Ios design guidelines modal

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Last year, dark mode was introduced on Mac OS, and it's popular. Now it will be brought to iOS too. The benefits of dark mode: Showing photos and videos more clearly. Read in the dark light environment. Personal preferences (Some people love dark mode). Increase the contrast so that the text and other foreground elements are clear. Mix with the hardware well and make the user interface feel expensive.All Apps should maintain both light and dark mode. Integrated with your iOS design system, your app will be more familiar and intuitive.1-1. Design Goals (to Guide Project Team Effort)Maintaining Dating: Maintain Dating: Should Be Recognized as iOSPlatform Sequences: Apps use the same components of iOSClear information hierarchy: Include a number of colors to help the information hierarchy: Bold text and increasing contrastKeep is simple: Simple, simple and easy to implement1-2. The ColourEvery app has a background, most apps have text and icons; Some of them have a separator and grouped boxes to help organize all the contents. You will need to expand the color palette with different values (color codes) when your app becomes more complex. When you have a light and dark mode, you'll need 2 parallel sets of colors. Semantic colorsEmantic colors describe the purpose of colors, not their meanings. Semantic colors are dynamic when shown on a dark or light background. There are four tones of colors: primary, secondary, tertiary and quassary to help create an information hierarchy. We have to consider the contrast when choosing the color of the text shown on different backgrounds. If you use the colors of the iOS system, they automatically adjust their color in dark and light mode. Basic and elevated, when the 2 light interface is layered, we can use the shadow of the fall to create a hierarchy and make the top elevated. But when the interfaces are dark, shadow may not be useful for creating an effect. We can use a lighter darker color (enhanced) on a darker background (base) to create a hierarchy.1-3. MaterialThere is a 4 material with a range of transparency levels: thick, ordinary, thin and ultra-thin. You can choose which material to use, depending on the content inside it. For the color of the text is suggested to use bright colors, not solid colors, because they have the best contrast. Components are improving, especially for segmented controls. It is proposed to use native components. The divider below the navigation bar can be hidden. When the page scrolls down, the divider appears, and the navigation bar has a color effect that reflects the content below. The original character set doesn't work well in dark because they're too The design team will redesign icons that can change their thickness depending on the weight of the text font you use next to them. They also automatically align the text vertically in the perfect way. Many icons are supportedModal presentation presentations usually called sheets because they slide up the screen. This simple animation tells users that they have moved from one mode to another, or into a new way of application. iOS 13 have this card as modal by default now. The advantage of this design: Gives a little peek into what's in the background to better contextInforms users they are in the new mode can be dismissed by swiping down (animation offers this gesture to dismiss and thus also benefits big screen users with a one-handed operation.) Ways of dismissal: When the content area has been scrolling, swiping down will scroll back to the top. Once it reaches the top, you can swipe down again to dismiss the trendy. Pull down from the top edge of the card to dismiss at any time. Click close: You should always show the button close on the mod because of availability. ExceptionsWhen there is unverified content that needs further action like cancel or save, instead of dismissal when you pull/swipe down, the modal can bounce back or show the action sheet. Modal presentations are not for all scenarios, for some cases, like photo editing or marking screenshots. It is in this case that you would like to maximize screen space and minimize visual distraction. Full-screen modal is the best choice. Modals for switching modes. Don't use them because you like the animation or the visual style of them. For example, if you take a calendar app, the modal is suitable for editing mode because the screen has been switched to a new workflow. View mode can have a parent screen showing the view and a child's screen showing the details. Don't use a typical child screen because it's just an extension of the parent screen.3 The Menus3D touch context called Peak and Pop was launched a few years ago. It gives a preview of the content, and provides action, if any, when pulling the preview up. The action menu is a kind of contextual menu. Contextual menus work for all iOS devices, unlike Peek Pop, which only works on 3D touchscreen devices. You can call the contextual menu by touching and holding. Two parts of Contextual MenusCommands can be performed on an item or choice. A preview of the selected item that will be affected. You can select the command items by frequency of use. Put the most