

Sidebar Apps: Design Guidelines

Table of Contents

[General Guidelines](#)

[Accessibility](#)

[Borders, Containers, and Dividers](#)

[Buttons and Input Fields](#)

[Errors](#)

[Empty States](#)

[Icons, Colors, and Typography](#)

[Tabs](#)

[Other](#)

Resources

[Garden](#)

[Garden Archive](#) (for viewing component UX that hasn't been moved to new Garden page yet)

[Garden sticker sheet](#) Sketch file - contains Sketch components for common Garden components

When you design an app for the Apps Sidebar, there are several things to take into consideration due to the amount of space available. Below are some general guidelines to keep in mind, and some UI/UX recommendations around basic, common Garden components that you might be using. In general, try to keep apps as compact and as simple as possible.

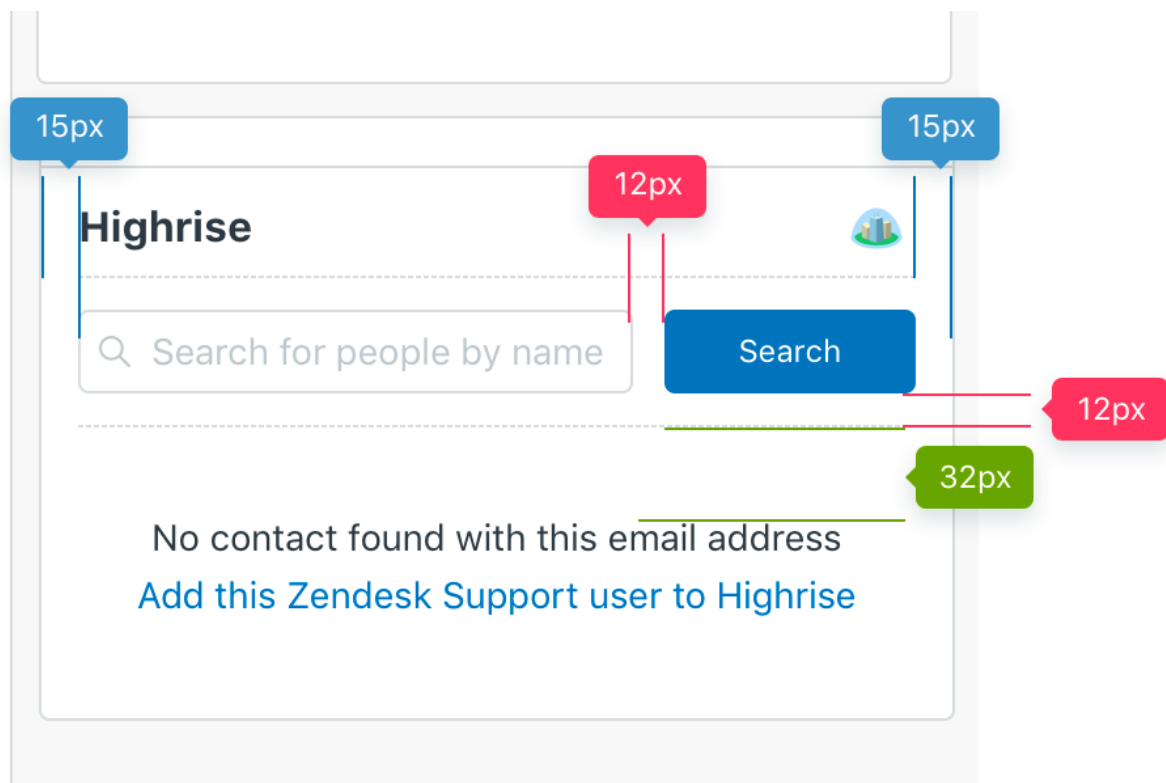
General Guidelines

Use the Base-4 system

[Detailed doc](#)

Use base-4 when determining padding between components. The only exception is that the `left-padding` and `right-padding` for the app container should be 15px (old base-5 system), otherwise things could cut off due to the iframe.

Common increments of padding are: 4px, 8px, 12px, 16px, 24px, 32px, 40px. You will notice in the input field components in Sketch that the padding between label + field is always 8px. If you follow the common patterns in the Sketch files, you'll be fine.




Accessibility

Garden components are designed to be accessible and if you stick to using Garden components, you should be fine on this front. However, there are some cases where the lack of space might contribute to inaccessibility.


Truncation and Tooltips

If you run into issues where there's not enough space for a line of text and you need to truncate with ellipses (eg. displaying 2-columns of data), you should always make

sure that you include a tooltip on hover that will display the full string.



Five Most Recent



#568 article	Status: Closed
#562 need help	Status: Closed
#561 I just bought a camera. Now what?	Status: Closed
#558 <u>hello!!! how can I clean my camera lens??</u>	hello!!! how can I clean my camera lens??
#557 camera	Status: Closed

Five Most Recent App. Strings shown above aren't long enough to truncate with (...) yet, but at least a user can view the entire ticket title if they need to with tooltips. These tooltips include logic to flip the correct way without cutting off due to the app iframe.

Text

Do not only use placeholder text to describe instructions in a field without a label since this is not accessible. If it's instructional, use hint text instead. As long as there is a label describing the field and optional hint text, it's fine to have minimal

placeholder text. Do not use any full stops in hint text unless there is more than one sentence.

