LOGO

M

N

Grids

J

K

L

Control Panel & Inventory

Production Manager

+

I

Small Cargo

1–100 of 45,900

Ship XYZ 1001

Ship ABC

Station ABC

A

ion HQ 001

+

Q

M

Small Cargo Container 12

On / Off

Show on Hud

Show in Terminal

Iron Ore x 12000

Silicon Wafer x 500

Elite Welder x 1

Computers x 5

Empty Space

20,000 Liters Total Volume -- 16,415 used -- 3,585 available

Notifications

F

Small Cargo Container 8

On / Off

Show on Hud

Show in Terminal

Iron Ore x 12000

Silicon Wafer x 500

Elite Welder x 1

Computers x 5

Empty Space

20,000 Liters Total Volume -- 16,415 used -- 3,585 available

Raw Ore

Ur Ingots

Bullets fired

llets Low

B

H

D

+

P

G

Small Cargo Container 1

On / Off

Show on Hud

Show in Terminal

E

Iron Ore x 12000

Silicon Wafer x 500

Elite Welder x 1

Computers x 5

Empty Space

C

20,000 Liters Total Volume -- 16,415 used -- 3,585 available

Unregister Grid

O

P

New Notification

For this condition: Iron Ore

Less Than

10,000

Follow this action: Flash tab on Web

Sound Repeat until ACK

Create Cancel

All possible ore, ingots, components, as well as block cound, x, y, and z location

Less Than

Greater than

Is

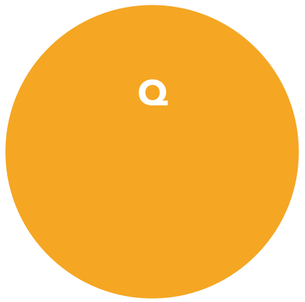
Is not

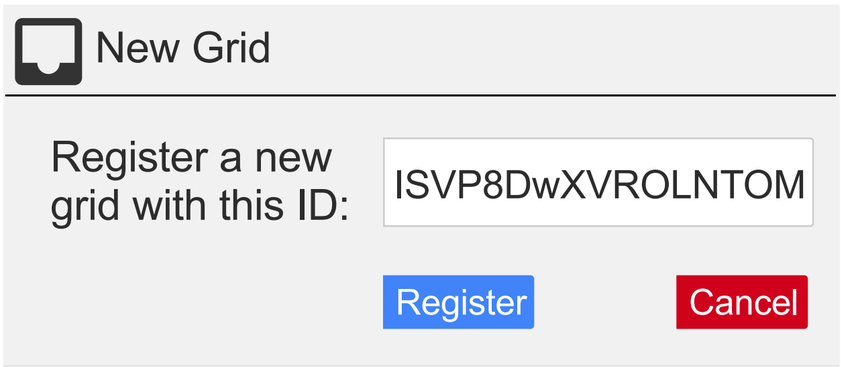
Flash tab on Web

Notify to web

Send email

Send text message




New Grid
Register a new grid with this ID:
ISVP8DwXVROLNTOM
Register
Cancel

Callouts:

A -- Searchable and scrollable list of all grid names which you have currently registered with the control panel and inventory manager.

On Active: draw blue bar on left, highlight text to match.
On Hover: draw pencil icon which takes you to **new grid registration** with content pre-filled

B -- Seachable and scrollable list all all notifications currently registered to *this specific grid*.

On click: draw blue bar on left, highlight text to match
On backend event (notification): change font color to matching state. Draw icon (lights? Smileys? Exclamation!
On Hover: draw pencil icon which takes you to **new notification** modal with content prefilled

C -- Visual presentation of how much volume (out of the total) that a particular stack of an item is taking up.

*On click***:** highlight the current resource.
On double click: split stack in half request sent to backend. Register callback to update this UI once backend completes its move request.
On Hover: draw precise integer of item
On drag and drop to another container element: Call backend to move this particular stack of items into the target container. Register callback to update both container's UI once backend completes move.

D -- Text details of container's total, used, and free space

Non interactive

E -- Scrollable list of toggles which this container allows. This list will be between 5 and 20 items

On click: call backend to request toggle of state. Register callback with UI to refresh once the backend completes the update

F -- Editable alphanumeric name of selected block.

On click: allow user to update text in field. Upon enter or unfocus, submit new name for this block to backend. Register callback for UI refresh.

G -- Toggle checkbox to select this particular block. Allow click of whitespace anywhere within block to toggle this block.

On click: toggle checkbox and mark this block as selected for interaction in **callout I**

H -- Toggle favorite for this block. This allows for text search of "favorites" or "likes" or "star" or "stared"

On click: toggle star icon.

I -- Dropdown of following commands:
* toggle on/off state
* toggle show on hud
* toggle show in terminal
*

On click: toggle star icon.

Callouts (cont):

J -- currently active tab. When activated it shows the control panel and inventory module as mocked up here.

On Active: font style bold tab indicator larger
On Hover: bold style in lightened font if not currently selected

K -- Inactive tab. When activated it shows a "coming soon" and email / notify / email / notify me call to action

On Active: font style bold tab indicator larger
On Hover: bold style in lightened font if not currently selected

L -- Add tab. Will eventually allow the users to add a wide list of modules, but for now will show the same coming soon / call to action as K

On Active: font style bold tab indicator larger
On Hover: bold style in lightened font if not currently selected

M -- Alert preferences
On click: same page as K

N -- Profile edit and notification badges
On click: same page as K

O -- At the bottom of the scrolled list, a, the option to unregister this grid (the opposite of Q)

On click: Notification of "this will unregister grid named "Ship XYZ 1001".

This does not affect the grid in game, nor does it remove the modapi block from your grid.

You can re-register this grid with following grid ID:
ISVP8DwXVROLNTOM

P -- register new notification

On click: draw "**New Notification Modal**"

Q -- register new notification

On click: draw "**New Notification Modal**"