commonly used item on top. You can also group commands when they are closely related to each other using separators. Some actions, such as saving, can also lead to substitution. Action texts can come with icons to help people find what they want Menu elements also allow you to use red to warn people about destructive actions. RecapAll apps should keep dark now. Using systemic semantic colors will make everything easier because you don't need to maintain 2 color palettes for both dark and light mode. Materials have 4 levels of translukation to choose depending on your need. Please use exquisite exquisite iOS management and it will save you a lot of time. SF characters automatically work with text style. Modal presentations, card-style sheets, to switch modes give users more scenes from where they came from. You can also reject the modal by gesture. Contextual menus that display a command list and preview work for all iOS devices. Reference modality creates focus by not allowing people to do other things until they complete a task or reject a message or presentation. Action sheets, alerts, and activity views provide modal opportunities. When a modal look appears on the screen, the user must make a choice by clicking on a button or otherwise leaving the modal interface. Some apps implement modal views, such as editing an event in a calendar or choosing a bookmark in Safari. A modal look can occupy the entire screen, the entire parent look, such as a popover, or part of the screen. The modal look usually includes the completion and cancellation buttons that come out of the view. Minimise the use of modality. Typically, people prefer to interact with applications in a non-linear way. You can create a modal context only when it's important to get someone's attention, when the task needs to be completed or left to continue using the app or to save important data. Provide an obvious and safe way out of a modal task. Make sure that people always know the result of their actions when they reject the modal look. Keep modal tasks simple, short and narrowly focused. Don't create an app in the app. If the modal task is too complex, people may lose sight of the task they have suspended when they enter the modal context. Be especially careful with creating modal tasks that involve a hierarchy of views, because users can get lost and forget how to repeat their steps. If a modal task should contain sub-screenings, provide a single path through the hierarchy and a clear path to completion. Avoid using Done buttons for other things other than completing a task. Show the title that determines the task if necessary. You can also provide text in other parts of the view that more fully describes the task or gives recommendations. Backup alerts to deliver the necessary and perfect information. The warning interrupts the experience and requires a crane to be fired, so it is important that people feel that the invasion is justified. To find out more, see alerts. Respect notification preferences. In the settings, people indicate how they want to receive notifications from your app. Follow these preferences so they don't have the temptation to turn off your app's notifications completely. Not modal view over popover. With the possible exception of the warning, nothing should appear over the popover. In rare cases, when it is necessary to present a modal look after the action is taken in the popover, close the popover before displaying the modal presentation. Coordinate the look of the mod view with the app. A modal look can navigation bar, for example. When this is the case, use the same look as the navigation bar in the app. Choose the right style of fashion. You can use any of these styles: Full screen. Covers the entire screen. Use for a potentially challenging task that can be completed in the context of a modal view. Page sheet. Partially covers the main content on large devices held in landscape orientation. All open areas are darkened to prevent interaction with them. Covers the entire screen on small devices and in portrait orientation. Use for a potentially challenging task that can be completed in the context of a modal view. The shape of the sheet. Appears in the center of the screen, but can be moved if the keyboard is visible. All open areas are darkened to prevent interaction with them. Can cover the entire screen on small devices. Used to gather information. Current context. It's displayed in the same size as the parent view. Use to display modal content in a panel of split views, a popover, or another view that is not full-screen. Choose the right transition style to identify a modal view. Use a transition style that coordinates with your app and raises awareness of the temporary change of context. The default transition vertically slides the modal view up from the bottom of the screen and back down after dismissal. The flip-style transition seems to flip the view horizontally to reveal a modal look. The visually modal look looks like the back of the current view. He flips backwards after being fired. Use consistent modal transition styles throughout the app. Details of the modal presentation can be found in UIViewController and UIPresentationController. UIPresentationController.