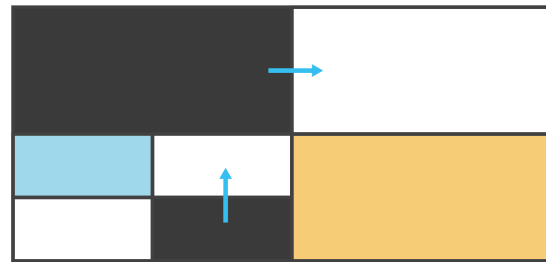
Structure & Function | Interaction | Restructure







Open up spaces

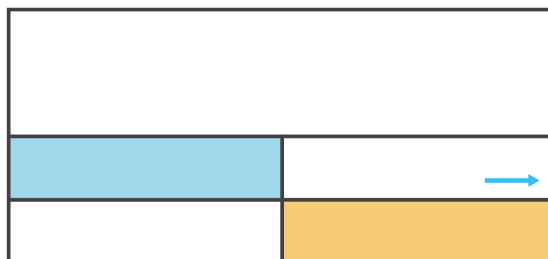
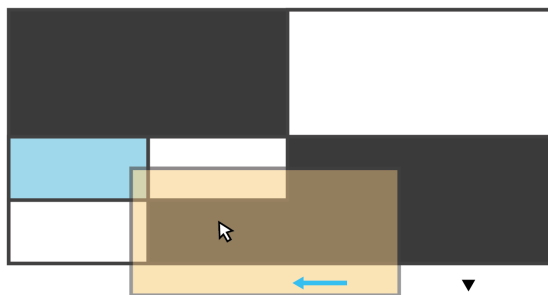


When attempting to reposition containers, open up available drop spaces .

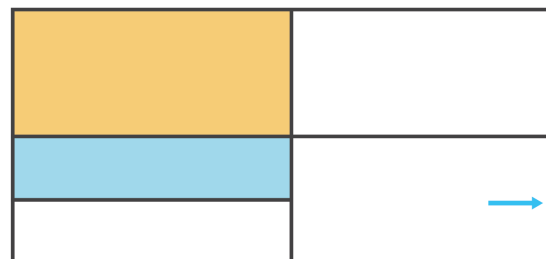
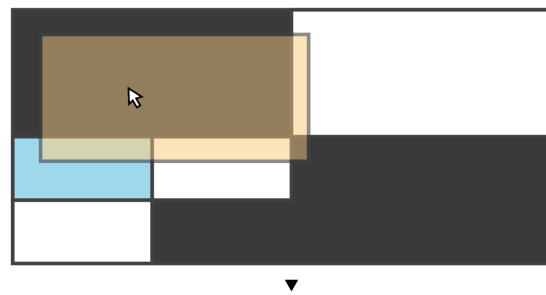
e.g. three-container constellation: big container shrinks to make space for fourth container, etc) to show user where the dragged container can be dropped.

Swap when dropped onto another container.

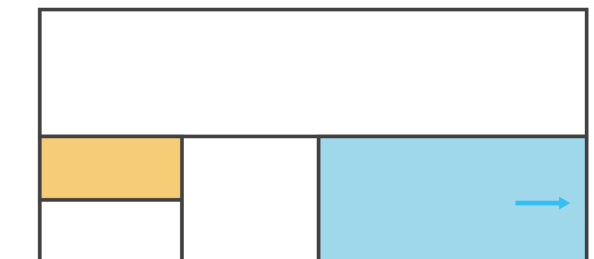
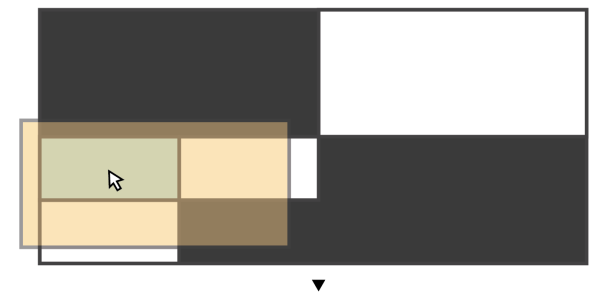
Drop into empty space



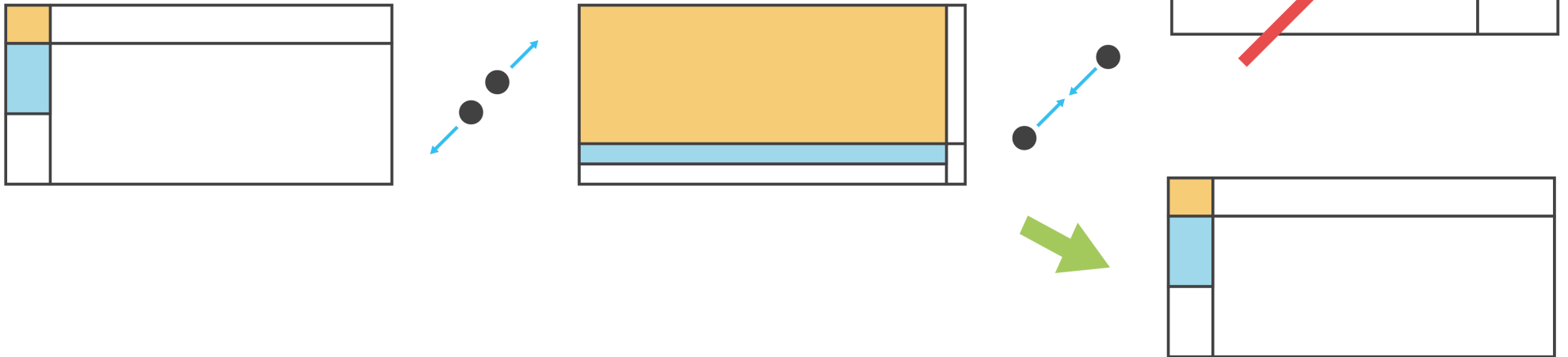
Drop into empty space



Swap with another box



zooming out results in a different constellation alignment than zooming in reversed.  
user expects reversed zooming in movement.  
Fix -> somehow „save“ rescaling path and reverse it when zooming out

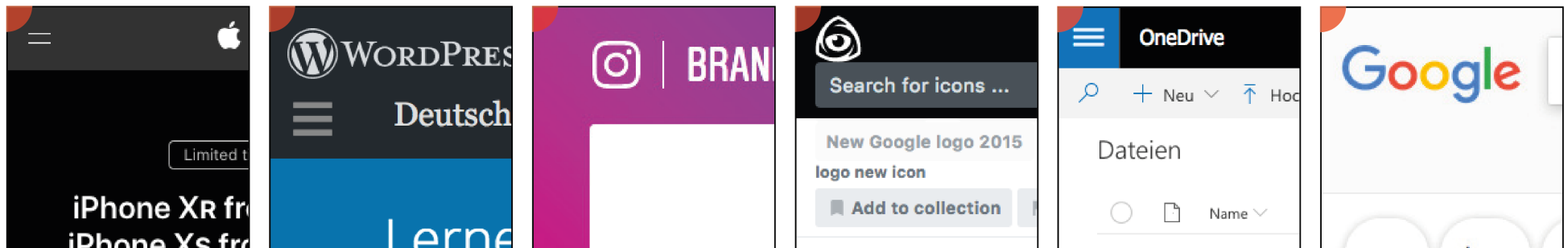


### ***Managing Browser functionality***

*fullscreen (or rather full-box) webpage view by sacrificing interface symmetry*

*-> browser functionality panel as overlay on top of website, not separate space*

*-> goal: removes itself from view at the right moment, so it doesn't annoy user*



Browser concept | Interaction | Menu bar

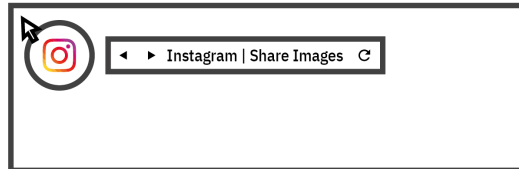
*Desktop*

*Touch Device*

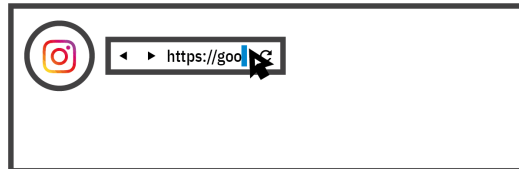
usually no critical content in upper left corner.  
appears when hovered over corner area



