

# Gulfstream

UXD STYLE GUIDE 1.0.2

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## NOTES

This style guide will be updated regularly. Please submit feedback to [user.experience.design@gulfstream.com](mailto:user.experience.design@gulfstream.com) and we can #makethefuture together.



# Gulfstream

## OVERVIEW

Our goal is to build a flexible, maintainable, scalable, and stable design system that represents the Gulfstream brand and shares a story of inclusion. Working within the bounds of a design system allows the designer to focus on important UX problems while the style guide does the heavy-lifting.

Create artifacts of the highest quality. Design with an eye towards progress rather than perfection. Build products you can stand behind.

**#craftwithpride**

User Experience Design Team

GENERAL



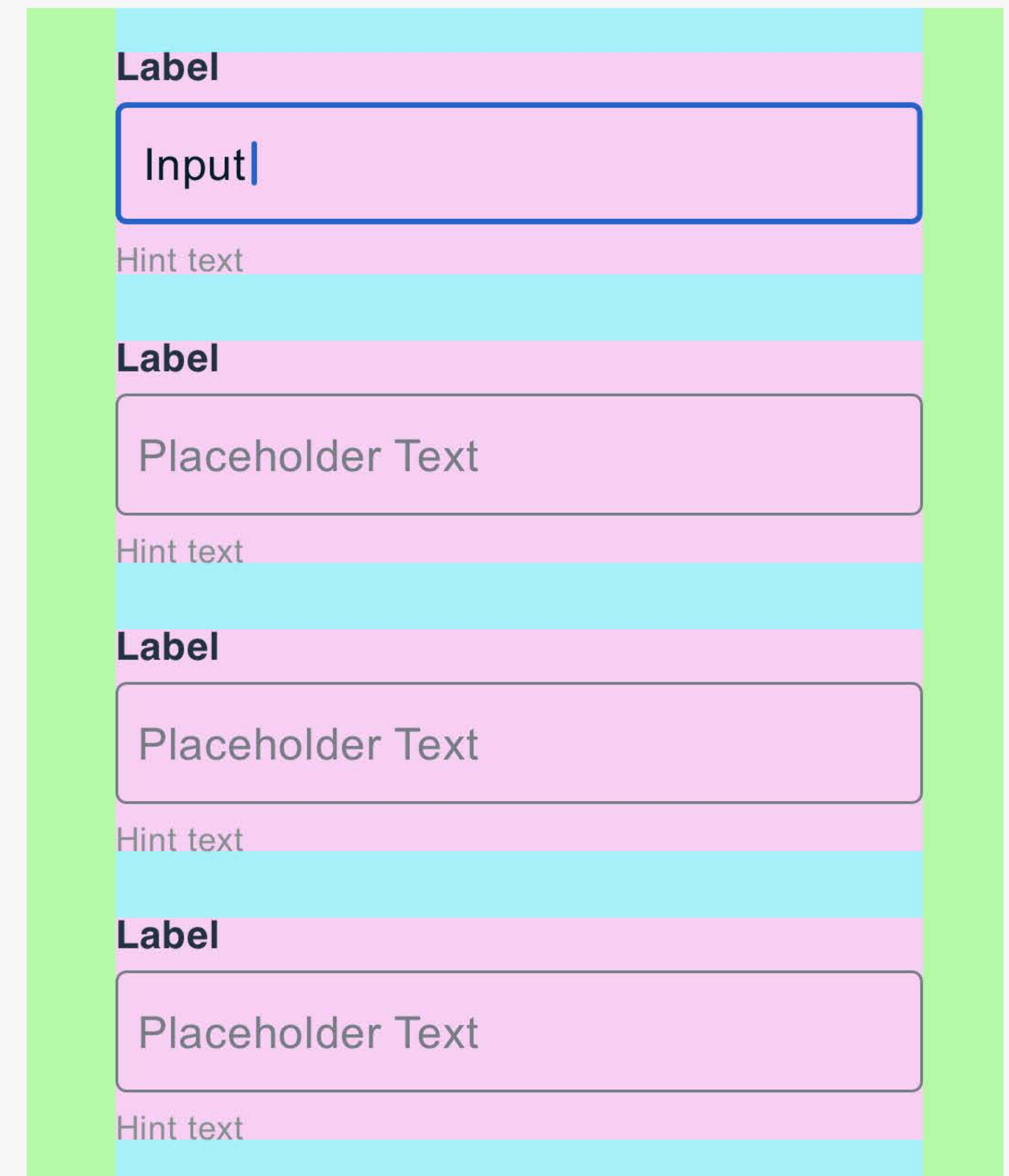
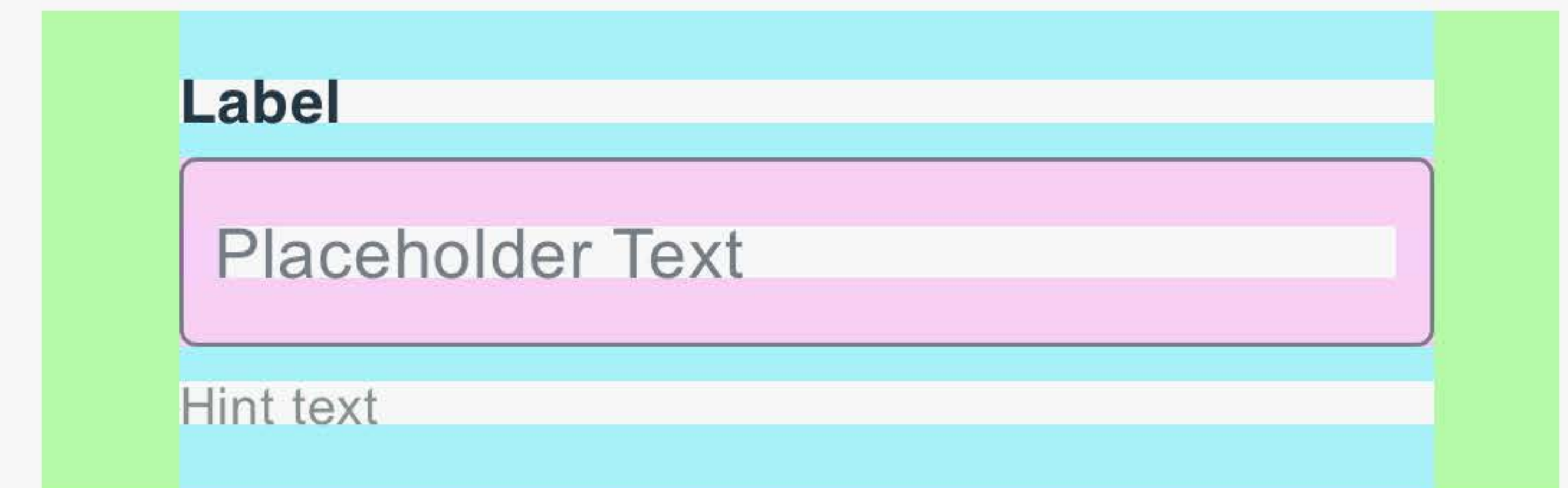
8PT GRID



