EMBM-J
User Interface Style Guide

expression

Contents

In this document you'll find a set of principles and best practices that define how to design and implement consistent and cohesive user interfaces. These guidelines serve as a foundation for creating visually appealing and user-friendly products. By following these guidelines, designers and developers can ensure a seamless and intuitive experience for users across different platforms and devices.

Color

It is essential to adhere to the design system's color palette when selecting colors for any design element. By using colors exclusively from the palette, we maintain consistency and ensure a cohesive visual experience throughout the design system. Consistent color usage not only enhances the aesthetics but also reinforces brand identity and improves usability.

Color

Buttons

Swatch	Value	Token
	#FEC514	button-primary
	#0077CC	button-secondary
	#69707D	button-tertiary
	#69707D 50%	button-disabled
	#BD271E	button-danger
	#343741	button-text

Banners / Badges

Swatch	Value	Token
	#ADEEAC	exercise
	#FEC514 30%	static
	#BD271E 30%	live

Swatch	Value	Token
	#539D5D	unclassified
	#502B8G	controlled
	#0033AO	confidential

Swatch	Value	Token
	#C8102E	Secret
	#69707D	Top Secret
	#646A75	Top Secret-sci

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Color

Surfaces

Light Mode

Swatch	Value	Token
	#F5F7FA 95%	background-default
	#D3DAE6	background-secondary
	#FFFFFF 95%	background-contrast
	#646A75	background-tooltip

Dark Mode

Swatch	Value	Token
	#343741 95%	background-default
	#69707D	background-secondary
	#000000 95%	background-contrast
	#646A75	background-tooltip

Forms

Light Mode

Swatch	Value	Token
	$FBFCFD 95%	form-background
	#EEF2F7	form-background-focus
	#EEF2F7	form-background-disabled
	#132295 10%	form-border

Dark Mode

Swatch	Value	Token
	#525761	form-background
	#69707D	form-background-focus
	#000000 95%	form-background-disabled
	#132295 10%	form-border

expression

Color

Text

Light Mode

Swatch	Value	Token
	#343741	text-default
	#69707D	text-subdued
	#98A2B3 50%	text-disabled
	#0077CC	link-primary
	#C69808	text-focus
	#BD271E	text-danger

Dark Mode

Swatch	Value	Token
	#F5F7FA	text-default
	#D3DAE6	text-subdued
	#98A2B3 50%	text-disabled
	#69707D 50%	link-primary
	#FEC514	text-focus
	#FD6A61	text-danger

Strokes

Light Mode

Swatch	Value	Token
	#98A2B3	`stroke-default`
	#69707D	`stroke-subdued`

Dark Mode

Swatch	Value	Token
	#98A2B3	`stroke-default`
	#69707D	`stroke-subdued`

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Color

Overlays

Swatch	Value	Token
	#0077CC 20%	highlight-blue
	#000000 95%	background-contrast
	#000000 50%	background-transparent

Core

Swatch	Value	Token
	#5CB05A	success
	#FEC514	warning
	#BD271E	danger

Swatch	Value	Token
	#5CB05A	empty
	#D3DAE6	light
	#98A2B3	medium

Swatch	Value	Token
	#69707D	dark
	#000000	full

expression

Opacity

Opacity Guidelines

Light Mode

Swatch	Value	Token
	#F5F7FA 95%	background-default
	#FFFFFF 95%	background-contrast

Dark Mode

Swatch	Value	Token
	#343741 95%	background-default
	#000000 95%	background-contrast

Swatch	Value	Token
	#000000 50%	background-transparent
	#0077CC 20%	highlight-blue
	#000000 95%	background-contrast
	#000000 50%	background-transparent

expression

Typography

Typography is a fundamental element of our design system, playing a crucial role in creating visually appealing and readable user interfaces. In this section, we will explore the guidelines and best practices for choosing and implementing typography in our designs. By following these guidelines, we can ensure legibility, consistency, and a delightful user experience across our products.

Typography

Font Family

Inter

Ag

Inter is a variable font family that was carefully crafted for computer screens, and the only font to be used in EMBM-J.