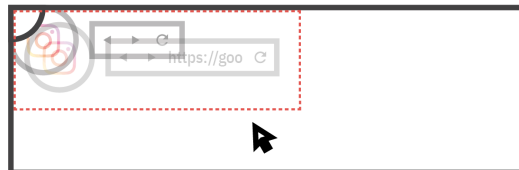
diagonally swipe from corner into screen



on click: title changes to url input field



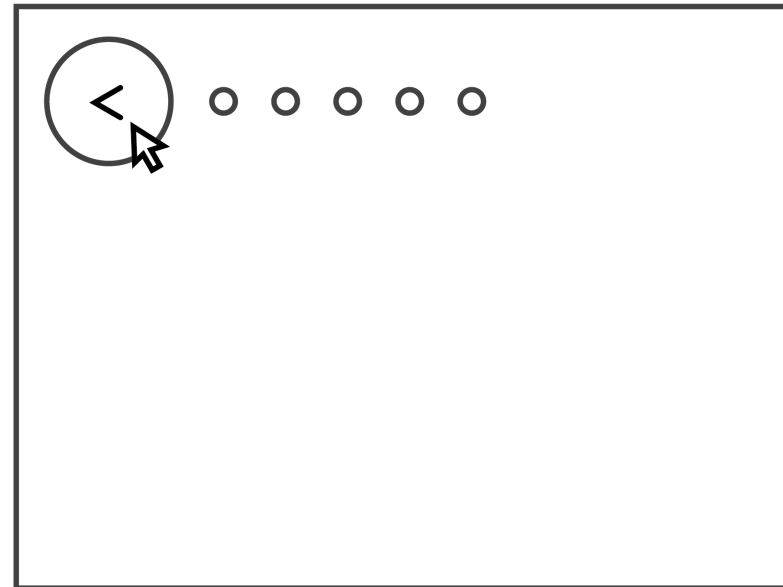
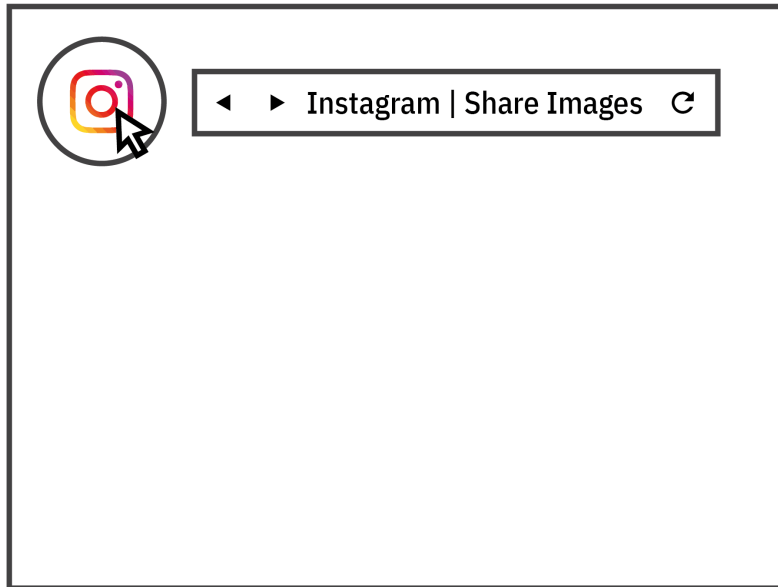
goes back into corner after cursor has left special area  
or page was scrolled



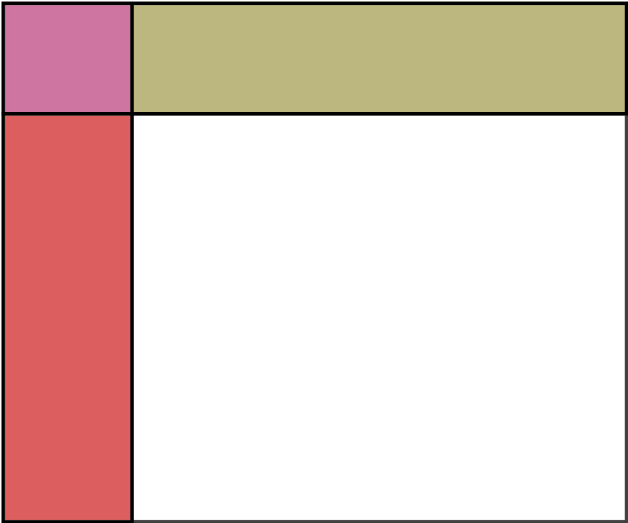
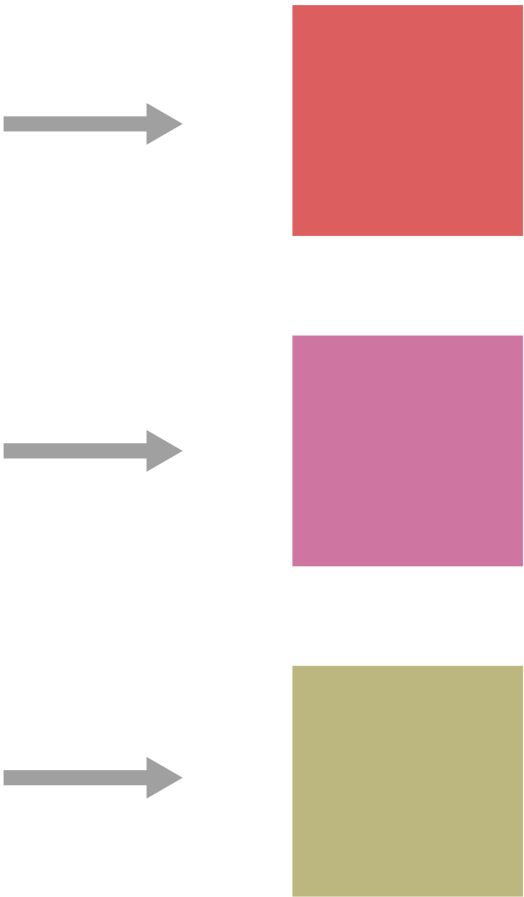
goes back into corner after some seconds if unused  
(let's say 3) or when page is scrolled

*big questionmark:* position of menu is ajustable?  
(e.g. Facebook Messenger on Android)

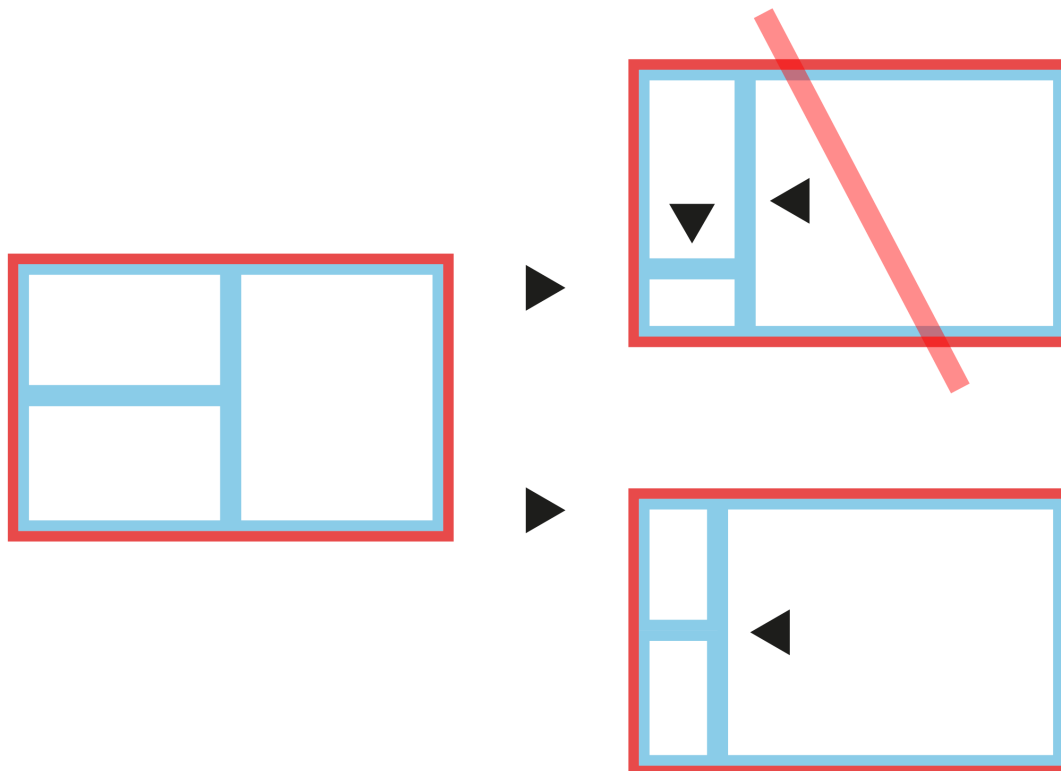




Structure & Function | Coloring by icon

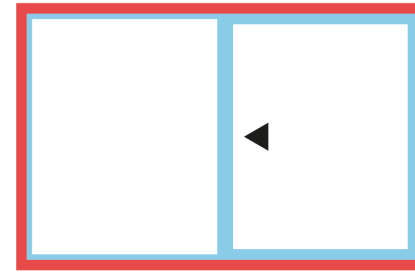


vM (container center point)  
horizontal und nicht diagonal  
verschieben, um zu  
gewährleisten, dass die  
zwei kleineren Felder in ihrer  
Proportion zueinander  
bestehen bleiben