Before	After	After
	Comment Comment color can be selected in the dropdown available next to the button below	Comment Comment color can be selected in the dropdown available next to the button below
<div>Comment color can be selected in the dropdown available next to the button below</div>	<div></div>	<div>Type comment here...</div>
<div>Add comment ▾</div>	<div>Add comment ▾</div>	<div>Add comment ▾</div>
<div>✗ Don't do this</div>	<div>✓ Do this</div>	<div>✓ Do this</div>

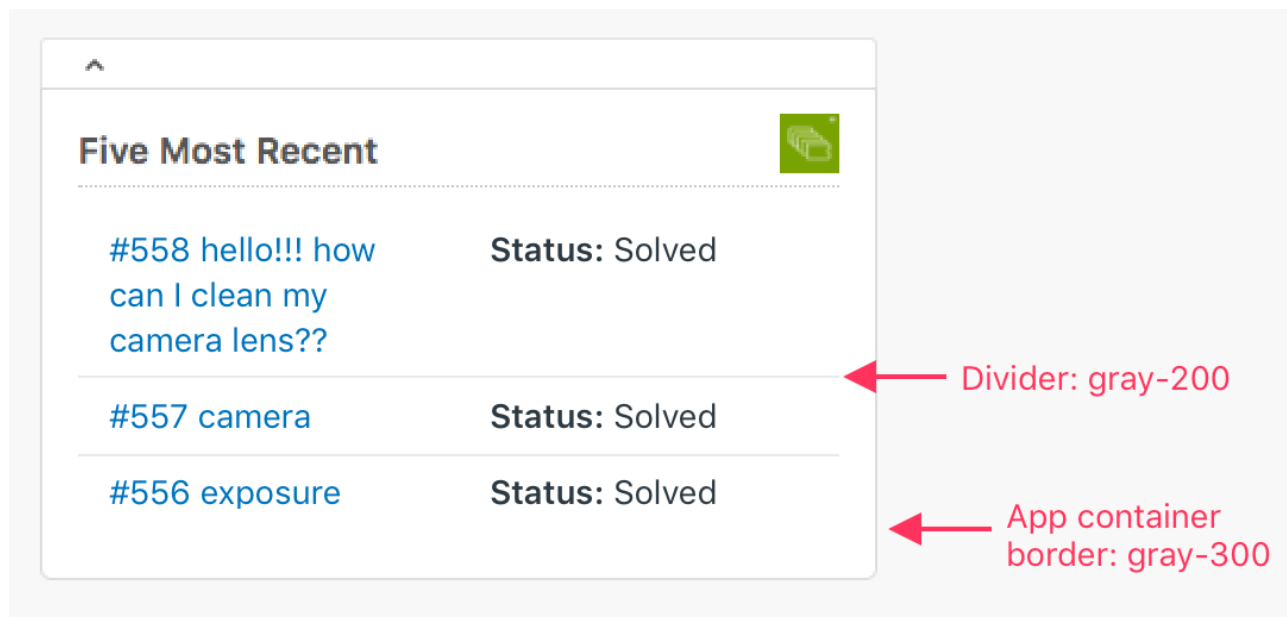
Having "Type comment here..." as placeholder text is fine because there is a clear "Comment" label and additional instructions in the hint text.

Disabled components

Avoid using any disabled components anywhere unless necessary for some reason. However, it's OK to show disabled buttons in certain cases if it means we can avoid having buttons constantly appear and disappear for the end-user (this could be confusing).

Borders, Containers, and Dividers

Outer container borders should be `gray-300`. Any dividers in between content/data should be `gray-200`.



Buttons and Input Fields

Because there isn't that much space available in the app container and we don't want to take up excessive vertical height, the recommendation is to use the `sm` (small) class buttons from Garden. This also means you should use `sm` input fields to match. A good rule of thumb is that if you place a button next to an input field, their heights should match.

The exception of using the `default` size buttons and input fields would be in a modal.