It features a tall x-height to increase readability of mixed-case and lower-case text. Several open-type features are provided, such as contextual alternates that adjust punctuation depending on the shape of the surrounding icons, a slashed zero for when you need to disambiguate “0” from “o”, tabular numbers, etc.

expression

Typography

Title

	Font Size / Line Height
Heading 1	22px / 26px
Heading 2	16px / 18px
Heading 3	14px / 16px
Heading 4	12px / 14px
Heading 5	10px / 12px
Heading 6	8px / 10px

Uppercase Title

HEADING 4	12px / 14px
HEADING 5	10px / 12px
HEADING 6	8px / 10px

Heading 1

The h1 tag is used for the main title or heading of a page or section. It represents the highest level of importance and helps establish the overall topic or theme of the content.

Heading 2

The h2 tag is used for section titles or headings within a page. It provides a clear hierarchy and helps organize the content into meaningful sections.

Heading 3

The h3 tag is used for subheadings within a section. It further breaks down the content and provides additional structure and organization.

Heading 4

The h4 tag is used for subheadings within a subsection. It offers a deeper level of hierarchy and helps further categorize the content.

Heading 5

The h5 tag is used for subheadings within a subsubsection. It provides a more specific level of hierarchy and helps organize the content within smaller sections.

Heading 6

The h6 tag is used for minor headings or subheadings within a subsection. It offers the lowest level of hierarchy and helps provide additional structure to the content.

expression

Typography

Properties

	Font Size / Line Height
L → Bold	14px / 21px
L → Medium	14px / 21px
L → Regular	14px / 21px

L (Large)

Large text is used for general content within the product. It is the default text size for body copy and provides a balanced and readable appearance. It should be used for most text blocks, such as descriptions, instructions, and explanations throughout the product.

M → Bold	12px / 18px
M → Medium	12px / 18px
M → Regular	12px / 18px

M (Medium)

Medium text should be used for secondary or less important information within the design system. It is suitable for presenting supplementary details that don't require immediate attention from the user.

S → Bold	10px / 16px
S → Medium	10px / 16px
S → Regular	10px / 16px

S (Small)

Small text is used for footnotes, disclaimers, captions and labels.

XS	9px / 14px

XS (Extra Small)

Extra Small text is used for footnotes, disclaimers, captions and labels, where a smaller font is required.

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Iconography

Iconography plays a crucial role in enhancing the visual language of a design system. Icons are powerful tools that can communicate information quickly and effectively, improving the usability and accessibility of a product.

In this section, we will explore the guidelines and best practices for utilizing icons in our design system, ensuring consistency and clarity in our visual communication.

Iconography

Size

40×40

32×32

24×24

16×16 (default)

12×12

Color

Example	Value	Token
	#F5F7FA	text-default
	#D3DAE6	text-subdued
	#98A2B3 50%	text-disabled
	#FEC514	text-focus
	#FD6A61	text-danger
	#FCB05A	success

Stroke Width

When designing icons for our design system, it is important to ensure consistency in stroke width. Icons with inconsistent stroke widths can create visual imbalances and inconsistencies in our visual language.

To maintain a cohesive and harmonious iconography, we should use a consistent stroke width throughout our icon set. Consistent stroke width not only enhances the visual appeal of our icons but also improves their readability and scalability. Icons with uniform stroke widths are easier to understand and recognize, even at smaller sizes or in different contexts.

By paying attention to the stroke width and ensuring its consistency across our iconography, we can create a visually cohesive and high-quality design system that provides a seamless and intuitive user experience.

All strokes should be converted to filled vector shapes.

expression

Iconography

Loading

Animated loading icons are from the Elastic UI Library.

A

- accessibility
- add
- alert
- annotation
- apmTrace
- apps
- arrowDown
- arrowLeft
- arrowRight
- arrowUp
- asterisk

B

- bolt
- branch

C

- calendar
- check
- checkInCircleFilled
- clock
- cloudDrizzle
- cloudSunny
- color
- console
- controlsHorizontal
- controlsVertical
- copy
- copyClipboard
- cross
- crosshairs
- crossinACircleFilled
- currency
- cut
- cursorArrow

D

- database
- document
- documentation
- documentEdit
- documents
- dot
- download

E

- email
- empty
- eql
- eraser
- exit
- expand
- expandMini
- exportAction
- eye
- eyeClosed

F

- faceHappy
- faceNeutral
- faceSad
- feedback
- filterAbstract
- filterFunnel
- flag
- fold
- folderCheck
- folderClosed
- folderExclamation
- folderOpen
- fullScreen
- fullScreenExit
- function