## THE 8PT GRID

The principle is that every component within the system is based off an 8pt (or pixel) structure. It is applicable to iOS, SharePoint, Responsive Web, Wearables (when possible), AR/VR, and print. The idea is that everything is built using multiples of 8, 16, 24, 32, 40, 48, 56.... There are, however, instances when using 8 is too large for small components; multiples of 2 can be used instead.

Using even numbers maintains the rhythm of the page and when used across the Enterprise creates a cohesive system that is easy for Gulfstreamers to use.

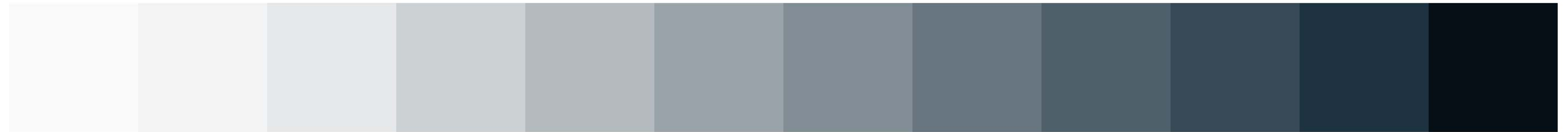




COLOR

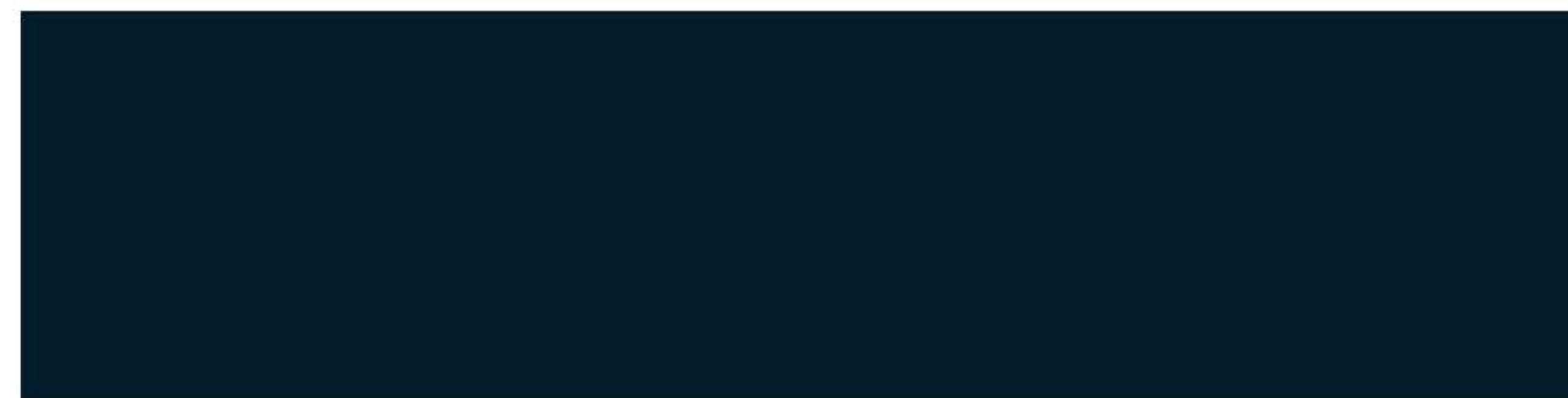


## GREYS



FFFFFF	FAFAFA	F2F3F4	E6E8EA	CCD1D4	B4BBC0	9AA4AA	818D95	687680	4F606B	364956	1D3341	050F17
255,255,255	250,250,250	243,243,244	230,232,234	204,209,212	180,187,192	154,164,170	129,141,149	104,118,128	79,96,107	54,73,86	29,51,65	5,15,23

## GULFSTREAM BLUE



041C2C  
4,28,144

## ACTION



2663C9  
38,99,201

## UTILITY



55820C	FFB31A	F07F07	B9252B
85,130,12	255,179,26	240,127,7	185,37,43

IOS



# Gulfstream

Sort / Filter 

Year	Model	Serial Number	Passengers	Crew Rest	Galley	Engine Program	Hours	Ask
2014	G650	4256	16	-	Aft	✓	349	\$6.4M
2008	G450	5867	9	-	Fwd	✓	178	\$5.5M
2016	G550	1937	16	-	Aft	✓	283	\$64.M
2010	G550	9384	10	-	Aft	-	197	\$4.3M
2011	G650	3492	7	✓	Aft	-	208	\$2.3M
2018	G650	6903	19	✓	Aft	✓	10	\$84.8M
1999	G200	4	9	✓	Fwd	✓	178	\$5.5M
1999	G200	4	9	✓	Fwd	✓	178	\$5.5M