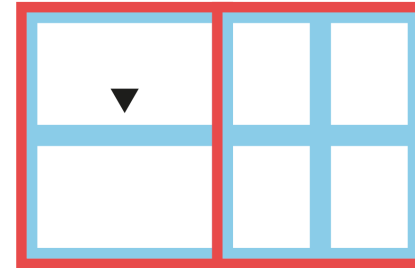
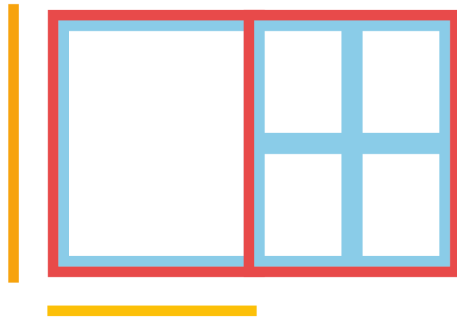


Bei Neueröffnung einer Box

Wenn Container breiter als hoch vertikale Trennung



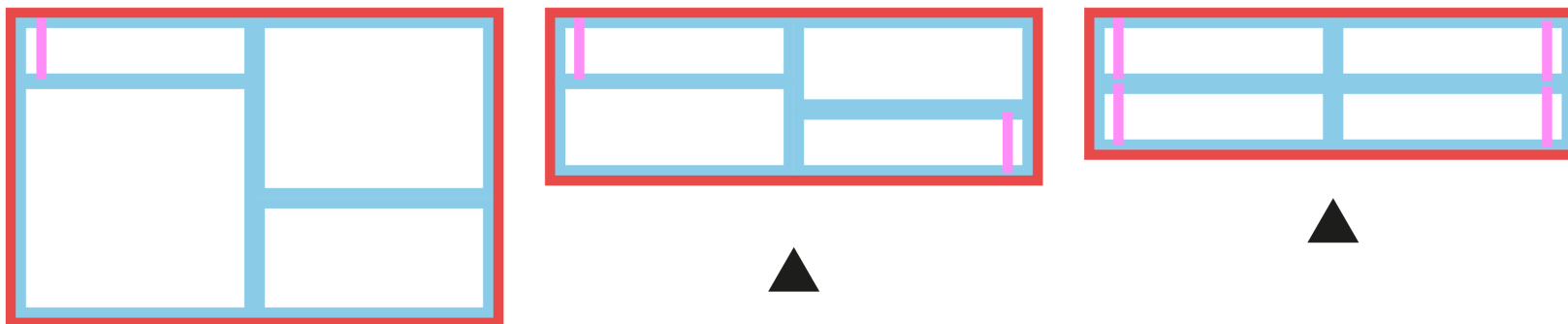
Wenn Container höher als breit horizontale Trennung



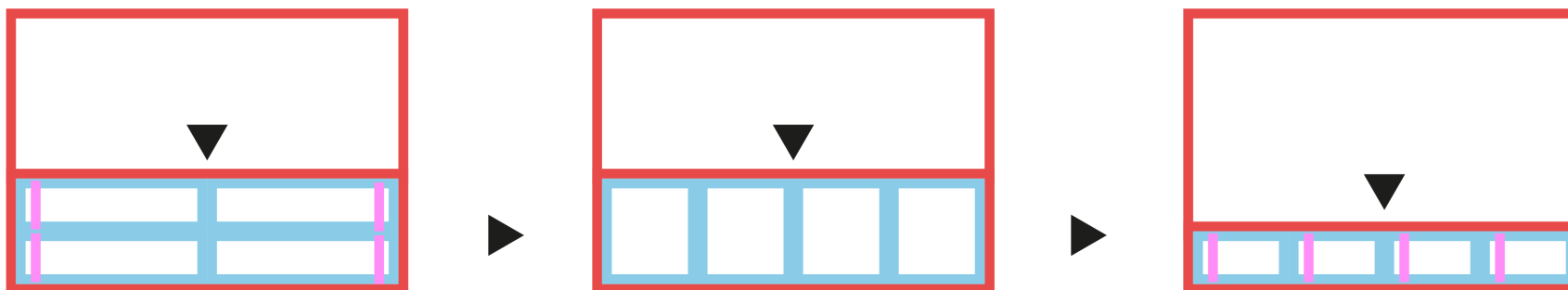


## Skalierungssperren

Block

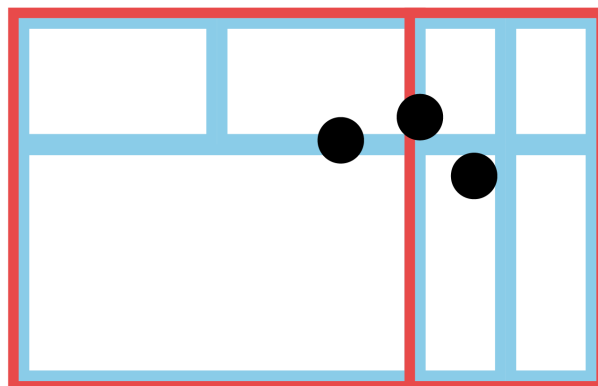
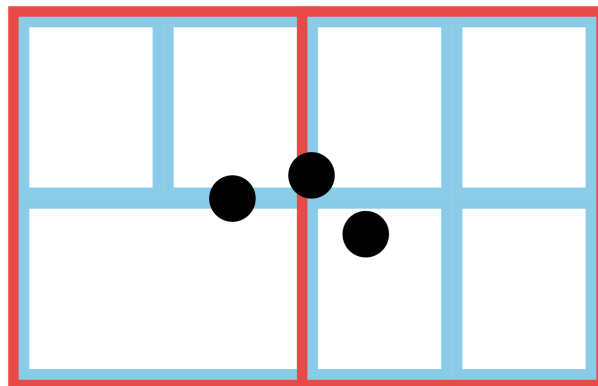


Umsortierung der Boxes im Container wenn Container zu schmal wird



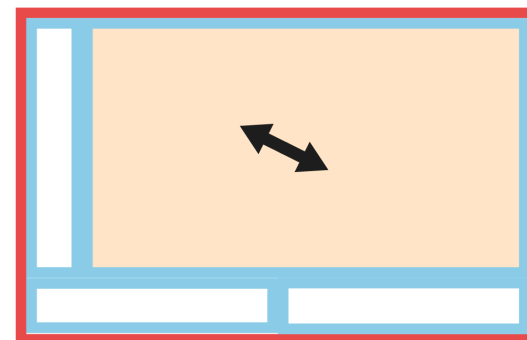
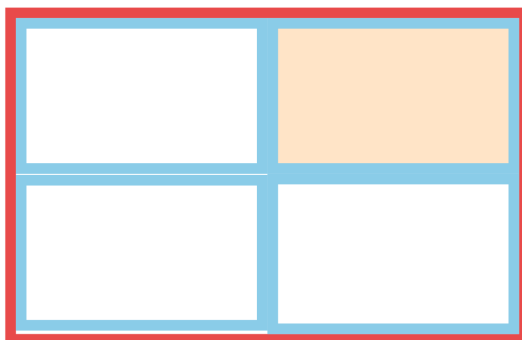
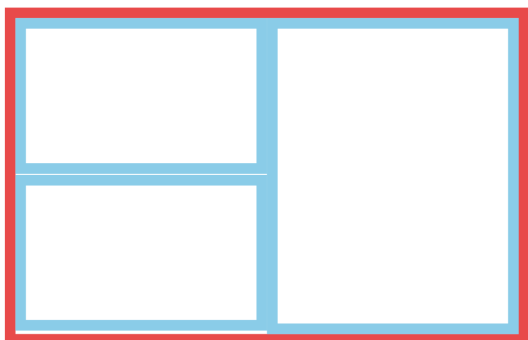
Shift whole menu