G

- gear
- glasses
- globe
- grab
- grabHorizontal
- grid

H

- heart
- heatmap
- help
- home1
- home2

expression

Iconography

I

- iInCircle
- image
- importAction
- indexClose
- indexEdit
- indexFlush
- indexMapping
- indexOpen
- indexRuntime
- indexSettings
- inputOutput
- inspect
- invert
- ip

K

- keyboardShortcut

L

- layers
- list
- lockOpen
- link
- listAdd
- lock

M

- magnet
- mapLegend
- mapLocation
- mapMarker
- merge
- menu
- menuHorizontal
- menuVertical
- menuLeft
- menuRight
- minimize
- minusInCircle
- minusInCircleFilled
- mobile

N

- navigationInstructions
- navigator
- nested
- node
- number
- notes

O

- offline
- online

P

- package
- pageSelect
- pagesSelect
- paperClip
- partial
- pencil
- percent
- pin
- pinFilled
- plusInCircle
- plus
- plusInCircleFilled
- popout
- pointToPoint
- push

Q

- questionInCircle
- quote

R

- radarProbability
- refresh
- remove
- reporter
- returnKey

expression

Iconography

S

- save
- scale
- search
- securitySignal
- securitySignalDetected
- securitySignalResolved
- shard
- share
- snowflake
- sortable
- sortDown
- sortLeft
- sortRight
- sortUp
- starEmpty
- starEmptySpace
- starFilled
- starFilledSpace
- starMinusEmpty
- starMinusFilled
- starPlusEmpty
- starPlusFilled
- stats
- stopSlash
- storage
- string
- swap
- submodule
- symlink

T

- tableOfContents
- tableDensityExpanded
- tableDensityCompact
- tableDensityNormal
- tag
- tear
- temperature
- timeline
- timeslider
- training
- trash

U

- user
- users
- unfold
- unlink
- upload

V

- vector
- videoPlayer
- visArea
- visAreaStacked
- visBarHorizontal
- visBarHorisontalStacked
- visBarVertical
- visBarVerticalStacked
- visGauge
- visGoal
- visLine
- visMapCoordinate
- visMapRegion
- visMetric
- visPie
- visTable
- visTagCloud
- visText
- visTimelion
- visVega
- visVisualBuilder

W

- weather
- wordWrap
- wordWrapDisabled
- wrench

Z

- zoomIn
- zoomOut

expression

Iconography

Military Standard Icons

Military Standard (MIL-STD) Icons are symbols used in military planning and operations to represent different military units, installations, activities, or tactical graphics. They are designed to be easily recognizable and standardized across different military organizations for effective communication.

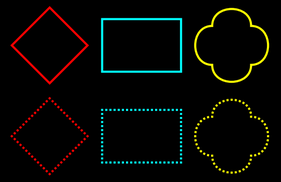
MIL-STD icons are part of a broader system known as Military Standard 2525, which is used by NATO and the U.S. Department of Defense among others. This standard ensures that military symbols remain consistent across different platforms and contexts, facilitating clear and effective communication. The icons themselves are made up of various components, including a main icon that represents the unit or equipment type, and additional elements that provide more specific information, such as the unit's size, echelon, or status.

MIL-STD Icons in EMBM

MIL-STD Icons can be assigned to any data sources that support MIL-STD iconography, and will display in the map view of the product. All other data source icons have the system default icon value, which is a circle.

EMBM uses the no fill versions of MIL-STD icons. Users have control of the opacity level and size of MIL-STD Icons. Color, stroke style, text, and shape of MIL-STD icons cannot be controlled by the user.

Examples



To view the full MIL-STD icon library please visit the Spatial Illusions website by clicking the link below.

Spatial Illusions | Unit Generator (Legacy)

