

PatternFly Community Meeting

March 24, 2020 www.patternfly.org/v4

Agenda

Topics

- New features and enhancements Titani Labaj, Katie McFaul, Mike Turley, and Joachim Schuler
- Upcoming major release highlights Dana Gutride
- PatternFly content enhancements: Website homepage improvements Abi Donahue
- Updates to PF styles information Gina Doyle
- Drop shadow and spacing reduction Lucia Boehling

What's coming up

What we're working on next - Rachael

Q&A



New features and enhancements

- <u>Card</u>, <u>Chip group</u> enhancements Titani
- <u>Data List</u>, <u>Modal</u>, and <u>Select</u> enhancements Katie McFaul
- <u>File Upload</u> Mike Turley
- <u>PF Snippet Extension</u> Joachim Schuler





Major release highlights

Major release information

Releases

Releases are still done with each commit to the v4 branch on both patternfly and patternfly-react. At the end of
the major release work (across these three milestones) - we will promote the versions

Testing

- Feedback is welcome (and encouraged) we will be testing once per milestone within product
- Use the prerelease-v4 tag
 - Core: npm install @patternfly/patternfly@prerelease-v4
 - React: npm install @patternfly/react-core@prerelease-v4

Impact notes:

- Each PR includes information about breaking changes which can be extracted
 - https://github.com/patternfly/patternfly-react/pull/3924
- Example of notes for developers



PatternFly content enhancements: Homepage

What have we done so far with content?

- Medium
- Twitter
- GitHub documentation
- PatternFly homepage



Medium

- 19 articles
- Surpassed 70 followers
- Engineering, UX research, UX design,
 UX development, content strategy



Medium and Twitter are better together.



Medium

- Publication: PatternFly
- Reaching a wider audience due to Twitter



Twitter

- Handle: @patternfly_des
- Increasing engagement due to Medium



GitHub

- Focus on delivering information
- Create new content structure
- Apply to React repo's main README file



Project title

- PatternFly website
- Slack
- Medium
- Email

- Requirements
- Installation
- Usage

Brief description

Community

Table of contents

Links to other README files

Setup

Contribution guidelines

License

Only for the main README file in the repo

- How to become a contributor
- Contributing to the repo



PatternFly homepage

The What, Why, and How

What?

- Main page on patternfly.org
- Introduce people to PatternFly

Why?

- Reflect our brand identity
- Connect with people
 - Effectively communicate what PatternFly is all about

How?

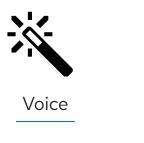
- PatternFly voice traits
- First stab at rewriting
- First round of reviewals
- Final reviewals and launch





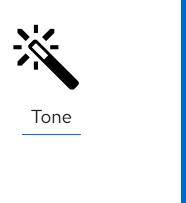
- Short sentences
- Plain language
- Familiar words





- Warm
- Welcoming
- Engaging
- Innovative





- Casual
- Informative



Stay tuned.



Why redesign them?

Colors page

- Doesn't display our full color palette
- Missing other important groups of colors (backgrounds, icons, etc.)
- Doesn't do a great job of connecting the colors to components
- Little information about how these global color variables are used within the whole variable system

<u>lcons page</u>

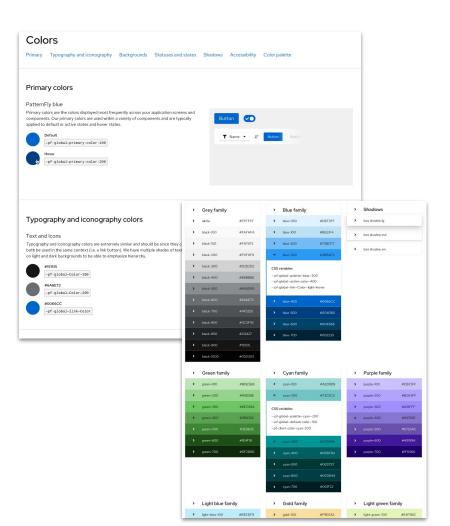
- Not an accurate representation of the PatternFly icon set (missing many and also displays many that are not in use)
- Missing all FontAwesome icons
- Does not match what is offered in the Sketch design kit
- No guidance on icon sizes or colors
- No usage guidance



Colors page Marvel project

What will you gain?