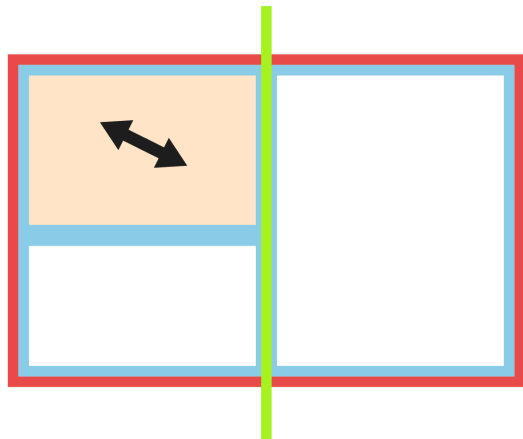
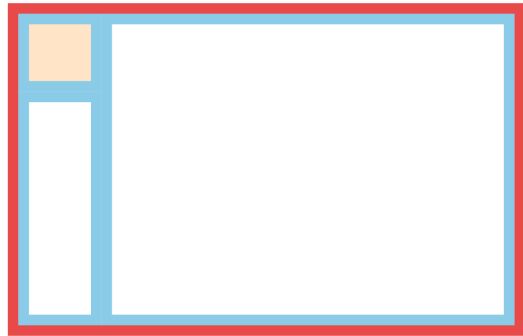
Some gesture (three fingers) to shift centerpoint around.



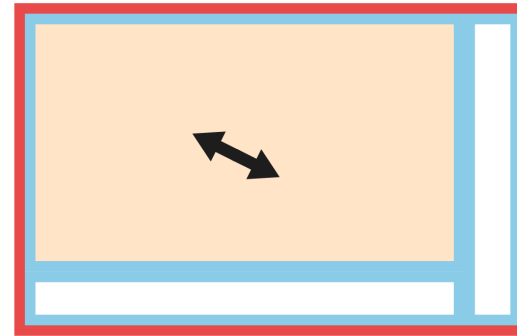
When adding new box, scale it to a reasonable size automatically.

This way, it doesn't matter where box is being added, even when it is just a tiny spot somewhere



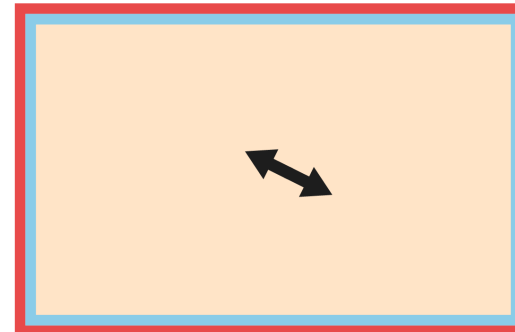


First Swipe:  
Orientation at  
vertical center axis.  
Scaled box does not  
cross this line



Second Swipe:  
box expands to  
size

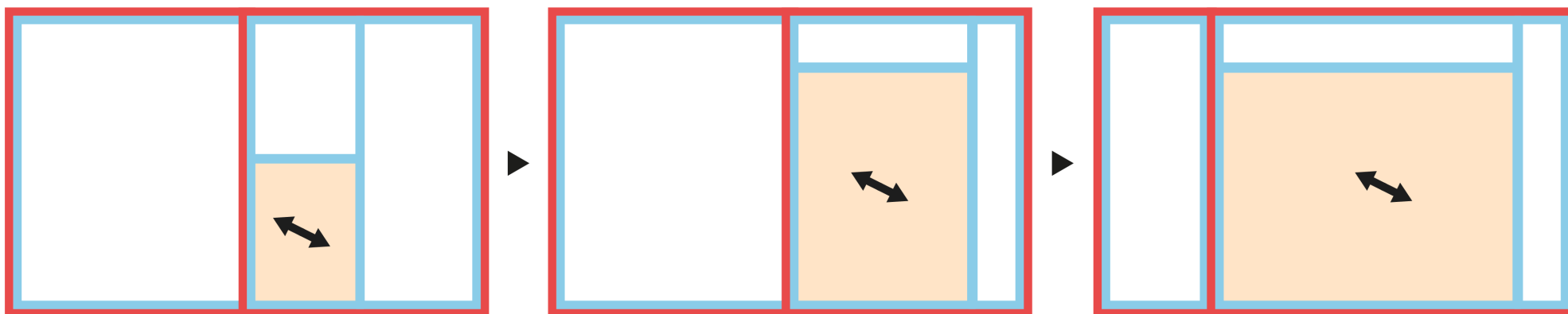
maybe:

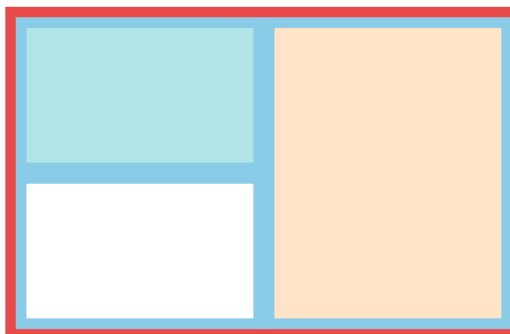
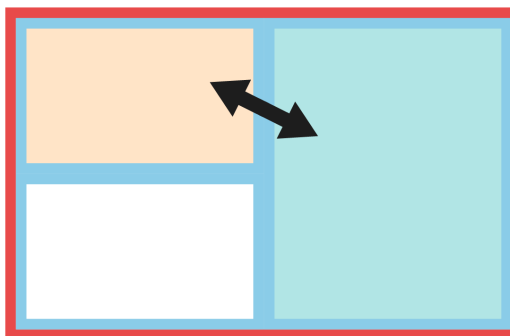


Third Swipe:  
box enters  
fullscreen  
mode

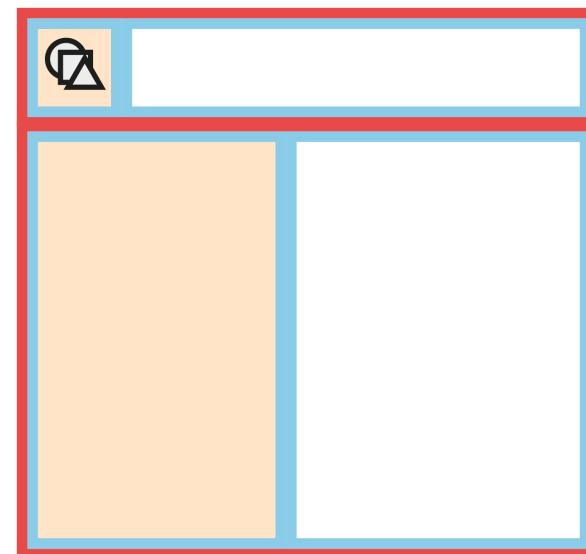
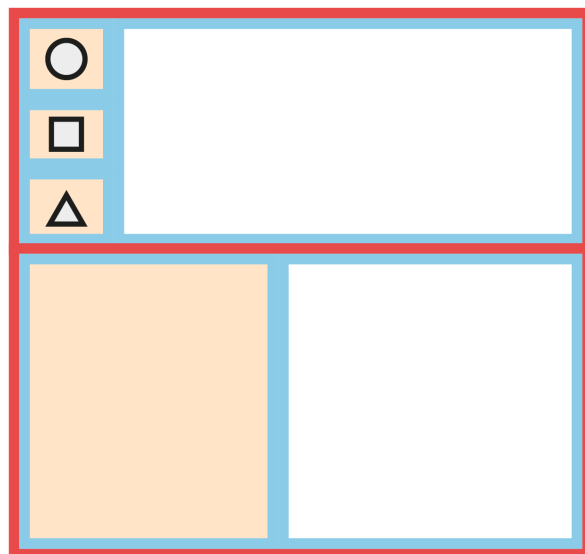
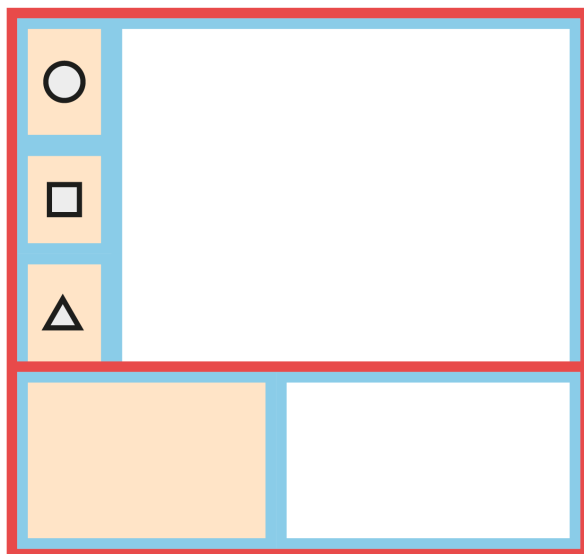
Container erst skalieren, wenn Box im Container auf Anschlag ist (evtl. auch nur an einer Seite, also x oder y, oder sogar nur x (wegen Breitbild Format)