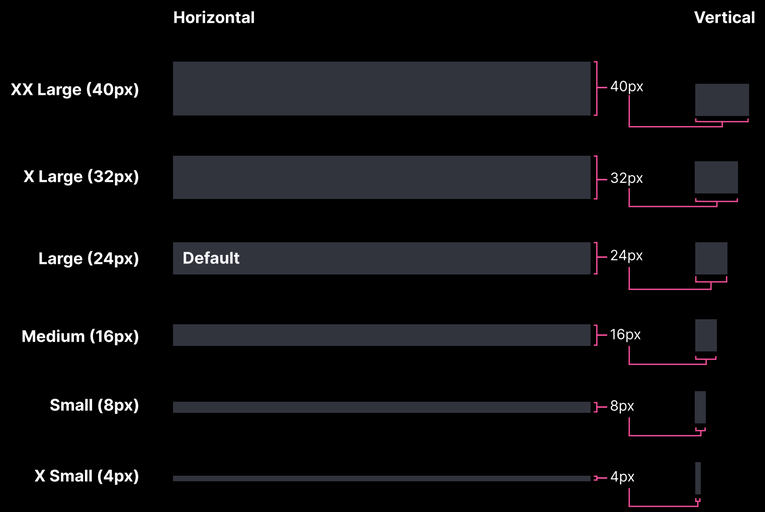
expression

Spacing

Consistent spacing creates visual balance making user interface (UI) easily readable for the user. It’s necessary to apply consistent spacing to improve the quality of the product and maintain harmony throughout. Spacing guidelines for components and text will help standardize the product and make it feel predictable and well designed.

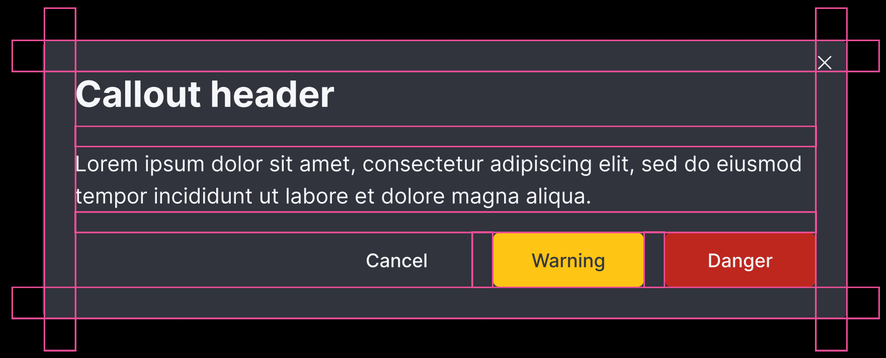
Spacing

Spacing Guidelines



Example

The example below utilizes Large (24px) horizontal and vertical padding. Medium (16px) spacing is used between sections and buttons.



expression

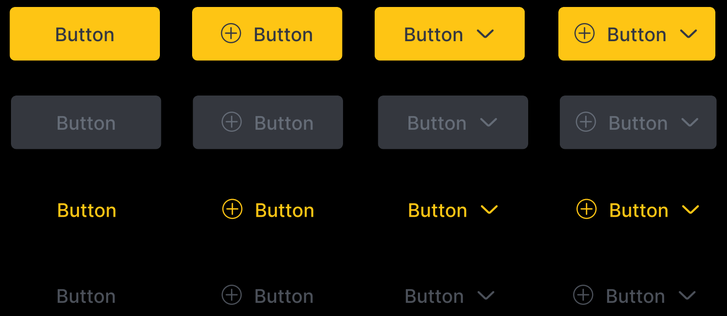
Components

The component library is a collection of reusable UI elements and design patterns that serve as building blocks for creating consistent and visually appealing user interfaces. It provides designers and developers with a comprehensive set of pre-designed components, such as buttons, forms, menus, and error patterns, that can be easily implemented and customized.

By utilizing the component library, teams can save time and effort in designing and developing user interfaces from scratch. The library ensures consistency in design and functionality, enhances collaboration between designers and developers, and promotes a unified and cohesive user experience across different products and platforms.

Buttons

Primary



Primary buttons should be used for the most important and prominent actions within our products. They are typically used for actions that have a significant impact on the user flow or represent the main call-to-action.

Some examples of when to use primary buttons include:

- Submitting a form
- Saving changes
- Initiating a critical action

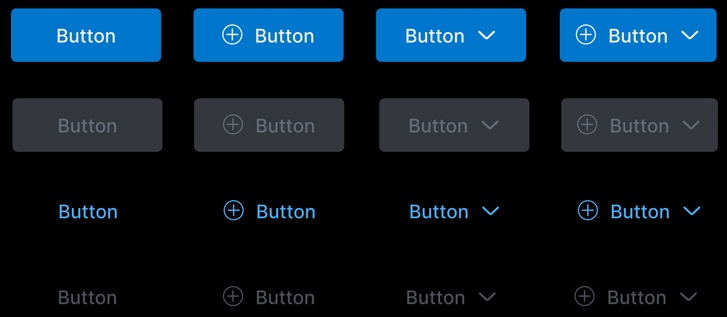
By using a distinct visual style and color, primary buttons stand out from other buttons on the interface, attracting users' attention and guiding them towards key interactions.