- Groupings of colors based on variables and how they are used within components
- Specifics per each color swatch including variable names, hex value, information about where that color is used
- See the whole color palette and for each color, get the palette color name, hex value and all variables associated with that color

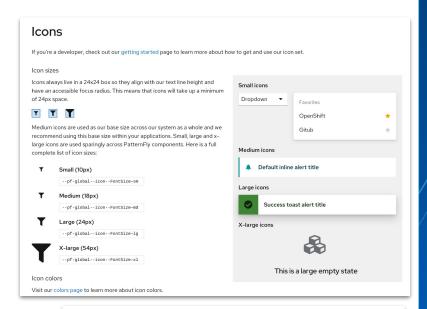


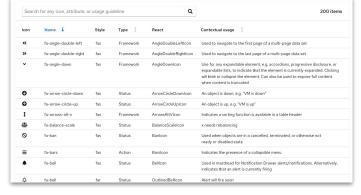


Icons page Marvel project

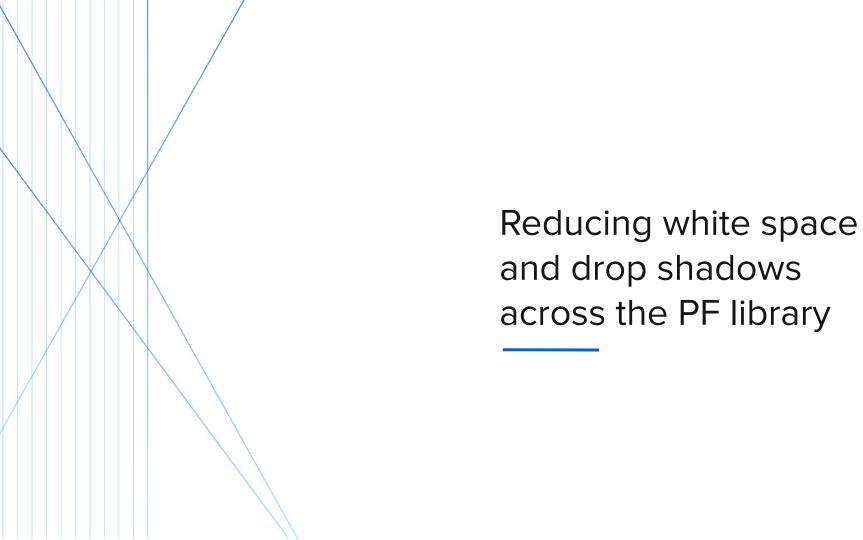
What will you gain?

- All icons sizes with corresponding variables
- Usage guidelines for those sizes with those icons in context
- Icon colors (actually on the colors page)
- Ability to download the whole icon library as SVGs as well as the PF icon font
- Ability to get an HTML or React code snippet for an individual icon
- Ability to download a single PF icon
- Table listing icons, icon names, icon styles and type, react names and contextual usage









Why?

White space

In some areas of the system we have too much white space. This decision was initially made to align with RH Brand's ample use of white space to symbolize the open nature of our culture and products. While this works well in a marketing context, it doesn't translate well to product use and ends up wasting space that could be used for greater information density.

We want to use negative/white space in a way that allows the content to have a clearer hierarchy and better readability and to avoid adding white space for the sake of adding white space.

Drop shadows

Over-reliance on drop shadows can lead to things feeling a bit messy or outdated, and can often lead to a confusing hierarchy of page content. We also had some inconsistencies between the values that existed in the sketch library and in core.

We want to tighten up and refine our shadow values and make sure that their usage within components/page layouts is pragmatic and intentional.

Drop shadows should be used to **put emphasis** on an object and/or **to show the elevation/hierarchy** of the components on a page.



What's changing?

White space

- Editing down the white space across components.
- Components with tighter spacing will become the new standard for product use.
- Some components will retain two spacing variations. The one with more spacing will now be an opt-in.

List of all spacing changes and mocks of updates: https://marvelapp.com/dge08b4/screen/66855517

Drop shadows

- Updated values for current shadow variables
- Introducing new "XL" drop shadow for modal and wizard
- Replacing drop shadow treatment with border lines in components where a change in elevation is not necessary (i.e. components that expand inline with content: drawers, copy to clipboard, expandable data list/table rows...)

List of all shadow changes and mocks of updates:

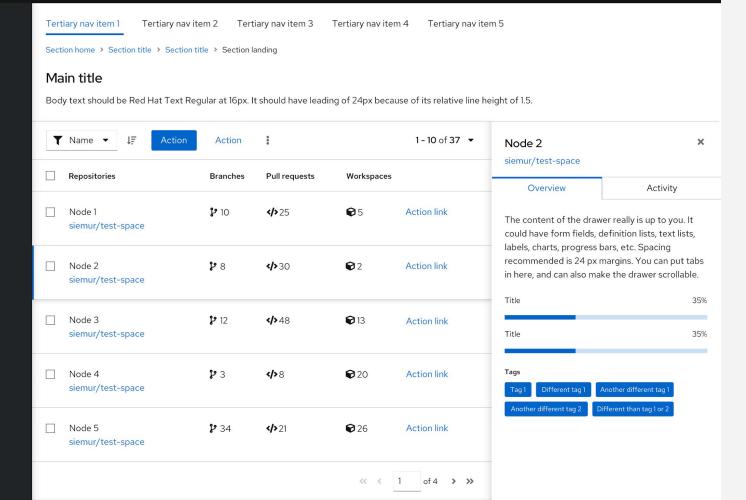
https://marvelapp.com/6029867/screen/67313592