Skalierende Boxen „schieben“ Nachbarboxen, also keine Universalskalierung

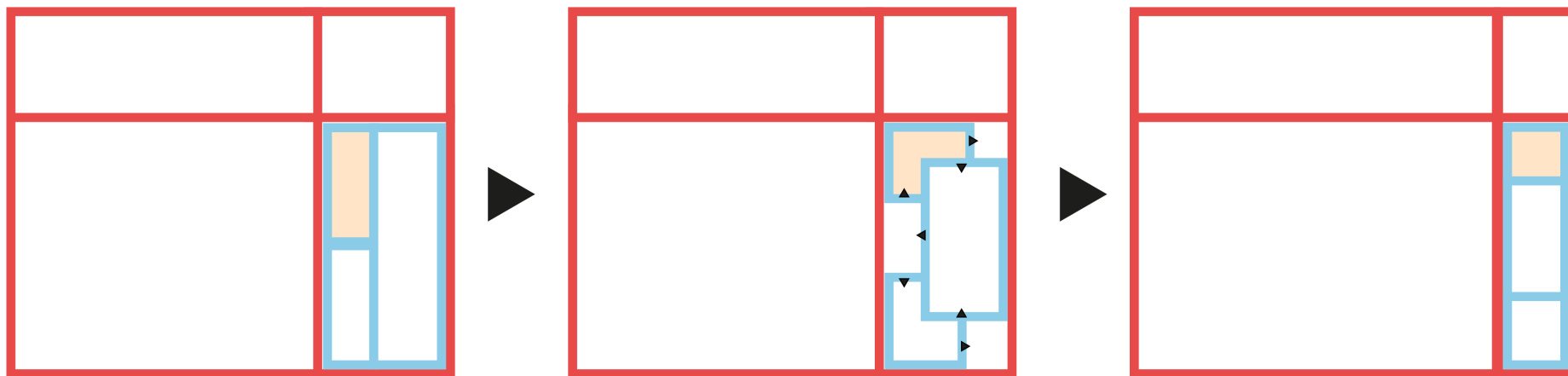




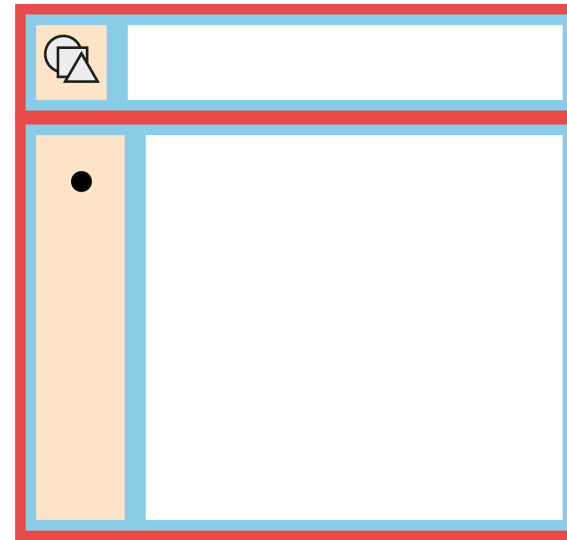
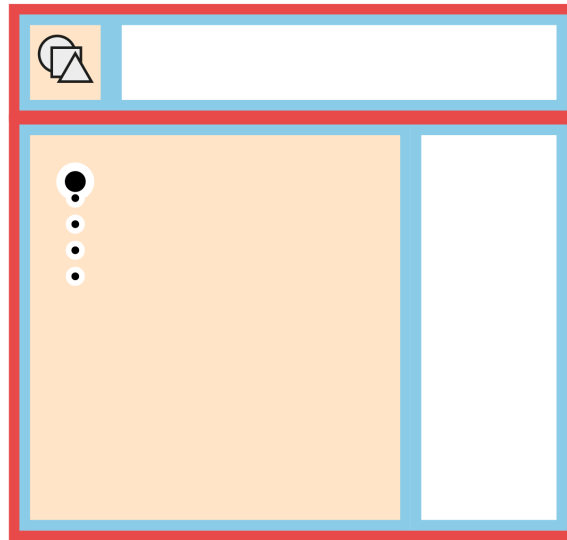
Zusammenfassen von Gruppen, wenn Boxen Minimalgröße unterschreiten (Fusion zu einer Box, defusion wenn wieder groß skaliert)



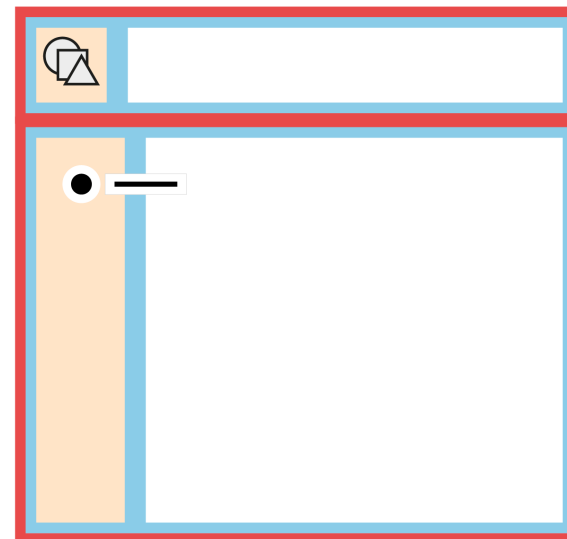
Animation of box position/size change  
more graspable & better understandable than  
sudden jump





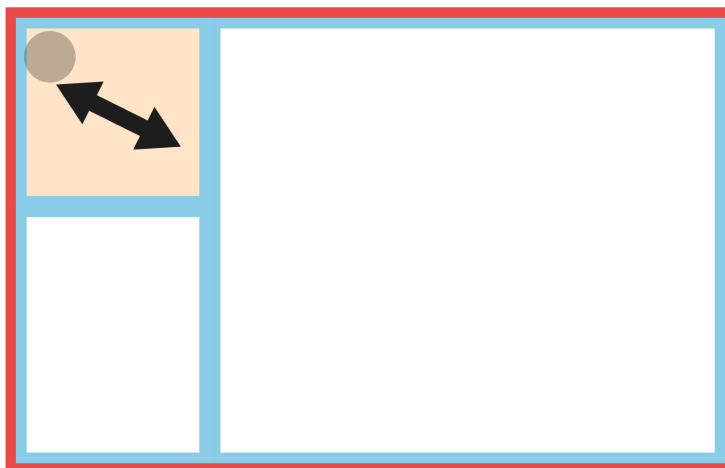


App Menu wenn Interaktion mit Menu Button.  
Nur erlaubt wenn genügend platz vorhanden ist. sonst bei interaktion mit app icon nur titel einblendung erlaubt.