It's important to use primary buttons sparingly and intentionally to maintain their significance and avoid overwhelming users with too many prominent calls-to-action.

expression

Buttons

Secondary



Secondary buttons should be used for less important or secondary actions within our products. They are typically used for actions that are not as critical or impactful as primary buttons.

Some examples of when to use secondary buttons include:

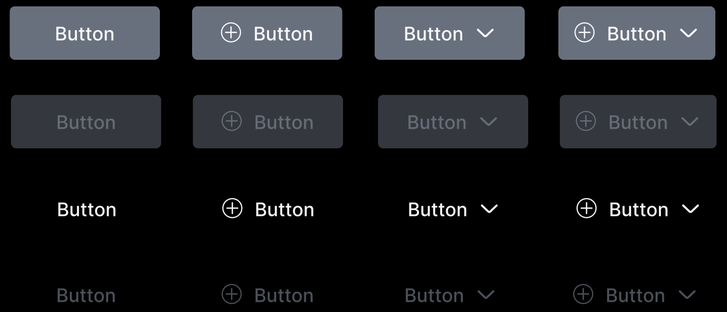
- Providing alternative or secondary choices
- Providing additional information or details
- Accessing advanced settings or options
- Offering secondary choices or alternatives in a more discrete manner
- Triggering less common or specialized actions

Secondary buttons should have a visual treatment that distinguishes them from primary buttons, such as a less prominent color or style. This helps users differentiate them from primary actions and reduces confusion.

expression

Buttons

Tertiary



Tertiary buttons should be used for less common or tertiary actions within our products. They are typically used for actions that are less frequently performed or have lower priority compared to primary and secondary buttons.

Some examples of when to use tertiary buttons include:

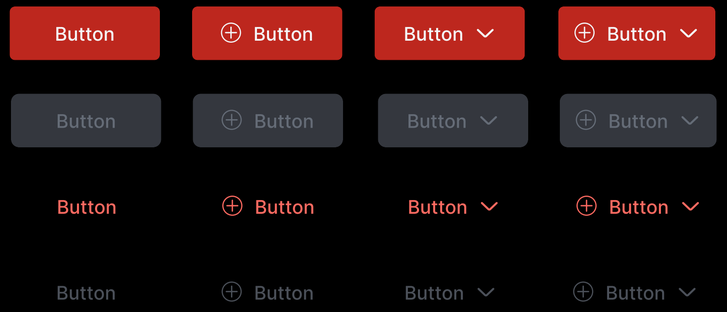
- Canceling or discarding changes
- Going back or returning to a previous step
- Clearing input fields
- Showing additional options or settings

Tertiary buttons should have a visual treatment that differentiates them from primary and secondary buttons, such as a lighter color or style. This helps users recognize them as less prominent actions and reduces visual clutter.

expression

Buttons

Danger



Danger buttons should be used for actions that have potentially harmful or irreversible consequences within our products. They are typically used for actions that require extra caution or confirmation from the user.

Some examples of when to use danger buttons include:

- Deleting user accounts or important data
- Initiating irreversible actions like resetting or wiping data

By using a distinct visual style and color, danger buttons stand out from other buttons on the interface, alerting users to the potential risks associated with the action.

It's important to use danger buttons sparingly and only for actions that truly require extra caution to avoid accidental triggering. Clear and concise language should be used to describe the action and any potential consequences.