Highrise

Search a name

Search

✓ Do this

Highrise

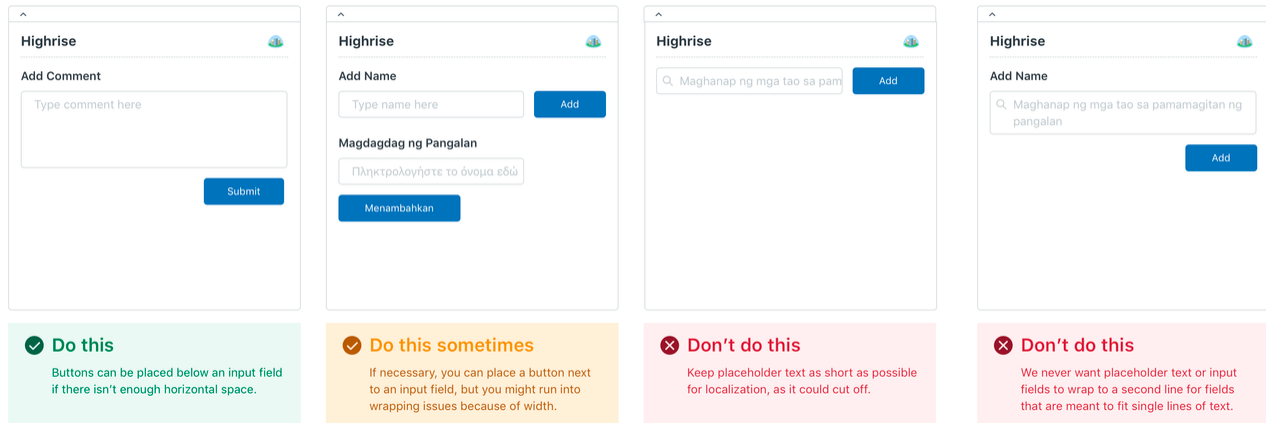
Search for people by name

Search

✗ Don't do this

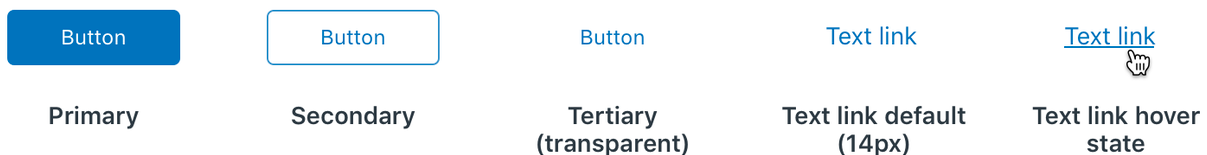
Use the same size class of buttons and input fields throughout the app. Also avoid using long placeholder text that could cut off. Note: The Garden search bar component doesn't include an explicit "Search" button; it's just shown for demo purposes above.

In this case, we've used a `Search` button next to an input field, which is not ideal for localization because it will probably wrap in a foreign language. However, it's not uncommon to see a button below an input field so it still works. It would have been better to design it that way from the beginning since you can see that the placeholder text in English just barely fits inside the input field; this will definitely cut off in a foreign language.



Primary and secondary buttons

When should you use a Primary (solid) button vs a secondary (outline) button? In general there should just be 1-2 primary action buttons at a time; the rest should be secondary or tertiary.



Primary buttons

Primary buttons are used for any main actions or confirmation actions such as **Submit**, **Send**, and **Search**. It is the main action the user should take. There shouldn't be too many primary buttons occurring in the same page, or in this case, the app container, because using the visual weight across all buttons might hinder the user from quickly seeing what the main action is.

Secondary buttons

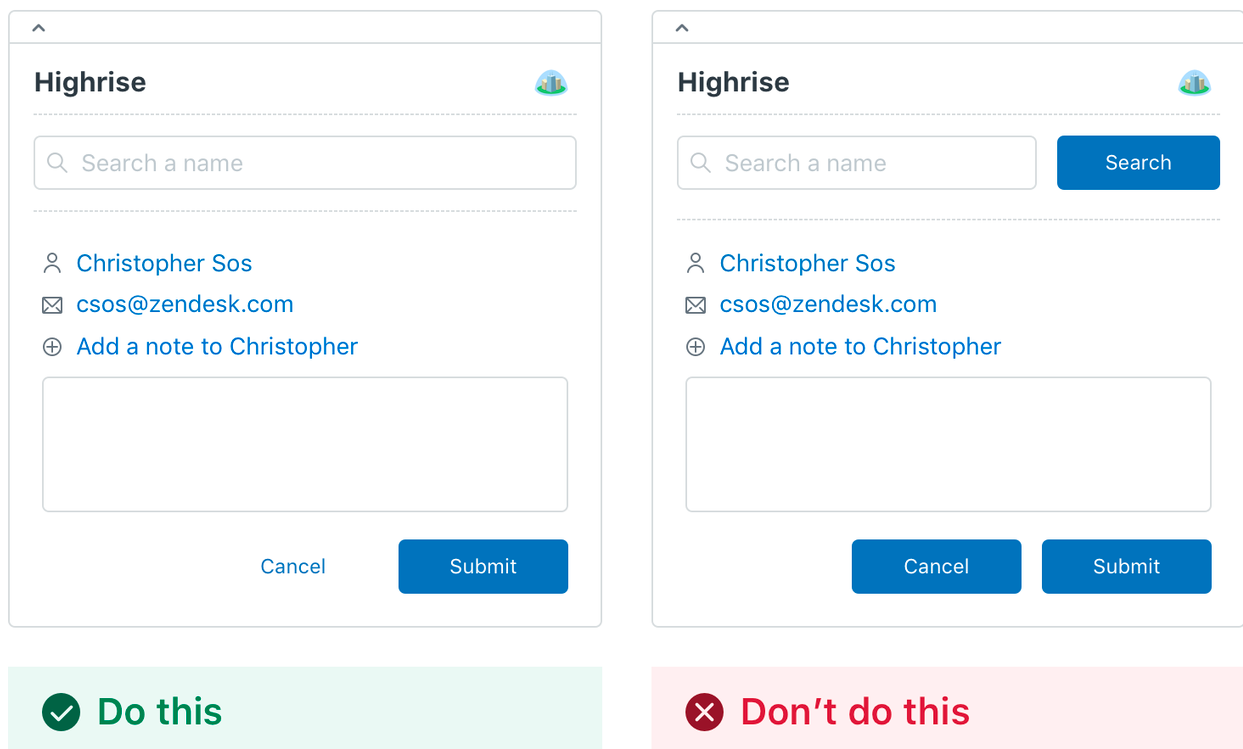
Secondary buttons are used for other actions that are not as important as the main action. It can be used when you want the main action to keep the strongest visual weight on the page.

Tertiary buttons

We use tertiary buttons for all `Cancel` buttons, as well as for any actions that are of even lesser importance than secondary buttons.

Text links

These are not buttons, but you can use text links for data that links out to external browsers, tables of data, and in cases where using buttons don't make sense. This includes actions such as `Show more`, `Show less`. Text links should be underlined on hover.



Only the main action(s) should be primary. Avoid too many primary buttons on the same screen. The "Search" button is in the image for demo purposes only; the Garden search bar doesn't include a button.

In the example above, you can see that we use the Tertiary button for the `Cancel` action. In this case, it is also OK to use the primary button for both `Search` and `Submit` because they are the main actions for each use case - `Search` for entering a query in the search bar, and `Submit` for adding a note.