18 Available Aircraft  
Updated less than a minute ago





IOS / BARS



## NAVIGATION BARS

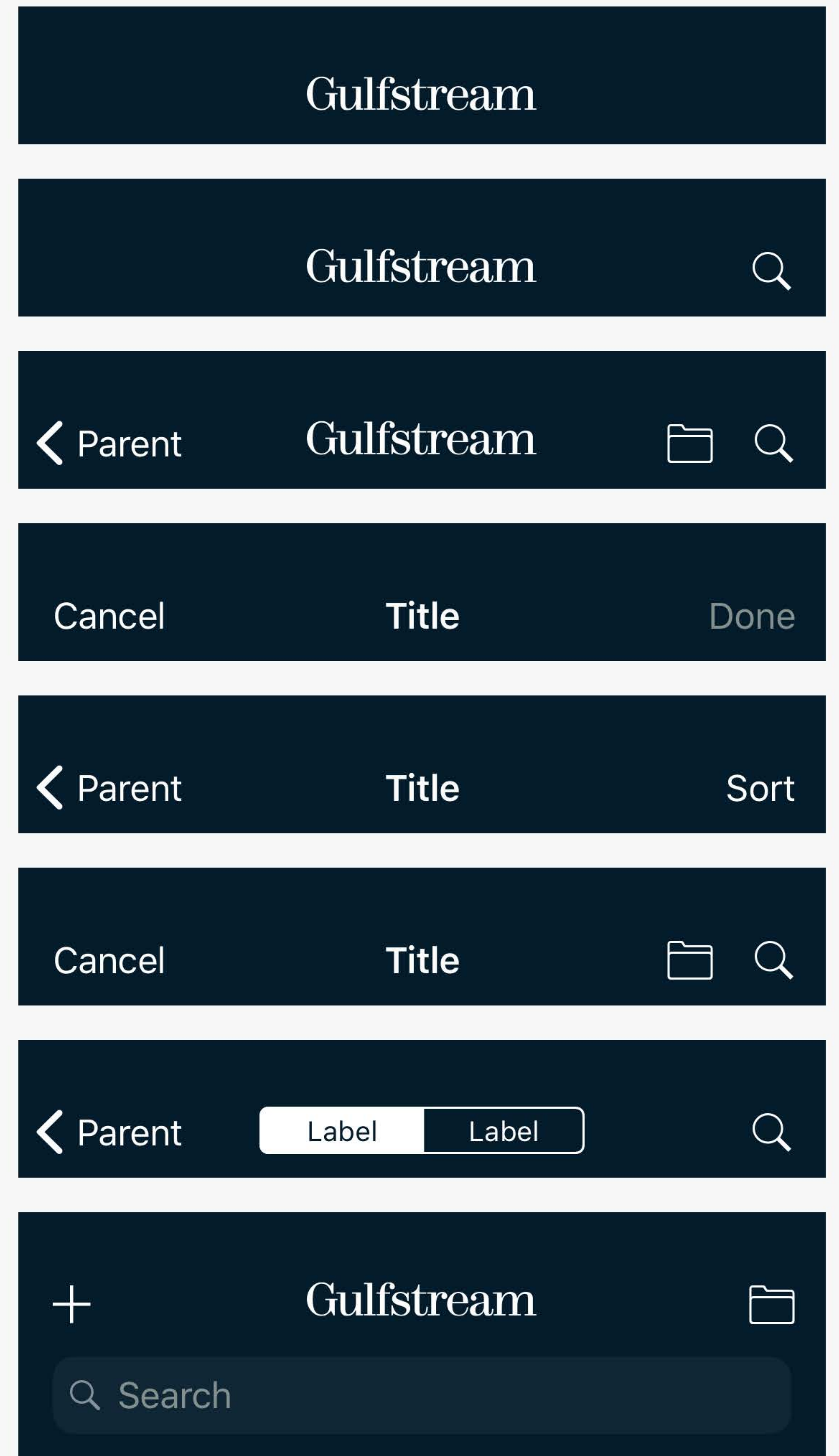
A navigation bar appears at the top of an app screen, below the status bar, and enables navigation through a series of hierarchical screens. When a new screen is displayed, a back button, often labeled with the title of the previous screen, appears on the left side of the bar. Sometimes, the right side of a navigation bar contains a control, like an Edit or a Done button, for managing the content within the active view.

### Avoid crowding a navigation bar.

In general, a navigation bar should contain no more than the view's current title, a back button, and one control that manages the view's contents. If you use a segmented control in the navigation bar, the bar shouldn't include a title or any controls other than the segmented control.

### Use the standard back button.

People know that the standard back button lets them retrace steps through a hierarchy of information. If you replace the system-provided back button chevron with a custom image, supply a custom mask image too. iOS uses this mask to animate the button title during transitions.





## SEARCH BARS

A search bar allows people to search through a large collection of values by typing text into a field. A search bar can be displayed alone, or in a navigation bar or content view. When displayed in a navigation bar, a search bar can be pinned to the navigation bar so it's always accessible, or it can be collapsed until the user swipes down to reveal it.

### Enable the Clear button.

Most search bars include a Clear button that erases the contents of the field.