expression

Links

Internal Links

Large Hyperlink

Medium Hyperlink

Small Hyperlink

X Small Hyperlink

External Links

Large External Link

Medium External Link

Small External Link

X Small External Link

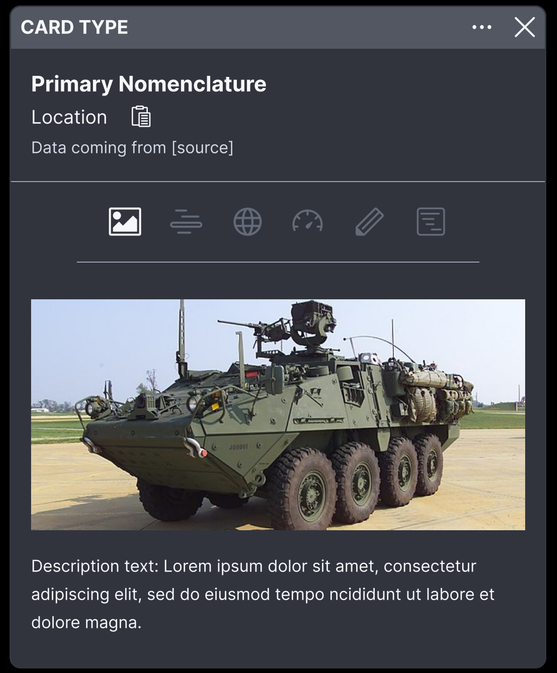
Hyperlinks are essential for navigating between different pages or sections within EMBM-J. When using hyperlinks, it's important to ensure that they are easily distinguishable from regular text. We recommend using the `link-primary` style to indicate that it is clickable.

It's crucial to provide meaningful and descriptive link text that accurately reflects the destination or action it leads to. This helps users understand the purpose of the link and improves accessibility for users who rely on screen readers.

Include an external link icon to notify the user that they are leaving the application to visit the link.

expression

Cards



Cards are commonly used in user interfaces to present concise and visually appealing information. They are versatile components that can be used in various contexts and serve multiple purposes. Here are some situations where cards are commonly used:

Content organization:
Cards are used to organize and display content in a structured and visually appealing manner. They are used to present different types of content, such as parametrics, equipment, characteristics, system descriptions, and notes, in a consistent and easily scannable format.

Information display:
Cards are used to present information in a condensed and visually engaging way. They can display key details, such as titles, summaries, images, and metadata, allowing users to quickly grasp the essence of the content without overwhelming them with excessive text or visuals.

expression

Badges

BADGE Form Chip

BADGE Static Data

BADGE Live Data

BADGE Exercise Data

Badges are used to visually highlight or indicate specific information or status within EMBM. They are small elements that are added to icons, buttons, or other UI components to provide additional context or visual cues.

Here are some common use cases for badges:

Status or progress: Badges can represent the status or progress of a task or process. For example, a badge may indicate that data is "Static" "Live," or "Exercise."

Labels or tags: Badges can be used as labels or tags to categorize or classify items. They can help users quickly identify and filter content based on specific criteria or attributes.

By using badges strategically, we can enhance the visual hierarchy, provide additional information, and improve the usability of our user interfaces.