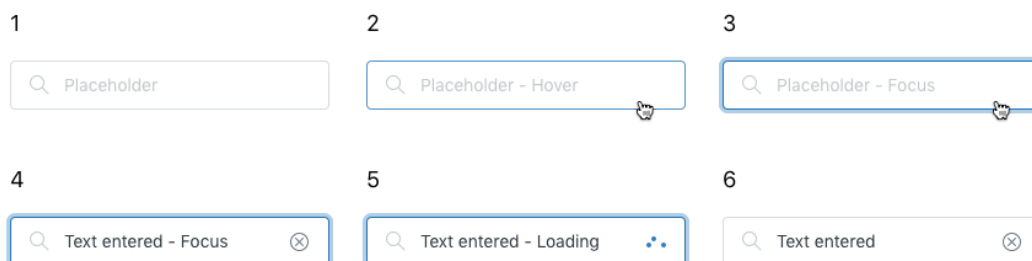
Loading states

Buttons should use the 3-dot loader from Garden, which replaces the text inside the button when loading.



Button flow of when loading should occur for buttons.

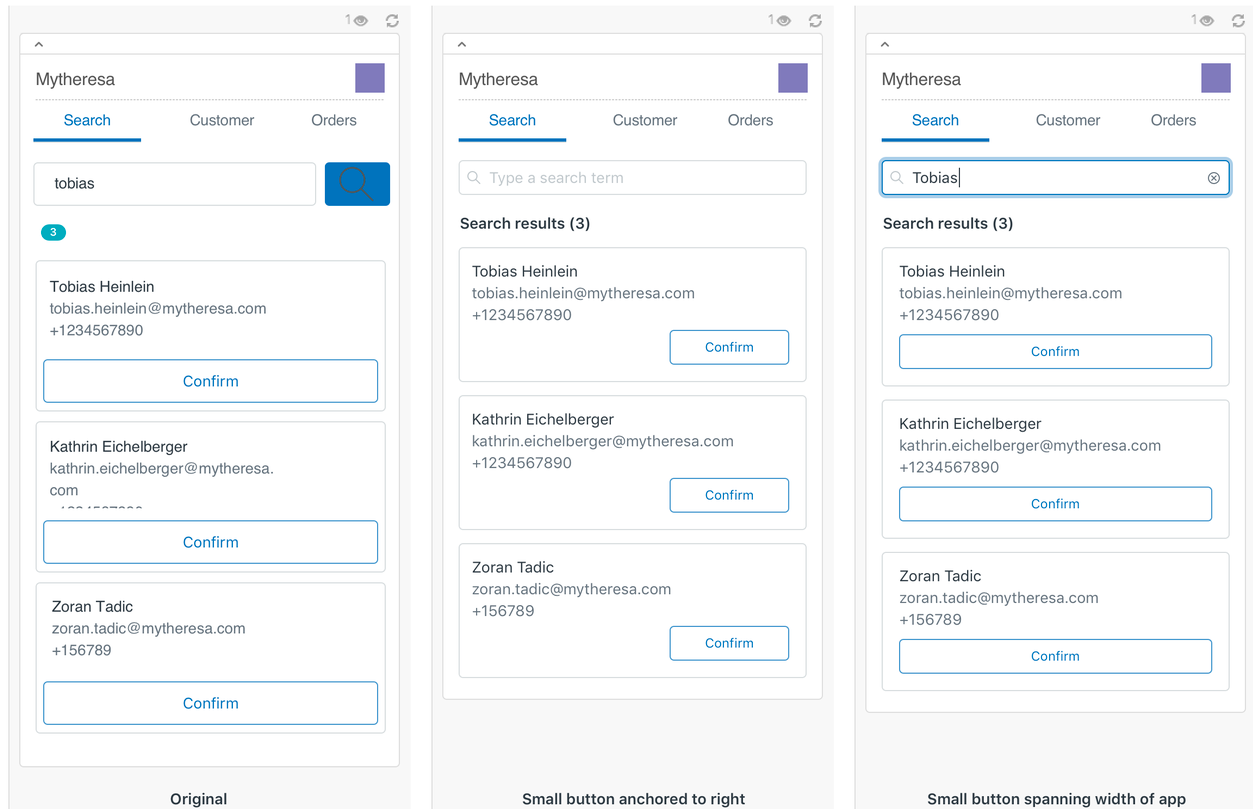
Search bars from Garden do not have an explicit “Search” button and the 3-dot loader appears on the right-hand side of the input field when loading search results.



An example of when loaders kick in for search.

Placement

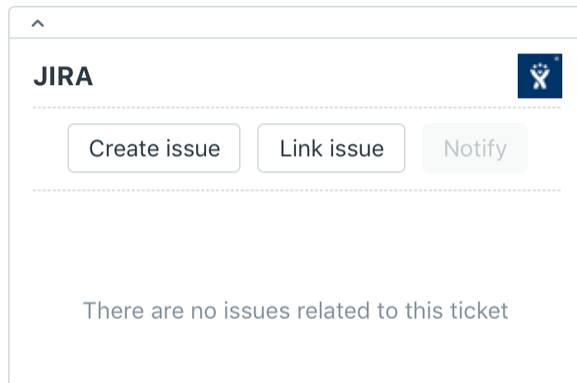
In Zendesk, we normally place the primary button on the right-hand side (to the right side of the container), and `Cancel` buttons to the left of the primary button. If there is only a single button, it can span the entire app width, but it’s up to your discretion whether it is necessary.



