

STRUCTURE PALETTE

OVERVIEW

The structure palette is a palette that combines the current page, chapter and book palettes into a single, expandable/collapsible view so that the entire structure of the book is viewable in a single place. It displays the contents of a book in tree form so the user can get to any part of the book without having to first find it on the page.

What can you do in the structure palette?

First and foremost it is a way for you to get an overview of your book and its entire contents. You will be able to see the book (and its title, if you've given it one). Within that, the chapters and other items that are at the 'chapter level' (unattached embedded books*, page spanning timelines). Within each chapter you'll see the page thumbnails.

Secondly, the structure palette is a way for you to control what your book contains. You can add or delete embedded books, chapters, pages, or put pages or chapters on a timeline (to put objects on a page on a timeline, you have to do it on the page in the workspace, not here in the structure palette). You can also add or delete objects from pages.

Third, the structure palette is the context for a series of new halos and HUDs. You can, in a book space of the structure palette, get a book halo that allows you to pull up a HUD to manage the size, background color, page numbers, title, author, etc. for your book. (we will eventually include things like permissions, licenses, publishing properties and other 1.1 features)

The structure palette shows individual book palettes for each book that is open in the work space.

*What is an unattached embedded book? A book that is contained within another book, but has not be placed on a page.

ACTIONS

When does the palette do stuff:

When the user expands or collapses the view (fig. 8)

users can click on arrows to expand or collapse the view of the selected objects child objects. For example, if the view was totally collapsed, the user would only see the title of their book in the structure palette. Expand it once: chapters and unattached embedded books will appear. Expand a chapter and you'll see pages in that chapter's pages (as thumbnails) and page-spanning timelines in the chapter. Expand a page and you'll get a list of the frames on that page.

When a user drags stuff around in the palette (fig. 7)

Users can move objects between pages in the structure palette. Of course, trying to move a flow frame doesn't do anything. This means media objects and non-flow text frames, as well as timelines on a page. Timelines will have to grab all the associated objects and take them too. This does not include page-spanning timelines.

When a user creates a new book (fig. 6)

This can be done in three ways

- 1) user clicks "New Book" button on the structure palette
- 2) user drags in a template or media object to the workspace, which creates a book wrapper for the object
- 3) File > New Book

The structure palette shows a new section with the 2nd book represented in it.

When a page is created

whether by the user or through the flow frame, the structure palette is updated with the page

thumbnails

When an object is added to the page

page thumbnail updates

When a timeline is added to the book

page thumbnail updates, or if it is a timeline for a series of pages, the series of pages get a new container to show that they belong to a timeline

When the user changes pages or selects an object

it should reflect, using some outline indicator, what page or object is being worked on at the moment

USE CASES

Dragging an image (or other media object) to the structure palette

User has 1 book open, with structure palette opened so that chapter 3 pages are visible.

- 1) Select an image in the resources menu
- 2) Drag to the structure palette
User can drop it two places:
- 3) drop it on a page in the structure palette
- 4) it should appear in the top left of that page
- 5) The book in the workspace should NOT go that page. The user has to click on the page to make that page appear.

Dragging a book to the structure palette into another book (fig. 5, fig. 4, fig. 1)

User has two books open at the same time

There is another book visible in the structure palette

- 1) The structure palette shows a representation of both books, in separate windows.
- 2) User clicks on the book title and drags it into the window of the other book and drops it in. (Clicking and dragging on a chapter would move that section around in the book, clicking and dragging a page would move it around in the book too, but only if it's not a flow page.)
- 3) The book appears in the unattached embedded books section of the top book palette. This allows a user to use the structure palette to navigate through their embedded book, without burdening the Embedded Book palette on the right side with that functionality.
- 4) If a user drops a book on a page in the structure palette, it does the same thing as a media object: inserts the book on that page in the upper left corner of the page and shows a representation of that new object on the page in the palette. The embedded book then has two representations: one in the structure palette (on the page, which can be expanded and surveyed just like a parent book), and one on the right in the embedded books palette.

Working with multiple books in the structure palette

* When the focus of a window in the workspace changes, a slight indication is shown in the structure palette (some sort of outline or brightness)

* If a user has two or more books open, they can drag media objects or composed objects from the resources palette of Book A to the structure palette Book B which copies those resources to the Book B.

Putting a group of pages on a timeline (fig. 3)

User has a single book open to chapter 3. She wants to drag 5 pages to a timeline to match an audio recording

- 1) User opens a new timeline by dragging it out from the components panel to the workspace. The timeline appears at the bottom of the screen.

2) She clicks a page in the structure palette and drags it from there to the timeline. Two things happen:

a) the structure palette is updated to show that the page now has a timeline.
b) the timeline is 'attached' to the book at the chapter level. This timeline will not be available to control hiding and showing or other actions on a single page. The user will have to create a separate timeline to control objects on a page.

3) The timeline appears in the structure palette as a background color for the page.

4) She grabs an audio clip and attaches it to the timeline. This too is on a 'chapter' level, so it can span pages. It is attached to the timeline, and spans pages

Two ways to trigger this.

1) the page opening

2) a trigger on the page

We need two different icons to make it clear which the user has employed on that timeline.

5) She grabs a few more pages (using shift-click in the structure palette to select the next pages) and drags them down to the timeline. All these pages get the same background color to show that they are on a timeline.

Alternately the user could have

1) selecting a range of pages in the structure palette

2) invoking the HUD from the halo

3) selecting "Add to timeline"

4) A new timeline is created with the pages on it

Timeline actions on a page represented in the structure palette (fig. 2)

* If a user adds a timeline to a page, that object in the list of objects on the page gets an icon that it is associated with the timeline

* If the timeline is for a page the icon appears next to the page thumbnail

* If the timeline is for a range of pages, you show a colored background behind and around all the page thumbnails with a icon for the group