expression

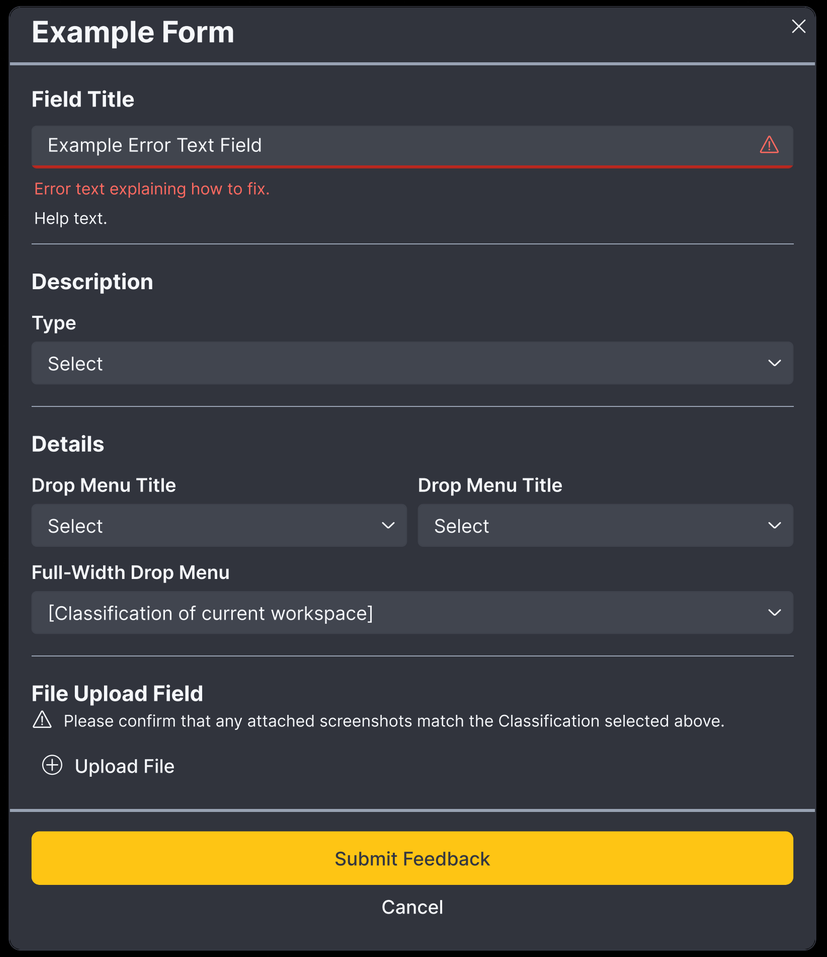
Patterns

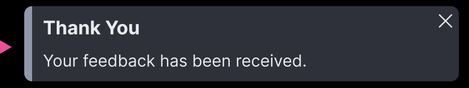
The Patterns section of our design system focuses on identifying and documenting common design patterns that can be used across our products. By using these patterns consistently, we can create cohesive and familiar user experiences for our users.

In this section, you will find a collection of design patterns that cover various aspects of our products, including menus, forms, error handling, lists, and more. Each pattern provides guidelines, best practices, and examples to help you implement them effectively. These patterns have been tested and proven to work well in different contexts, ensuring consistency and usability across our products.

Forms

Forms enable users to provide input and interact with EMBM-J. They should be designed to be intuitive, easy to use, and provide clear instructions to guide users through the input process.





The use of forms in EMBM involves several considerations:

Form structure and organization:
Forms should be structured in a logical and intuitive manner, with clear sections and labels. Users should be guided through the form with a clear flow and hierarchy.

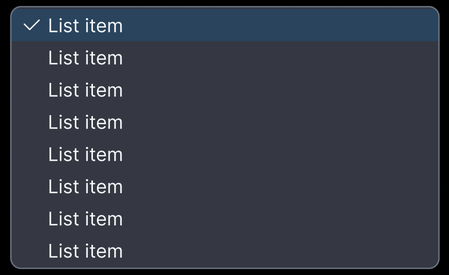
Input field guidelines:
Example styles should be followed for various types of input fields, such as text fields, checkboxes, radio buttons, and dropdown menus. This includes specifying the expected format of input, providing validation messages, and indicating any required fields.

Validation and error messaging:
Forms should include validation checks to ensure that the user's input is accurate and complete. Clear error messages should be displayed when there are validation errors, helping users understand and correct the issues.

Form submission and confirmation:
The submit button should be a Primary Button, centered at the bottom of the form, with a Tertiary Button to “Cancel” below. After submission, users should receive clear feedback or confirmation to indicate that their form has been successfully submitted.

expression

Drop Menu / List Group



Drop menus, also known as list groups, are an important UI component that provide a convenient and space-efficient way to present a list of options or actions to users. When designing drop menus, it's essential to follow these UI guidelines:

Clear and Concise Names: The names should accurately describe the purpose or action associated with each option. Avoid using ambiguous or vague names that may confuse users.

Logical Organization: Organize the dropdown menu options in a logical and intuitive manner. Group related options together and consider using submenus for complex menus with multiple levels or categories.

Consistent Design: Maintain consistency in the design of drop menus throughout the interface. Use consistent styling, such as font, color, and spacing, to ensure a cohesive and familiar user experience.

Visual Feedback: Provide visual feedback to indicate the active or selected option in the drop menu. Use highlighting, and check marks to make the selection more apparent to users.

Avoid Overwhelming Options: Avoid overwhelming users with too many options in a single drop menu. If there are a large number of options, consider using submenus or alternative navigation patterns to simplify the selection process.

By following these UI guidelines, you can create drop menus that are user-friendly, intuitive, and enhance the overall usability of your interface.

Lists

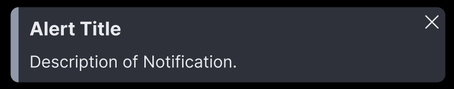
Lists are a fundamental component of user interfaces that help organize and present information in a structured and easily scannable manner.

By following the example above, we can create visually appealing and user-friendly lists that enhance the overall usability of our products.