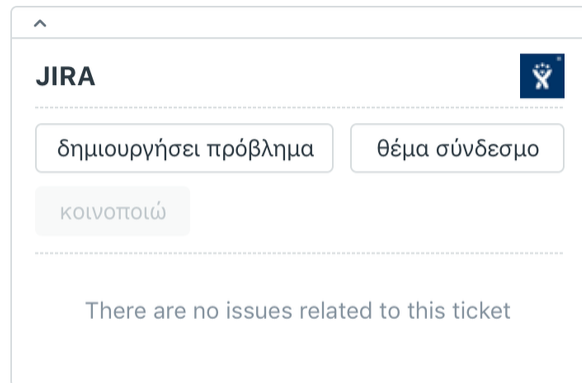
You can see the amount of vertical space saved by using “small” size buttons and fields. In this case, it’s fine to have the button span the entire container, otherwise there’s a lot of empty space on the left. The difference in vertical height saved when compared to the implementation in the middle image is minimal.

Button wrapping

Try to avoid using too many buttons together in a row because this will result in wrapping for localization, which could disrupt the rest of your app content below. It doesn’t mean you can’t do this, but just be aware that multiple buttons in a row might wrap.



English language



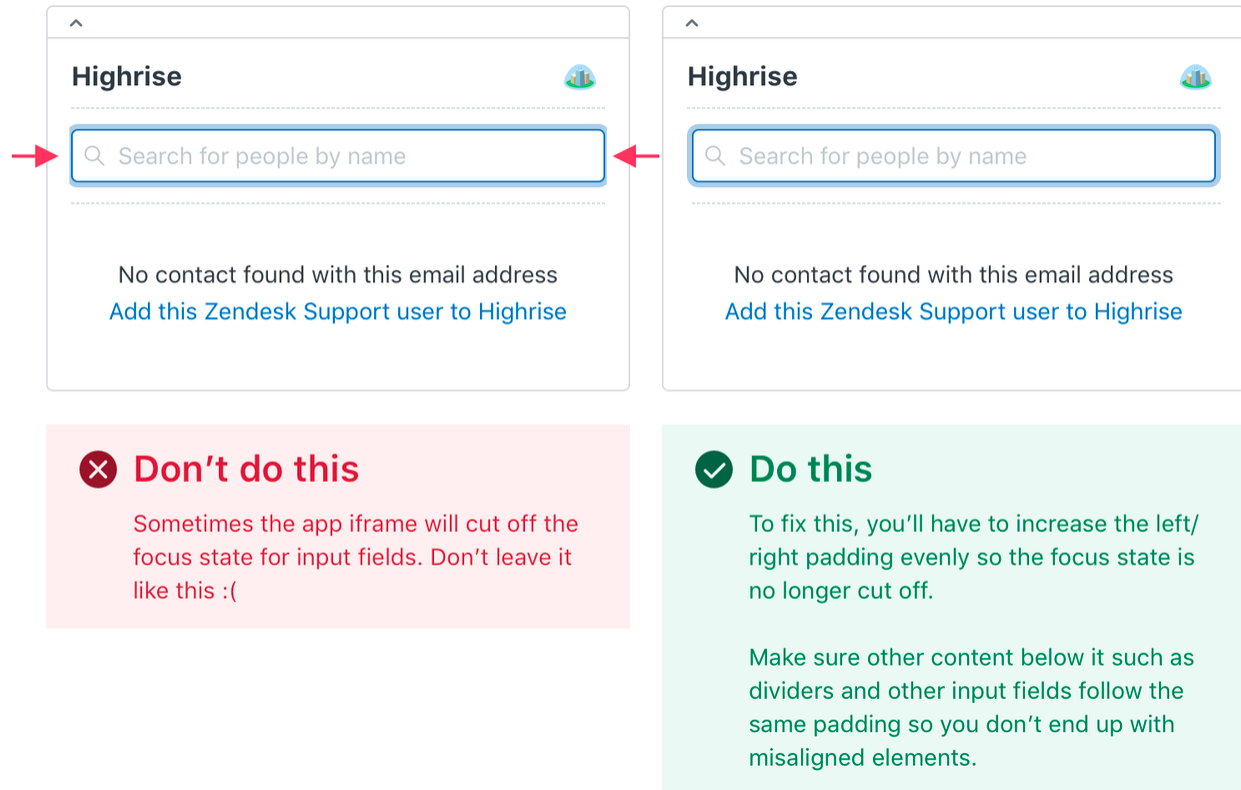
Greek language

Note: This app is old so the button colors are wrong. We have a “Muted” button in Garden if you really need a neutral color, but we should use the default blue-600 whenever possible.

Likewise, for long strings, consider using a text link instead of a button because a button should never wrap to accomodate more than one line of text.

Iframe issues

Sometimes the input field focus state will cut off from the left and right due to iframe issues, if this is the case, then increase the left and right padding by a few pixels until it no longer cuts off.