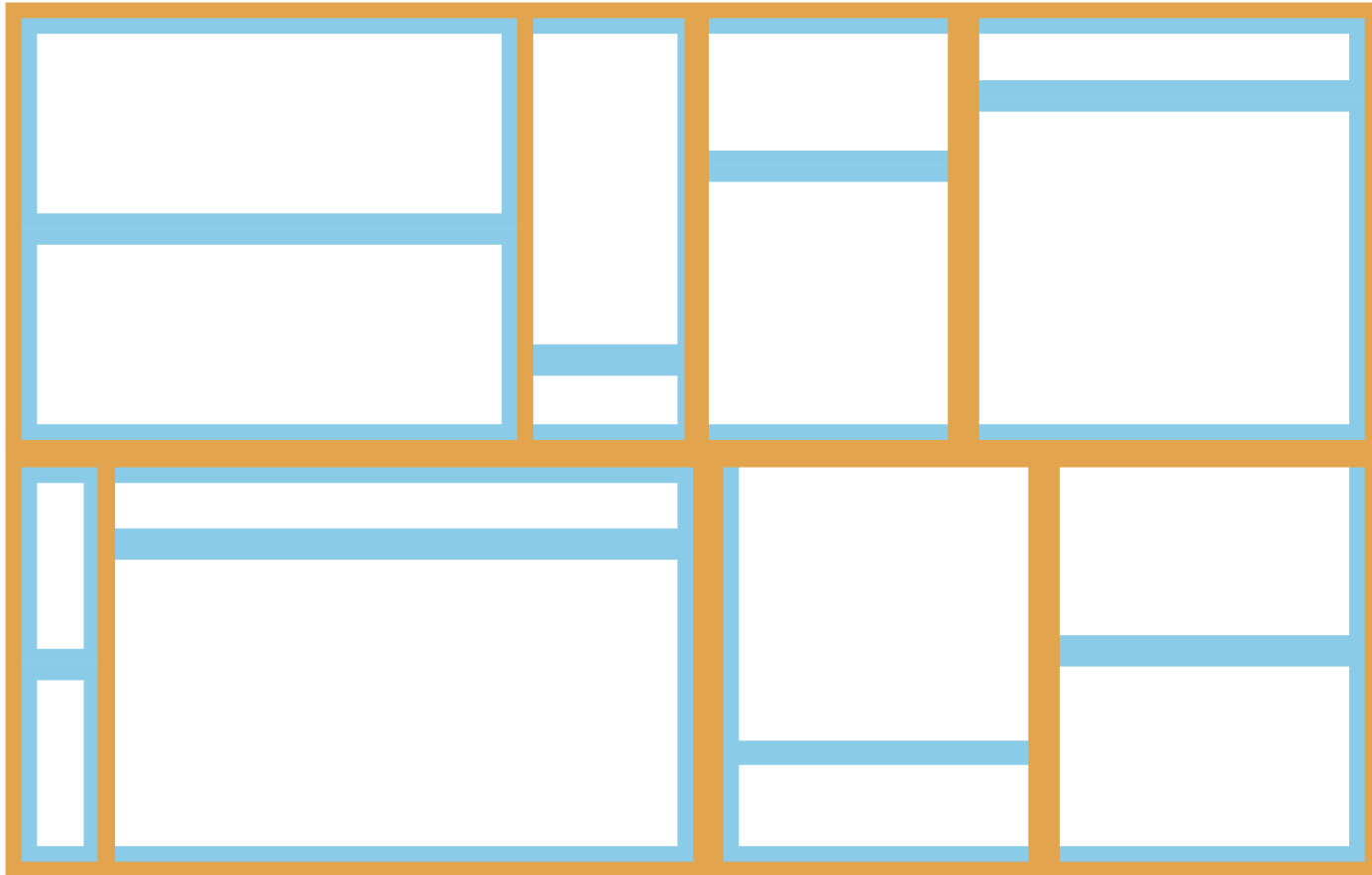


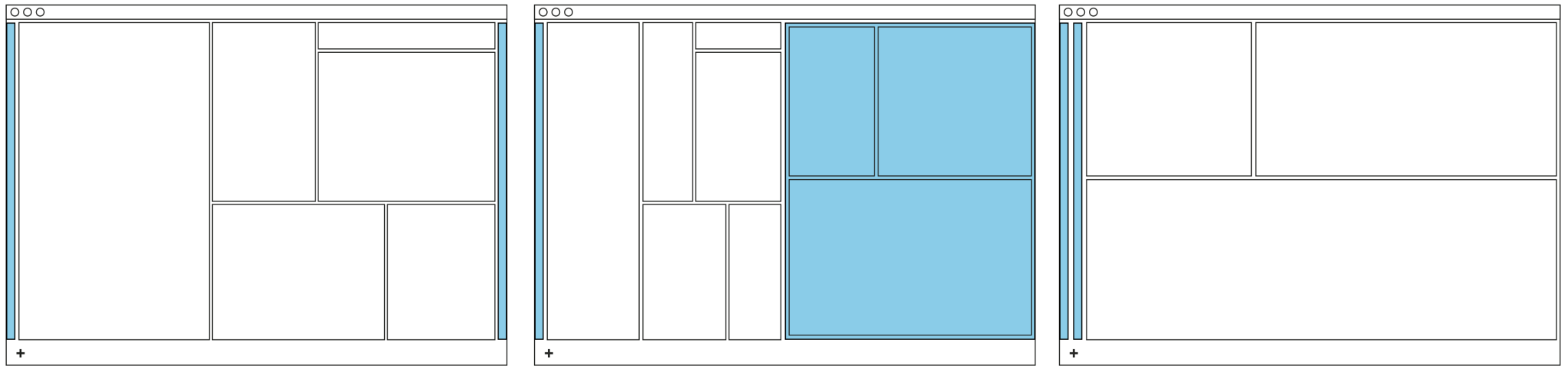
When small box is hovered / tapped  
(one finger):

slightly increase size, so that the  
user gets a small preview of whats  
inside the box. As soon as the finger /  
cursor leaves the box, shrink back to  
former size.

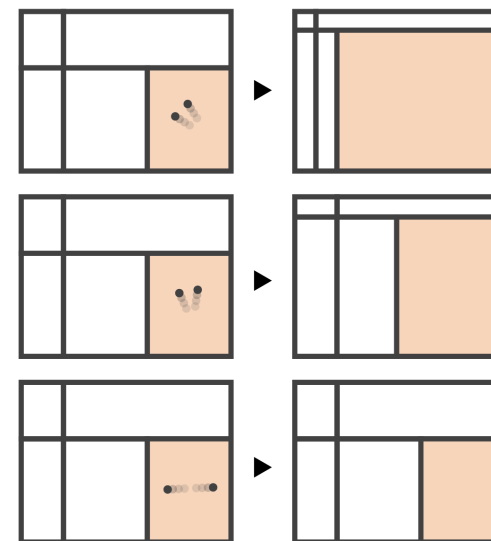
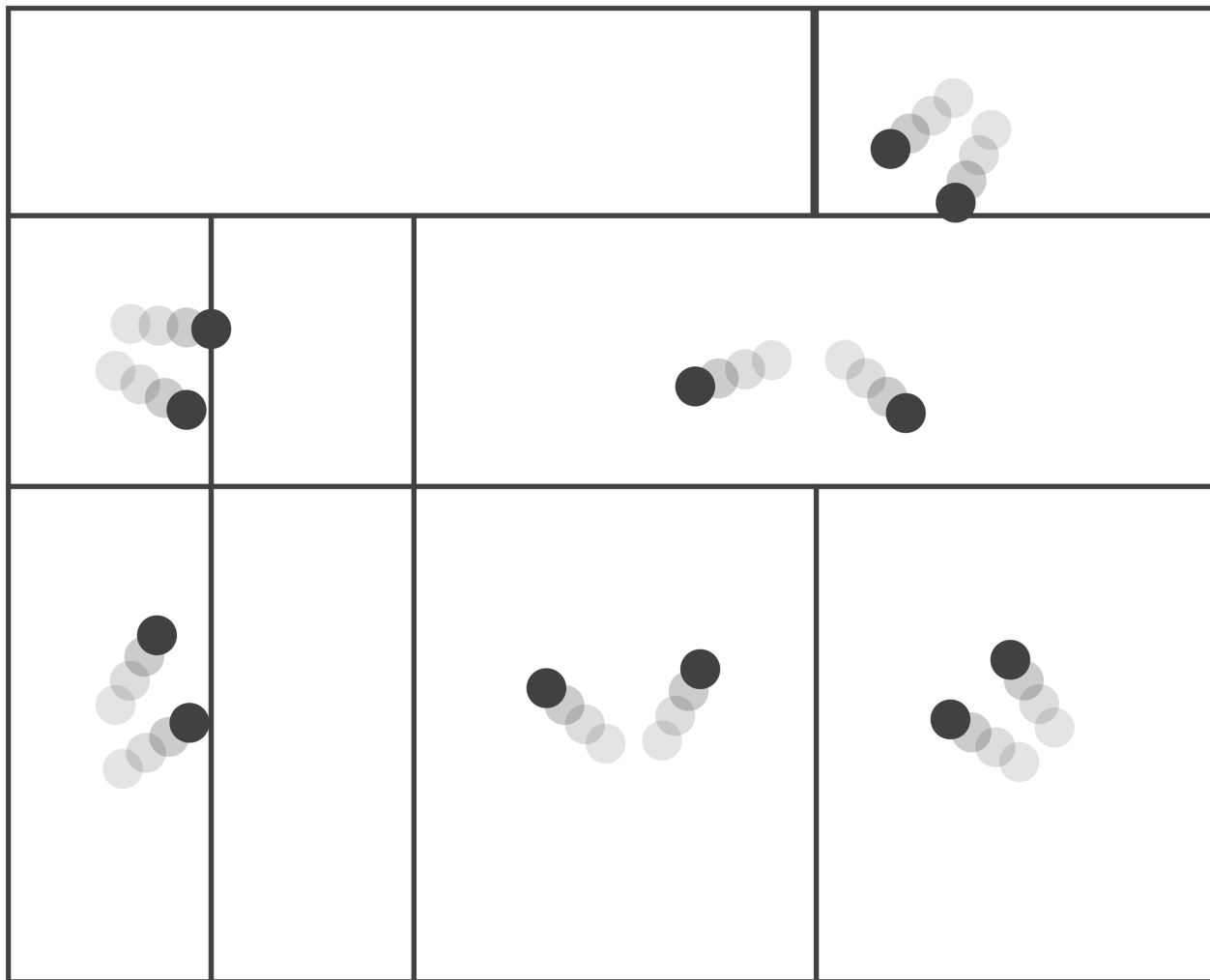