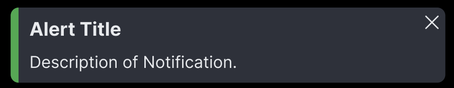
expression

Toast

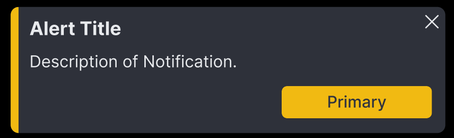
Neutral



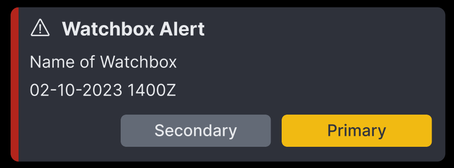
Success



Warning



Danger



Toast messages are notifications that appear on the right hand side of the user screen directly beneath the Geoview Interactions Icons.

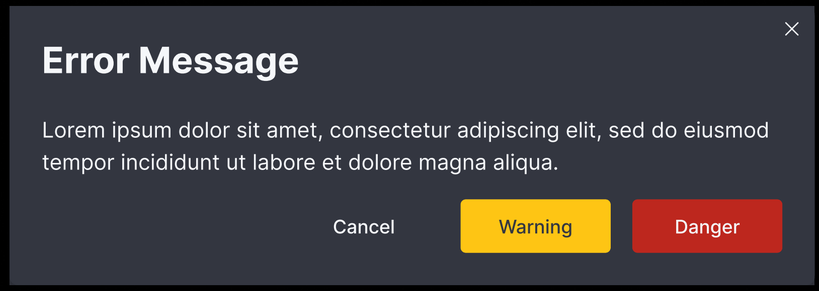
Notifications can be Critical or Non-Critical. Critical Notifications have an Acknowledge button as their primary action button and no Exit icon.

Notification Types

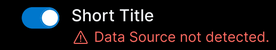
- UI Feedback (always Non-Critical)
- System Alert (Critical or Non-Critical)
- Watchbox Notification (Critical or Non-Critical depending on Watchbox creation)

Non-Critical Alerts should disappear after 5 seconds. Critical Alerts require User acknowledgement in order to disappear (clicking on Acknowledge button). All Notifications (except UI Feedback) should be stored in the Notifications Log EVEN if they are closed / acknowledged by the User.

Errors / Warnings



The histogram failed to load due to analyzing too much data. Adjust form selections.



Error Patterns focus on identifying and addressing common errors and issues that users may encounter while interacting with our products. By understanding these patterns and providing appropriate solutions, we can improve the user experience and reduce frustration.

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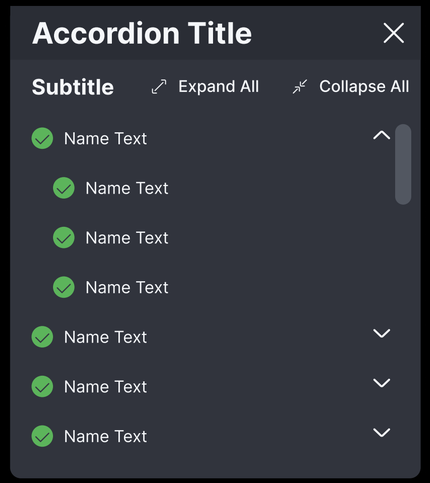
Accordions

Accordions are UI components that allow users to expand or collapse sections of content, providing a compact and organized way to present information.

By incorporating accordions you can create more organized, user-friendly interfaces that enhance content presentation, user control, and overall user experience.



Here are some key points to consider when using accordions:

Content Organization: Accordions are useful for organizing and structuring content, especially when dealing with large amounts of information. By dividing content into collapsible sections, users can easily scan and navigate through the information they need.

Progressive Disclosure: Accordions enable progressive disclosure, where users can choose to reveal additional details or options only if they are interested. This helps prevent overwhelming users with too much information upfront and allows them to focus on what is most relevant to them.

User Control: Accordions give users control over the content they want to explore. By allowing them to expand or collapse sections at their own pace, users can customize their browsing experience and access the information they need quickly.

Space Efficiency: Accordions help save screen space by hiding content that may not be immediately relevant. This is especially beneficial for mobile or smaller screen sizes where space is limited.

Visual Cues: It's important to provide clear visual cues to indicate the expandable nature of accordion sections. We use a chevron to denote expandability, and the section heading or title is clickable to expand or collapse the content.

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For any questions regarding this style guide, please contact

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