Errors

There's a major difference between form validations and warnings. Form **validations** **enforce** a set of rules and won't allow the user to proceed, while **warnings** **alert** the user about possible problems but will allow them to proceed.

boogy@zendesk.com

✓ Great e-mail address

boogy@zendesk

! Please enter a valid e-mail address

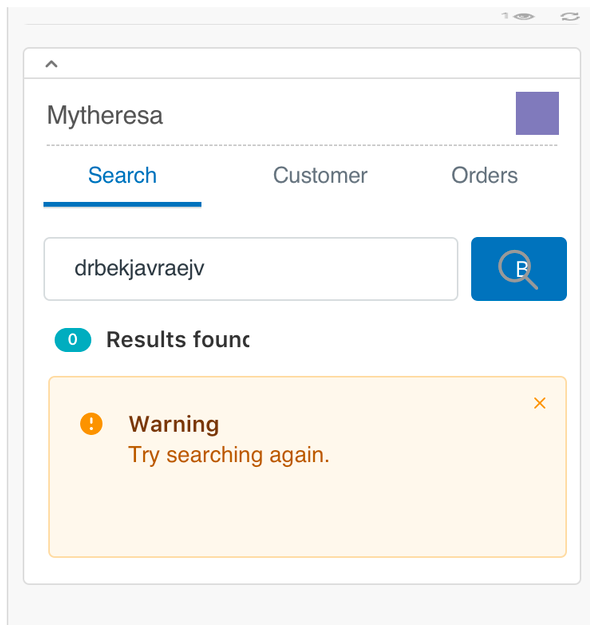
boogy@zendesk

! Please enter a valid e-mail address

Examples of input field validations. It's rare that we need to use this for app design.

The Garden `Well` component has quite a lot of padding; we should avoid using error messages unless absolutely necessary.

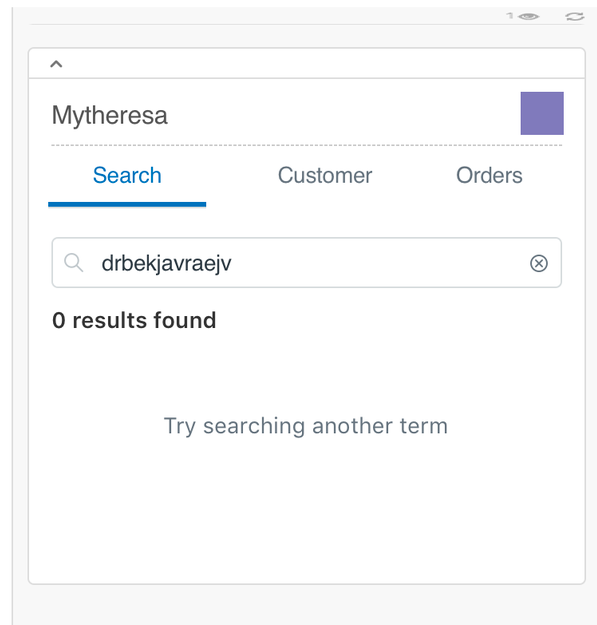
Before



✗ **Don't do this**

Warning and Error wells are for extremely important or fatal notifications. They also have a lot of padding so try to avoid using them in a small app container.

After



✓ **Do this**

For something like no search results, we can simply use a label for no results and some helpful hint text.

Empty states

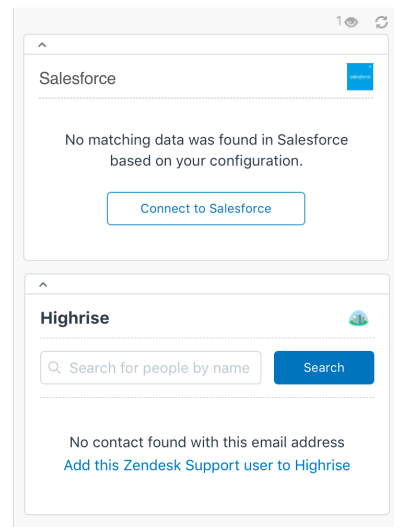
Sometimes apps have empty states if there's no data. The best approach to this is to use plain text and simple strings to describe the empty state, and provide an action for the user to get that data if possible.

Icons, Colors and Typography

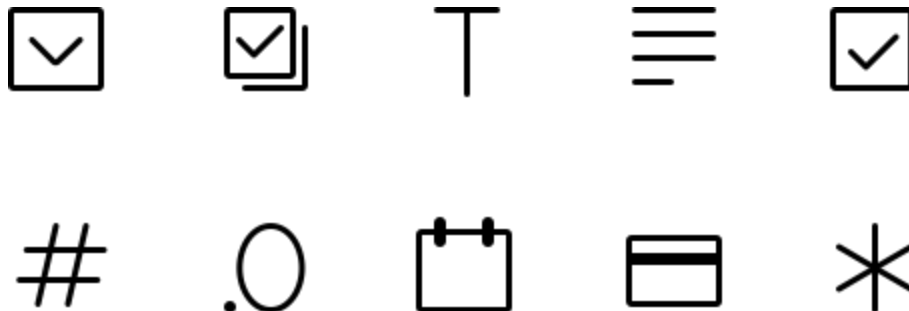
Original Garden [doc](#); summary below:

Utility Icons (16x16px/12x12px)

The most flexible collection that is widely used in toolbars, buttons, or visual supplements to text labels. **16px icons** are considered the default size to use within Zendesk products (toolbars, icons w/ text, buttons) where as **12px** are used for more compacted designs (essential cards). The default weight for icons is **stroke, not fill**. 12px icons may be used @2x (24px) as well.



Empty state examples. The Highrise app uses a text link because the string is too long to fit in a button.



Both sets come in two different styles as well: **stroke and fill**. These styles are meant either show an action with the icon (ie: selected vs unselected or normal vs push state) or to help strengthen the visibility of an icon.



16px
Stroke



16px
Fill



12px
Stroke



12px
Fill



16px
Stroke



16px
Fill



12px
Stroke



12px
Fill

Avoid resizing, but if you must, do it by @1x, @2x, and @3x. Use Scale (`cmd + K`) in Sketch. This will properly scale the shapes and strokes.