System panel

Policy

Network services

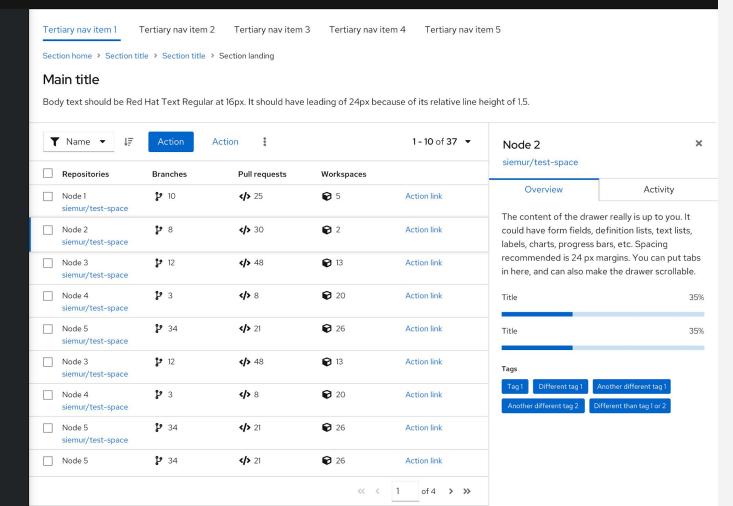




System panel

Policy

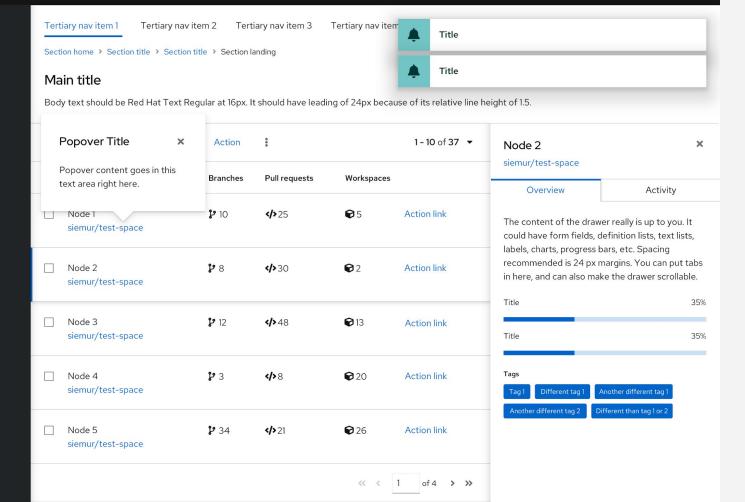
Network services





Policy

Network services

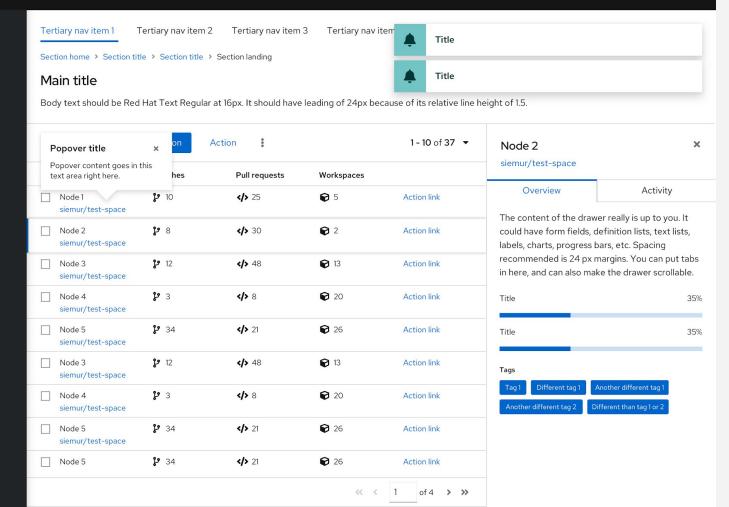




System panel

Policy

Network services





Full specs

White space

List of all spacing changes and mocks of updates: https://marvelapp.com/dge08b4/screen/66855517

Drop shadows

List of all shadow changes and mocks of updates:

https://marvelapp.com/6029867/screen/67313592





What's coming up

What we're working on next

- Card View
- <u>Table column management demo</u>
- Enhancements to <u>Drawer</u> and <u>Data List</u>
- Breaking changes

See our current milestone in progress <u>here</u>.