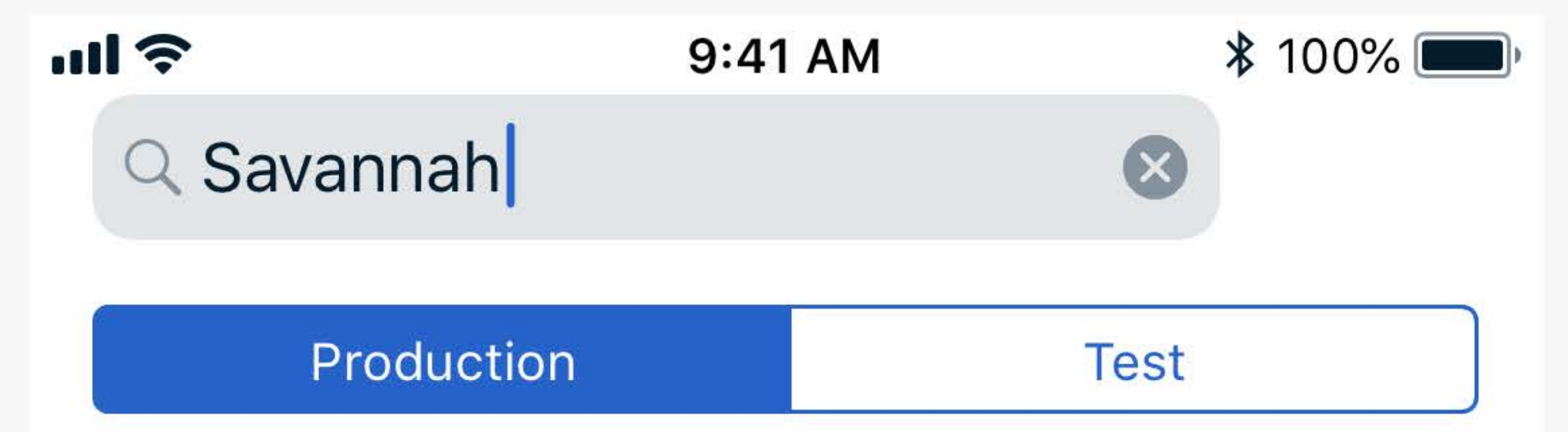
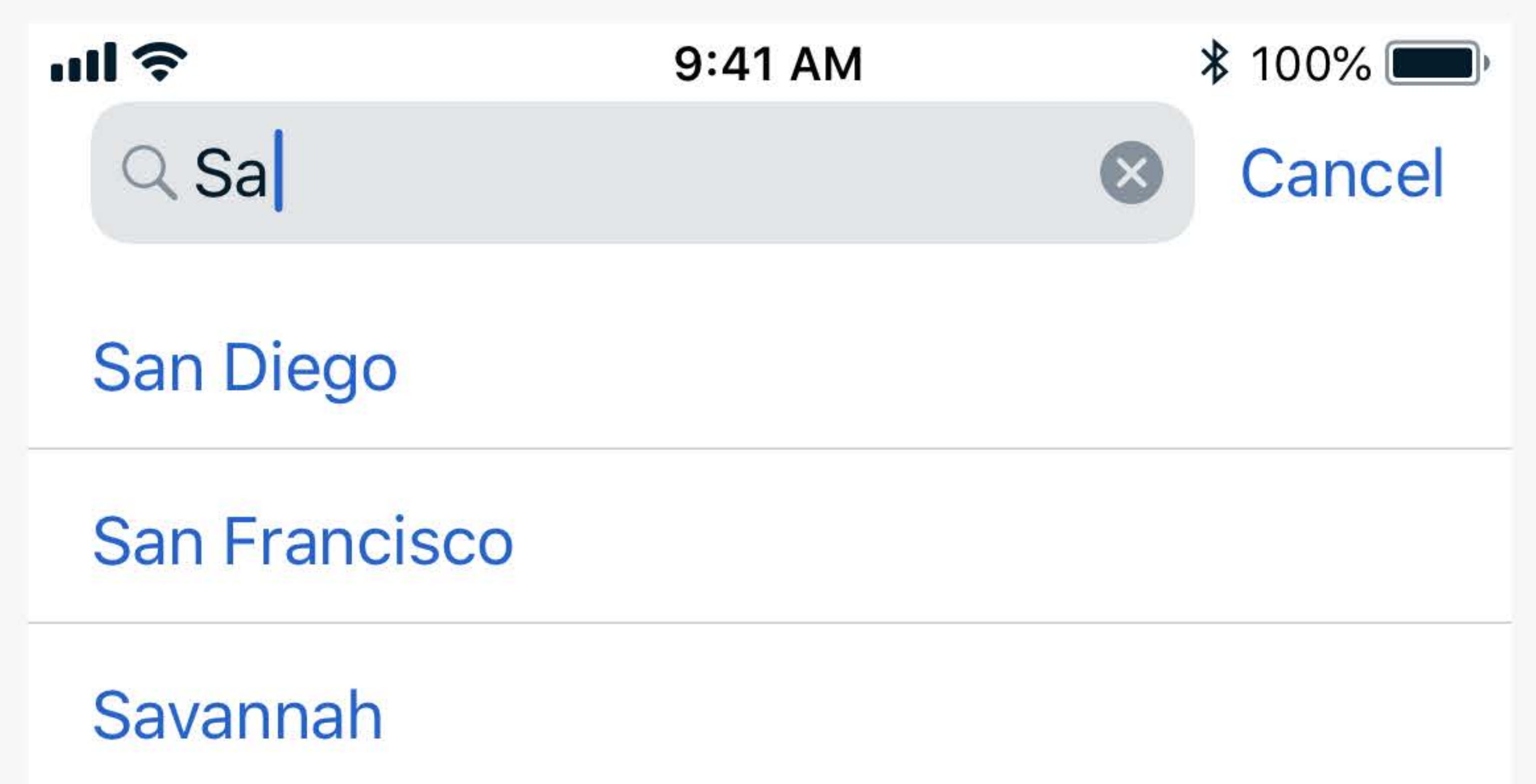
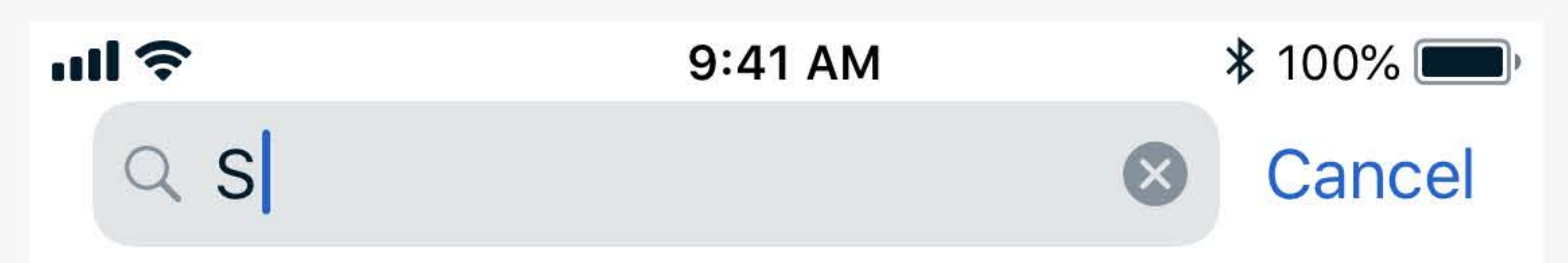
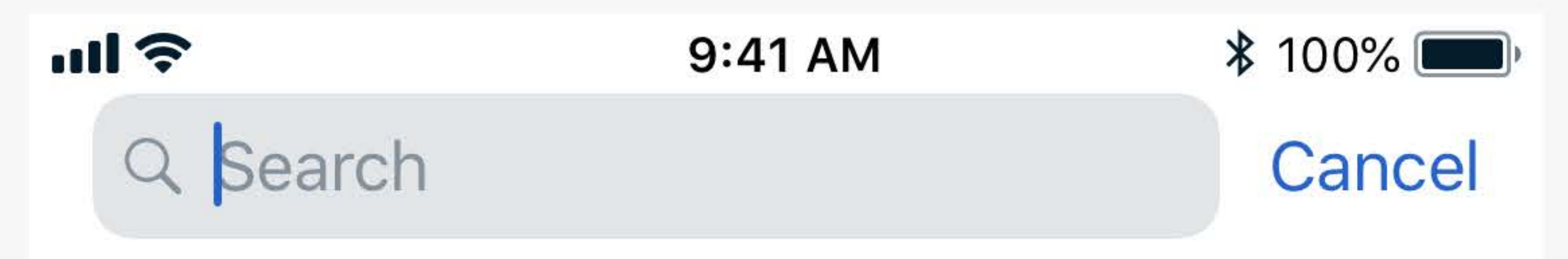
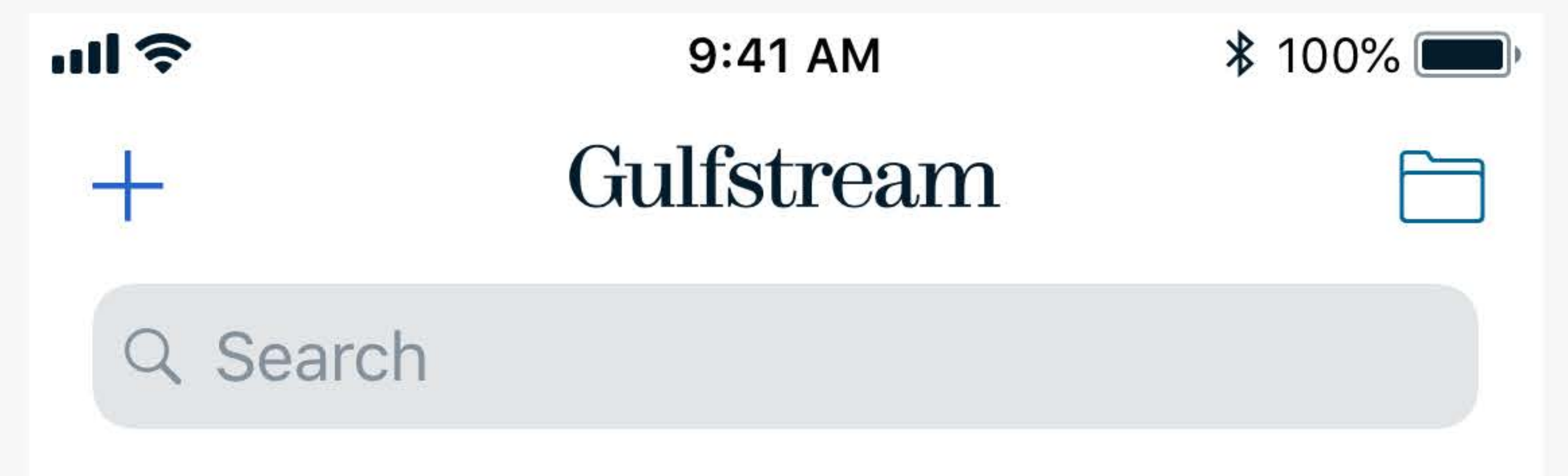
### Enable the Cancel button when appropriate.