Icons in Apps

Use the appropriate 12px or 16px stroke icons in your app designs; you will rarely need to use larger-sized icons. Try to avoid multiple icon sizes in a single app and keep icon size consistent.

If icons are meant to be actionable/clickable, then use the Garden `iconButton` component. These should have a default and hover state (refer to Color and Typography table below). If they are just for visual purposes, then use the icon as-is with a default of `gray-600`.

Highrise

Search a name

Christopher Sos

csos@zendesk.com

Add a note to Christopher

Cancel Submit

The icons in this app aren't actionable/clickable so we keep them at gray-600

Example App

Name
Christopher Sos

Email
csos@zendesk.com

Address
1019 Market Street, San Francisco, California

The icons in this app are actionable/clickable so we keep use the Garden iconButton component. These icons should have a default and hover/active state.

Colors and Typography

If you follow and use Garden component guidelines, you should be fine here. All text should be using the font-family SF font/system font at 14px with a 20px line-height. Any bolding should use semi-bold, not bold. Below is a quick overview:

Component	Color
Typography	SF Font 14 px; line-height: 20px
Labels (semi-bold)	gray-800
Hint text (You can also use this for empty state text if necessary)	gray-600
Base text	gray-800
Placeholder text	gray-400
Buttons (primary/secondary/tertiary out-	blue-600

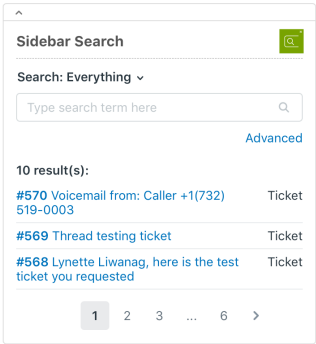
of-the-box from Garden)	
Text links	blue-600
Search icon inside input field	Default/inactive - gray-400 Hover/active/focus - gray-600
All other icons IF the icon is actionable/clickable, then you can add a hover/active/focus state; if not, just keep it at the default color	Default - gray-600 Hover/active/focus gray-700
Errors	Default Garden error states (looks red)
Warning	Default Garden warning states (looks yellow)

Field Label

Optional hint text description goes here

Placeholder

Label, hint text, and placeholder text example



"Ticket" is a base text example; ticket names are a text link example

Lists

Oftentimes apps contain lists of data. Below are some guidelines for displaying this data in an optimal way.

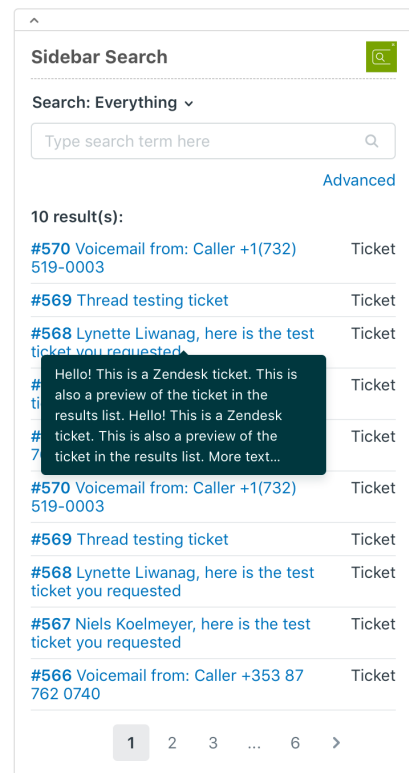
Columns and Rows

It's **not** recommended to use more than **two columns** for data due to the app container width, and because of localization issues that might occur. You can

technically have as many rows as you want but to cap the app height, you should paginate (see below).

Paginate for long lists

If lists can get long, it's recommended to paginate so that users can sort through the data easily, and so the app doesn't become massively long.

