Contents

Visible controls - update for design canvases

When user interface components are invisible until hover or focus makes them visible, provide a visible indicator that the components are available, except when:

- The same functionality is available through a component on the same page, or on a different step in a multi-step process, without requiring pointer hover or keyboard focus to make it visible;
- The component provides keyboard-only functionality;
- A mechanism is available to make the components persistently visible;
- Hiding the visual indicator is essential.

Notes & Working

If user interface components not persistently displayed, provide a visible cue that the components are available, except when:

- The same functionality is available through a component on the same page, or on a different step in a multi-step process, without requiring pointer hover to make it visible;
- The trigger for hover is an editable item within a region of the page dedicated to editable items.
- A mechanism is available to make the components persistently visible;
- Hiding the visual indicator is essential.

controls are spatially positioned within a canvas or editable area

When user interface components are invisible until *only* hovering over a trigger makes them visible, provide a visible indicator that the components are available, except when
- the triggers for hover are positioned within a canvas

canvas:
 A visually bounded region of the page within which content can be manipulated or edited

From On hover or focus (edited)
Where receiving pointer hover triggers additional content to become visible…

April 5 attempt to constrain significantly…

If user interface components are not persistently displayed but shown on hover:

- The same functionality is available through a persistent component on the same page, or on a different step in a multi-step process; OR
- A mechanism is available to make the components persistently visible; OR
- Hiding the visual indicator is essential.

Problems: what about dynamic content?

April 5 attempt for hover only…

Where hover is the only means of exposing user interface components:

- The same functionality is available through a component on the same page, or on a different step in a multi-step process, without requiring pointer hover to make it visible;
- A mechanism is available to make the components persistently visible;
- Components exposed only on hover are essential.