Most dedicated search bars include a Cancel button that immediately terminates the search.

---

### Scope Bar

A scope bar can be added to a search bar to let people refine the scope of a search. A scope bar can be useful when there are clearly defined categories in which to search. It's best to improve search results and refrain from using a scope bar.





## TAB BARS

A tab bar appears at the bottom of an app screen and provides the ability to quickly switch between different sections of an app. Tab bars are translucent, may have a background tint, maintain the same height in all screen orientations, and are hidden when a keyboard is displayed.

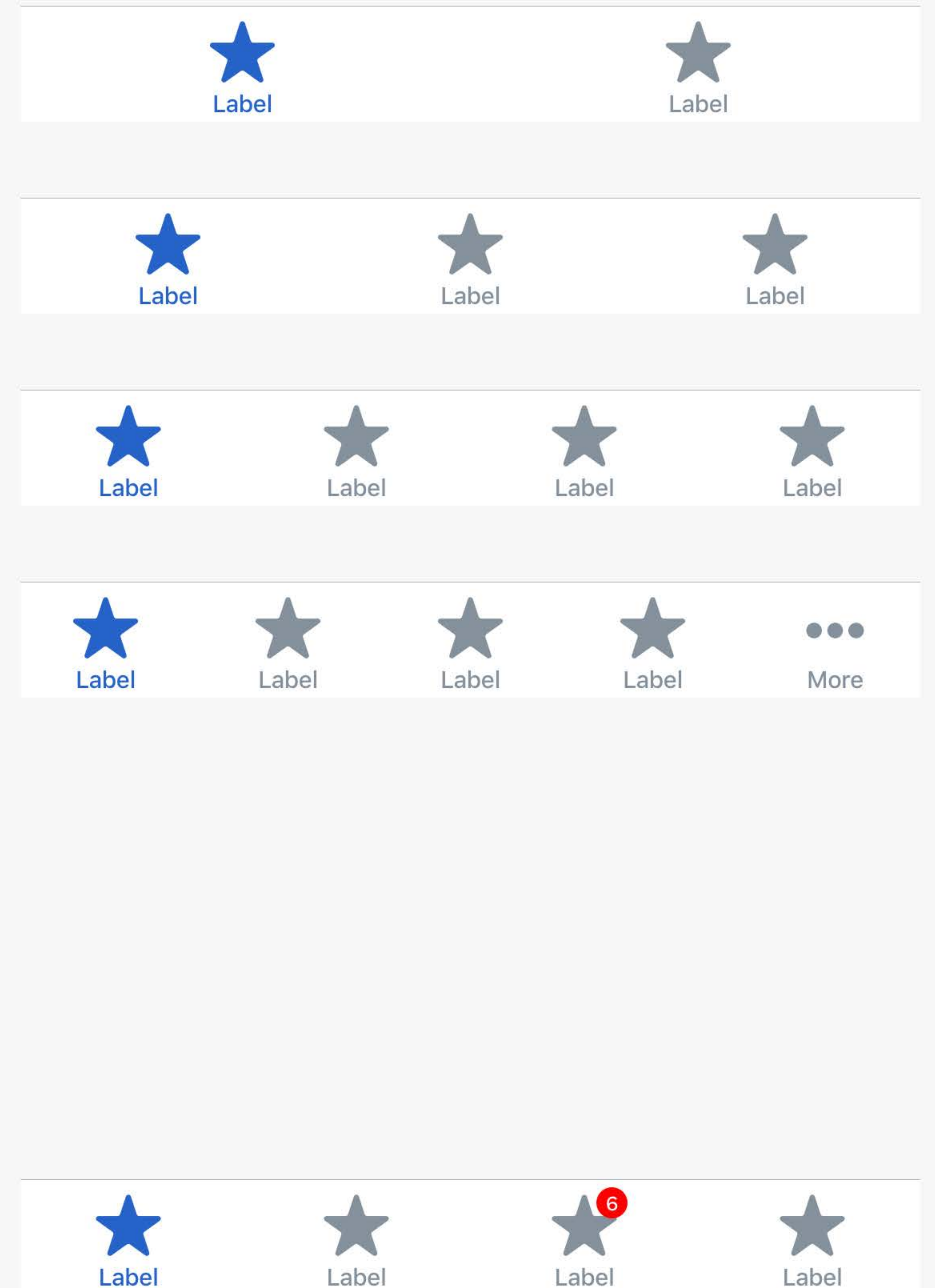
Use a tab bar strictly for navigation.