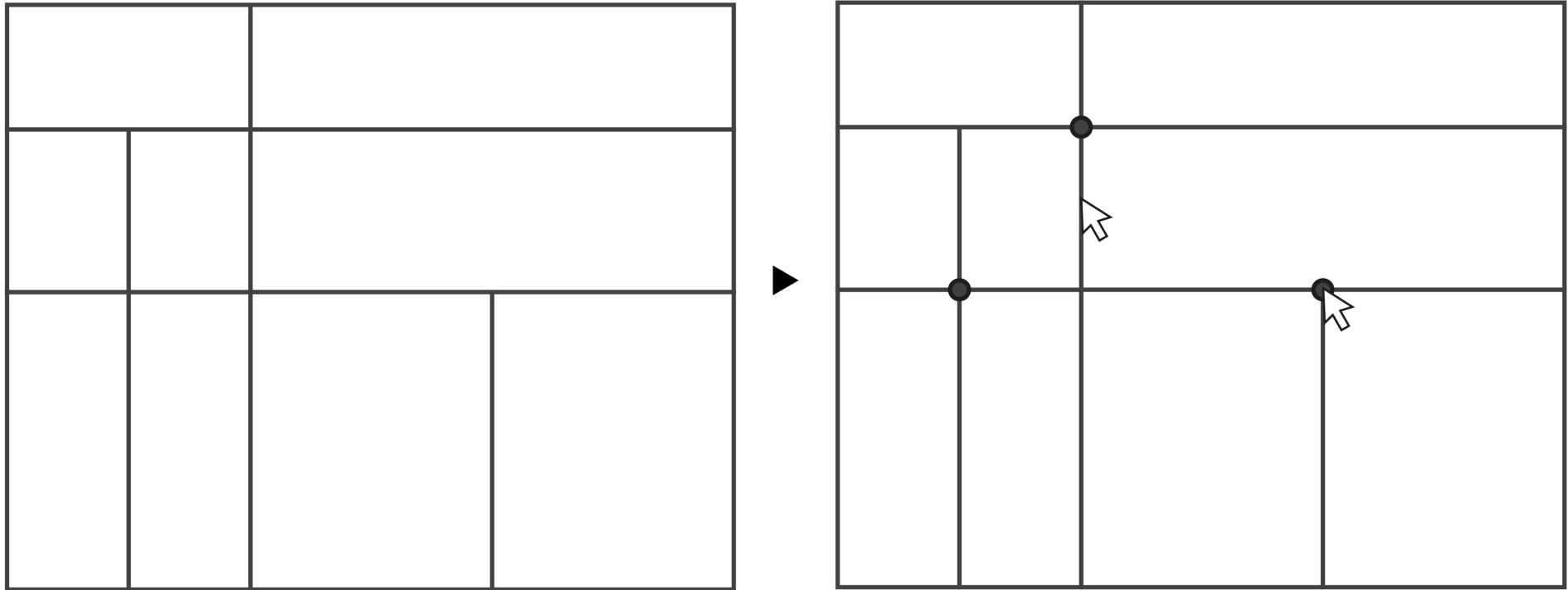
Even smaller  
division of  
containers into  
two-box  
constellations.



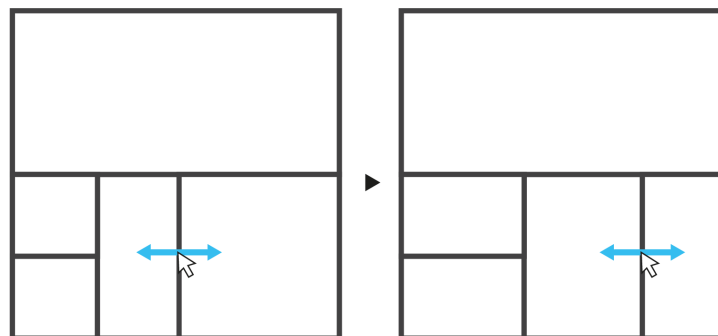


If more than 16 (or any def. number), new boxes are stored in page boxes. Page boxes exist at the sides of the window and appear as a single box. When swiped to scale up, they push away the current set of boxes while maximizing out into the window. during that process, th boxes of the page appear





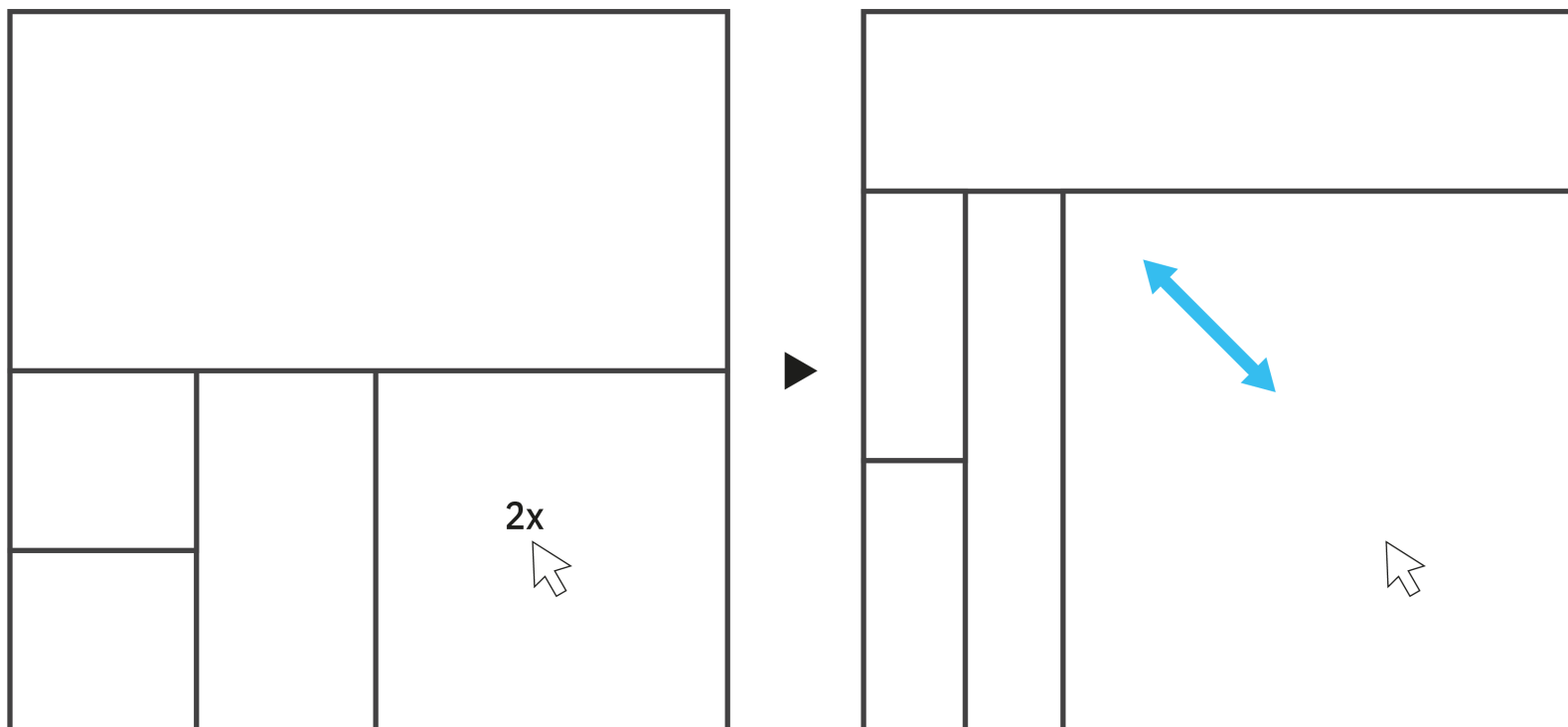
handles: all handles appear as soon as one is being hovered or if cursor touches the borders to signal user where handles exist elsewhere and disappear if cursor leaves area



manual resizing per mouse still possible?  
(just in case, if precision is crucial)

