2015-02-11 Meeting notes

Date

Feb 11, 2015

Attendees

John Clyne, alan, scott

Agenda

More discussion evaluation of 3.0 gui prototype

Discuss draft 3.0 roadmap

Notes

There was consensus that the new layout met the goal of improving usability, both for new users as well as experienced users. One potential show stopper, however, is the amount of horizontal real estate used by the Renderer tabs. Presently, avoiding a horizontal scroll bar at the bottom of the tab requires expanding the horizontal tab until very little space is left for the visualizer window. Alan is going to explore options for decreasing the horizontal space required by the tabs.

Other suggestions:

- Be consistent with naming of the sub tabs for common items found in all renderers
- Order the subtabs consistently
- Remove unnecessary titles on the subtabs to provide more vertical space
- Provide a popup at startup that encourages the user to select a data set and optional session file.
- Consider moving data loading to File menu
- The contour "basic" tab is not the same as the barb "basic" tab. They should be consistent
- Consider renaming "basic" subtab to "variable"
- On the basic tab rename "Set Default Fidelity" to "Make Default" and put in less prominent location.
- Consider putting variable section at top of "basic" tab
- The mechanism for selecting 2D and 3D variables on the contour basic tab is not intuitive and could possibly be improved.
- Consider having a default renderer, with low computation cost (e.g. probe) that is automatically instantiated and enabled after the first data set is loaded (we didn't actually discuss this)
- Consider making global Region tab a sub tab for renderers for which it applies. More discussion needed on this

Action Items

Item	Lead
Explore options to reduce horizontal tab real estate	Alan
Discuss making Region a sub tab for applicable renderers	john