Tab bar buttons should not be used to perform actions. If you need to provide controls that act on elements in the current view, use a toolbar instead.

---

**Use badging to communicate unobtrusively.**

You can display a badge—a red oval containing white text and either a number or an exclamation point—on a tab to indicate that new information is associated with that view or mode.





## TOOLBARS

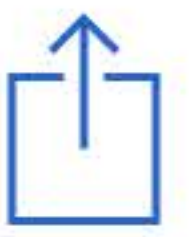
A toolbar appears at the bottom of an app screen and contains buttons for performing actions relevant to the current view or content within it.

### **Provide relevant toolbar buttons.**

A toolbar should contain frequently used commands that make sense in the current context.

### **Consider icons or text-titled buttons.**

Icons work well when you need more than three toolbar buttons. When you have three buttons or fewer, text can sometimes be clearer.



Action 1

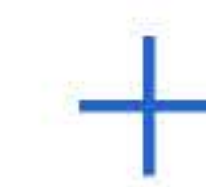
Action 2



Action 1

Action 2

Action 3



IOS / VIEWS



# ALERTS

Alerts convey important information related to the state of your app or the device, and often request feedback. An alert consists of a title, an optional message, one or more buttons, and optional text fields for gathering input.

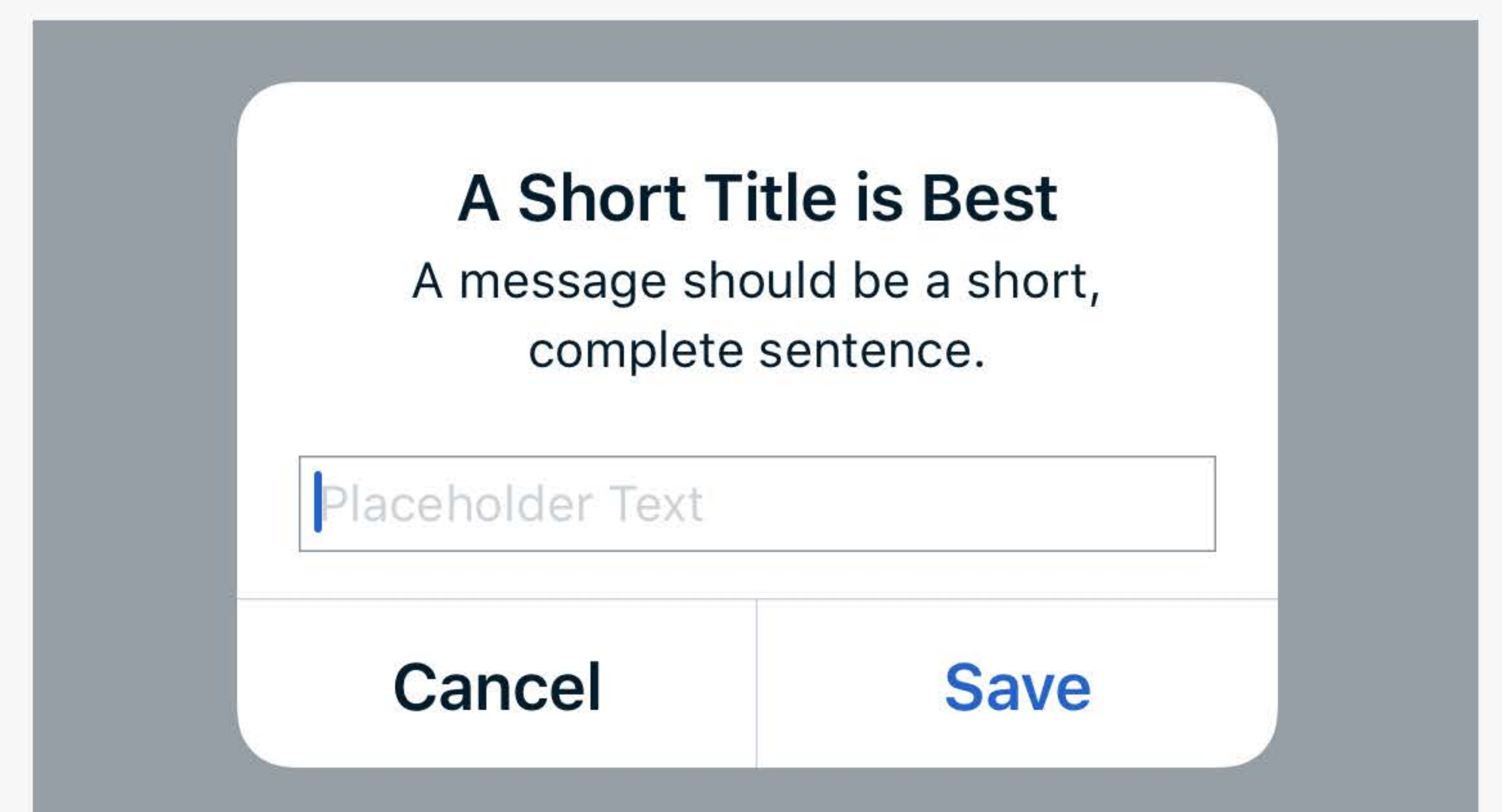
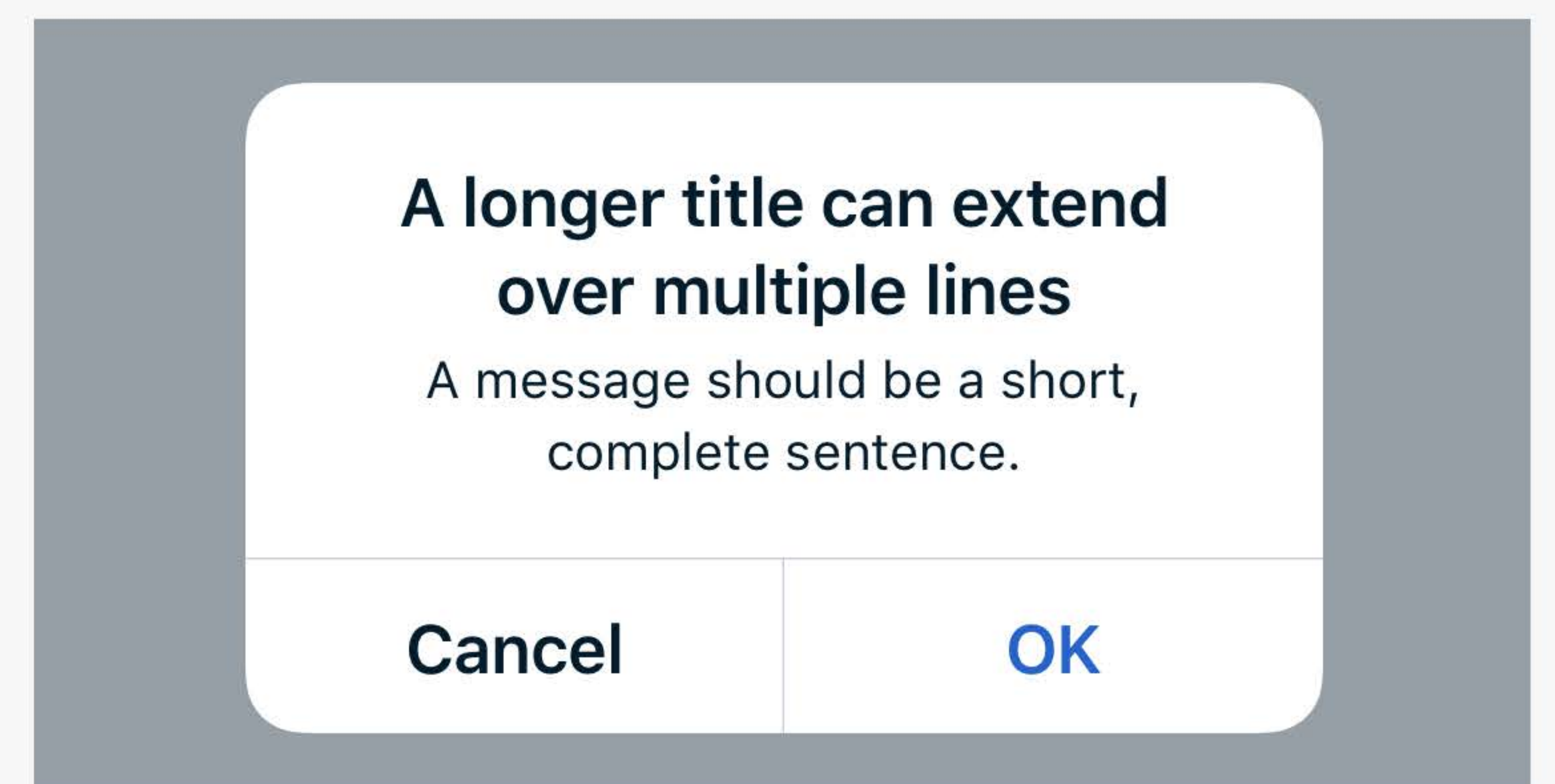
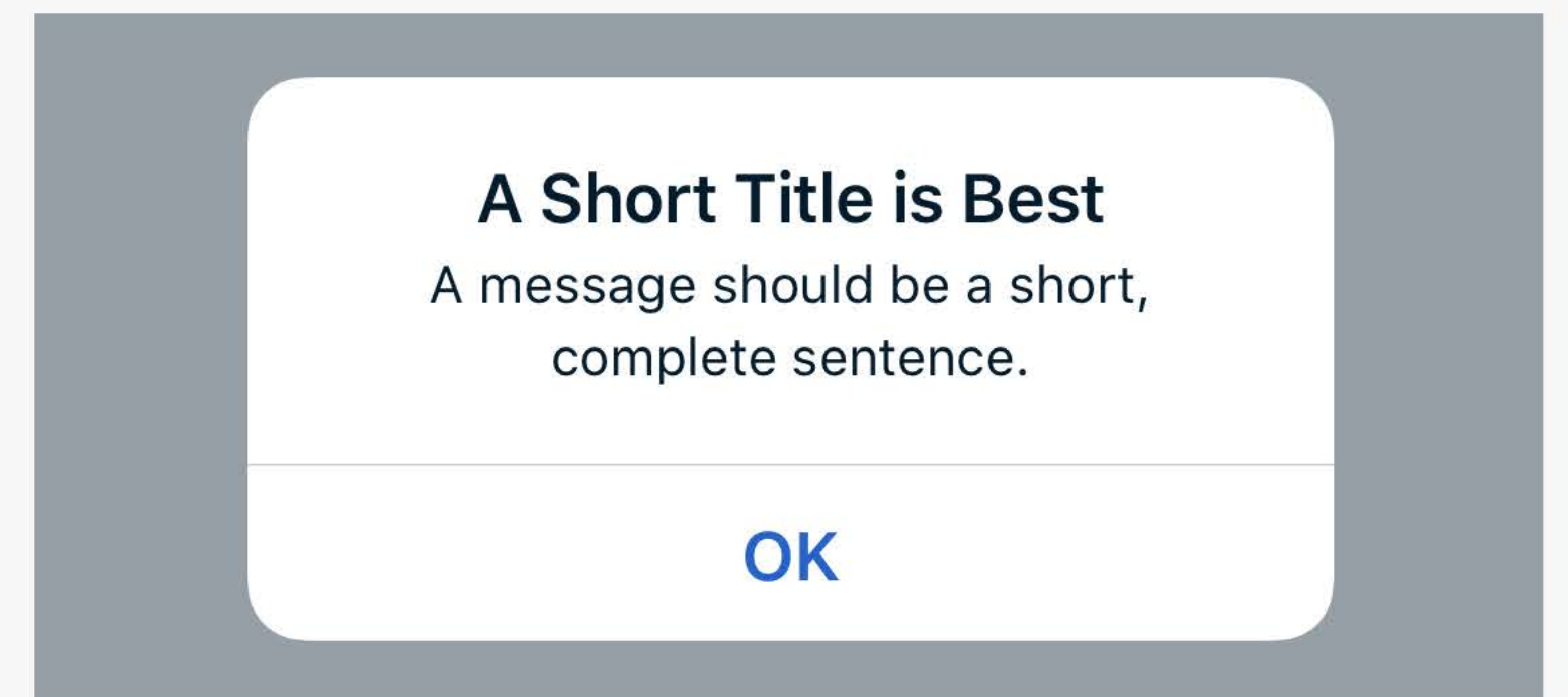
## Minimize alerts.