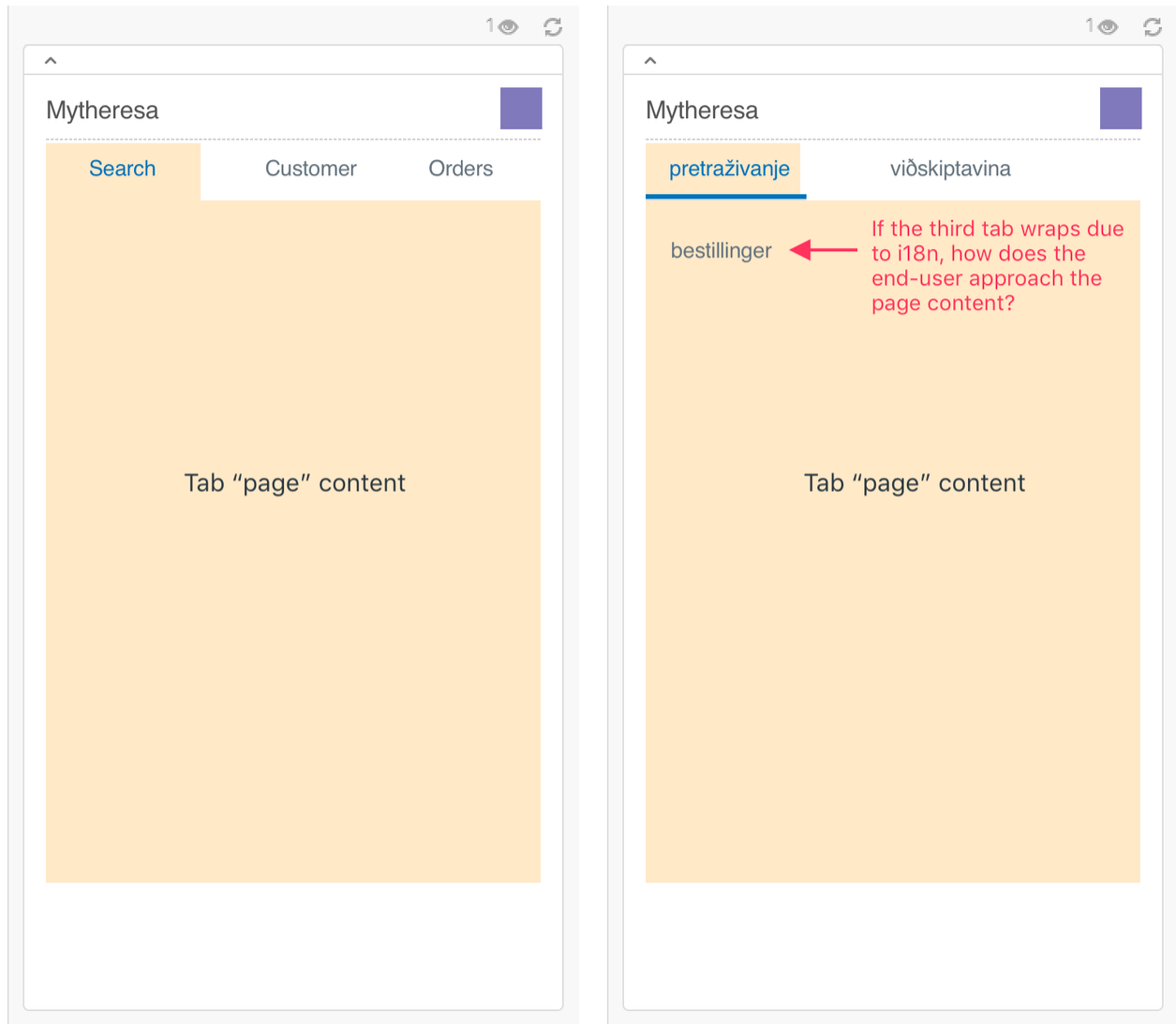


Example of data list that contains two columns, multiple rows, pagination, and text links.

Tabs

It's not recommended to use tabs in app containers due to lack of space width-wise. Tabs also often cause wrapping issues for localization when used in width-restricted spaces.

If a tab wraps, we run into issues with the relationship between the content being displayed and the active/inactive tabs.

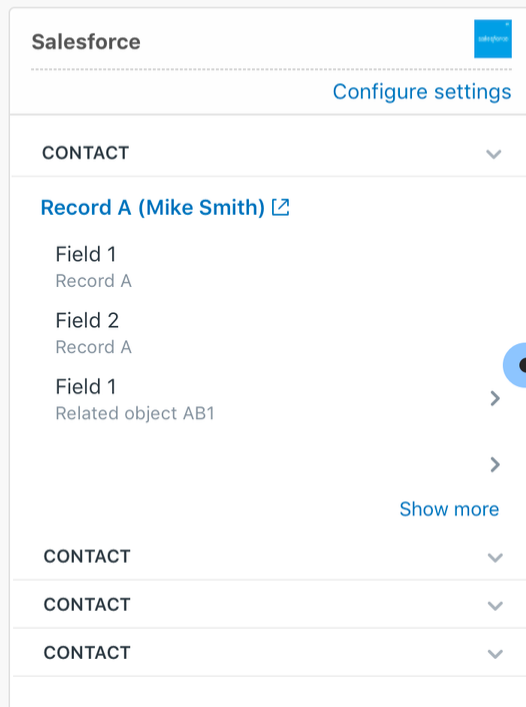


If tabs fit using the English language and the app doesn't need to be localized, then it could work fine.

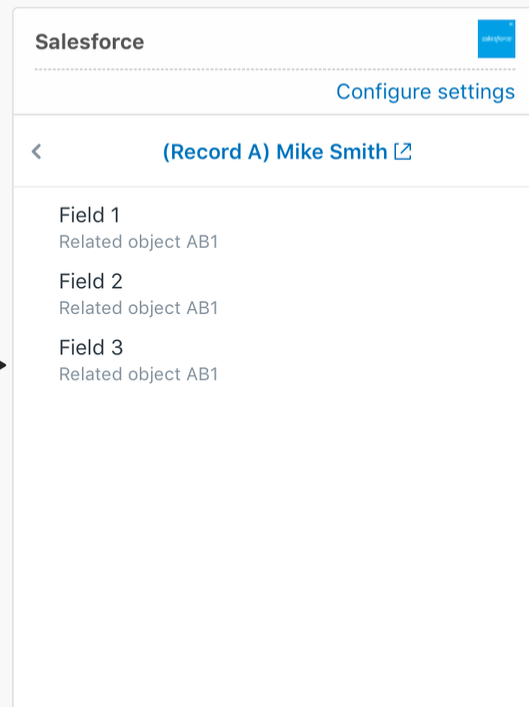
Alternative solutions

There is not really a better alternative to replacing tabs in apps currently, but you could look into using buttons or text links to open a completely new screen in the app container and provide a `Back` button to return to the previous screen.

Default



Clicking into a Related Object



Another option could be using buttons to open the information in a modal if it makes sense for what you're trying to do, eg. you need a large space to input a lot of information.

Other

There will be other components that you might need to use that Garden doesn't provide or that we don't have any set patterns around. The best thing to do is to reach out to me via Slack if you have any questions. Provide screenshots and as much context as possible and I can try to give advice on the best approach so that it fits in with our patterns.