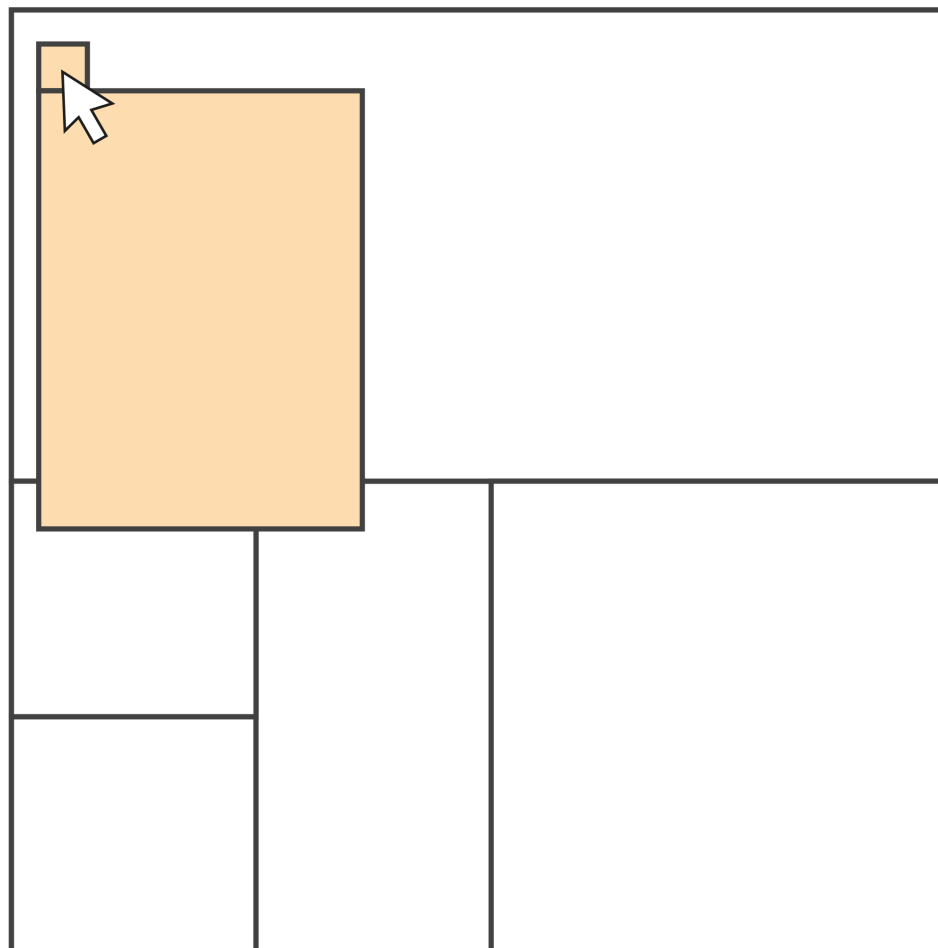
double click not used at all in website interaction:

double click inside box: scale up to reasonable (determined) size



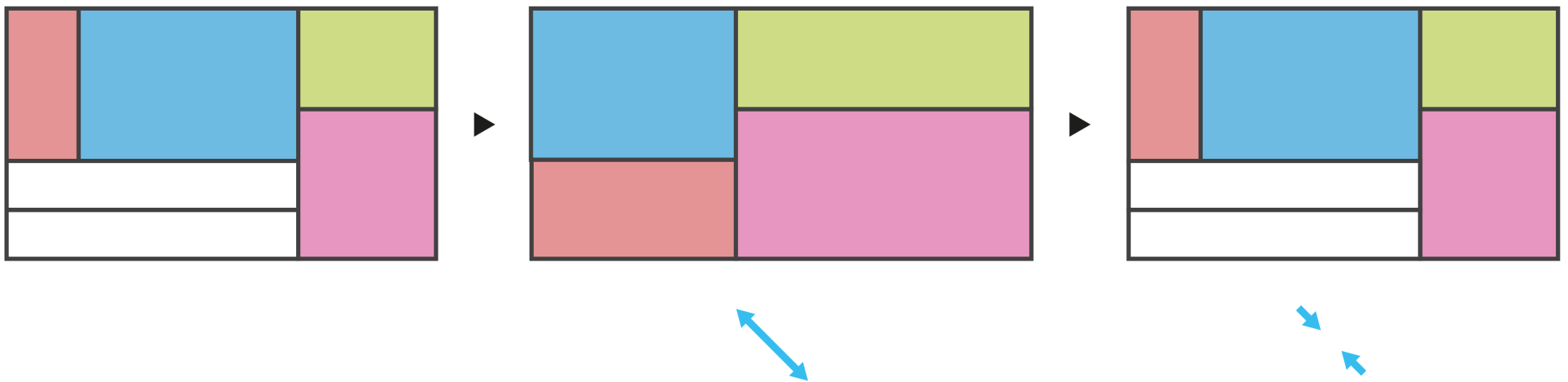
Little menu

summarizing all open  
pages so that the user  
doesn't have to look  
around to find the  
desired page.

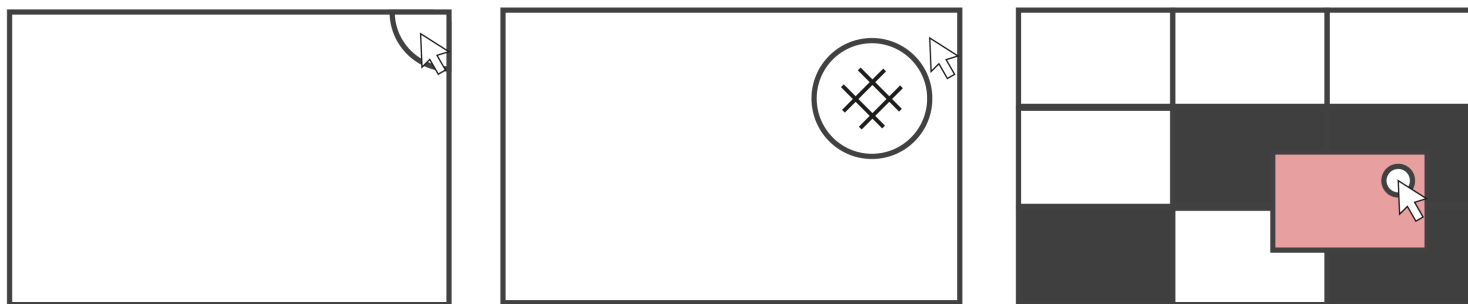




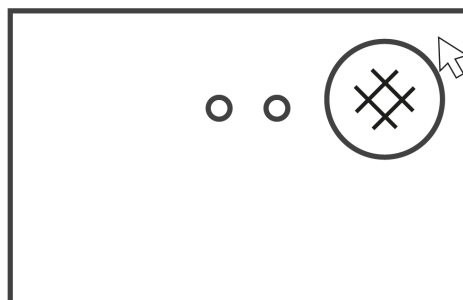
Select multiple  
boxes and isolate  
them from others



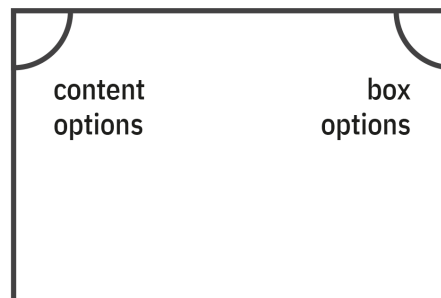
grab and drag box at this button to place elsewhere / swap with another box (to enable quick reordering of boxes)





other options aswell ([bookmark], delete)???  
(basically „box“ actions)



general arrangement of settings ?



 Container     Box