Alerts disrupt the user experience and should only be used in important situations like confirming purchases and destructive actions (such as deletions), or notifying people about problems.

## Generally, use two-button alerts.

Two-button alerts provide an easy choice between two alternatives. Single-button alerts inform, but give no control over the situation. Alerts with three or more buttons create complexity and can require scrolling, which is a bad user experience. If you find that you need more than two choices, consider using an action sheet instead.

\*\* Allow people to cancel alerts by exiting to the Home screen. Accessing the Home screen while an alert is visible exits the app. It should also produce the same effect as tapping the Cancel button.





## ACTION SHEETS

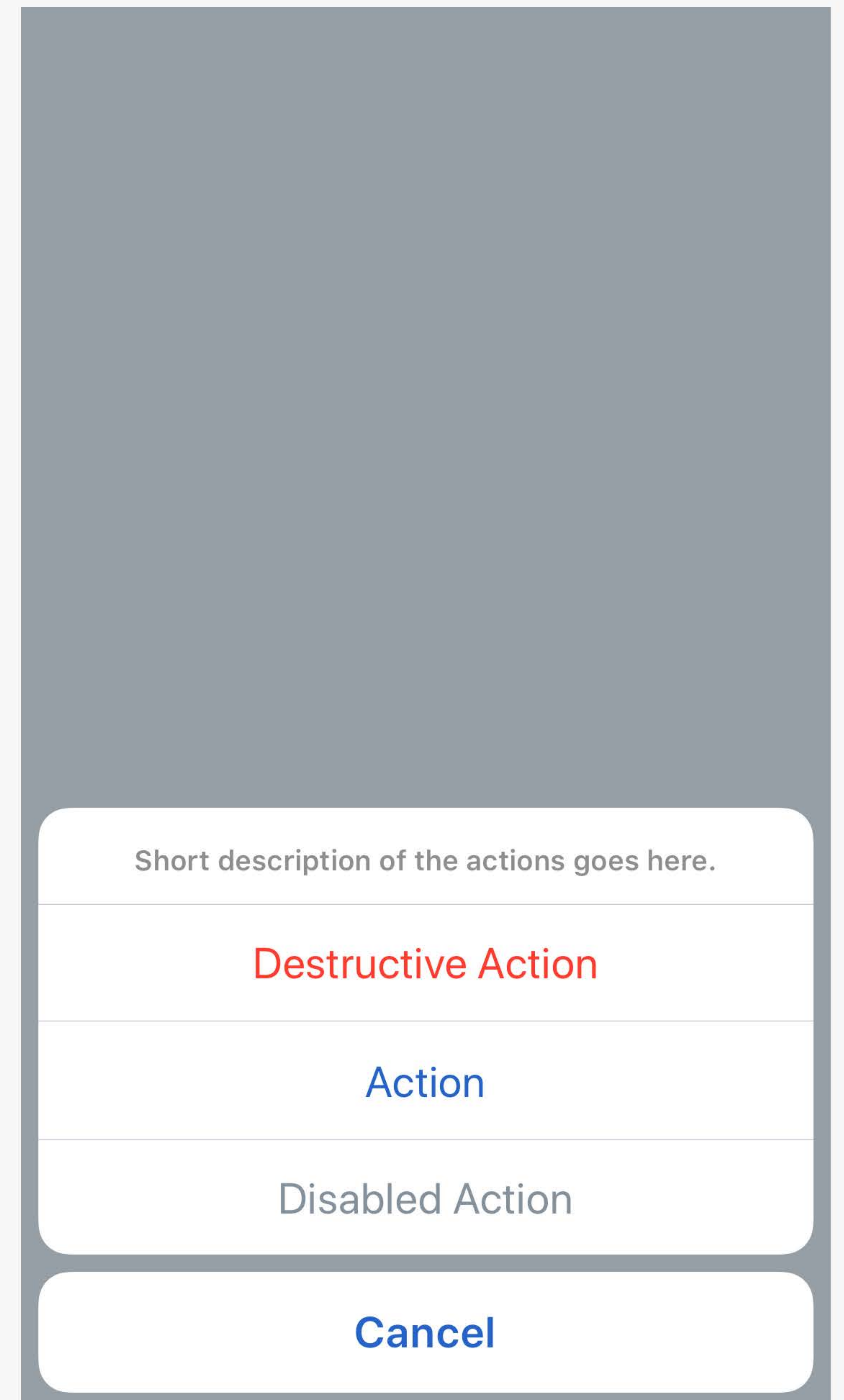
An action sheet is a specific style of alert that appears in response to a control or action, and presents a set of two or more choices related to the current context. Use an action sheet to let people initiate tasks, or to request confirmation before performing a potentially destructive operation.

### **Provide a Cancel button.**

A Cancel button instills confidence when the user is abandoning a task. Cancel buttons should always be included in action sheets at the bottom of the screen.

### **Avoid enabling scrolling in an action sheet.**

If an action sheet has too many options, people must scroll to see all of the choices. Scrolling requires extra time to make a choice and is hard to do without inadvertently tapping a button.





## FULL-SCREEN MODAL VIEWS

### Avoid displaying popovers on iPhones.

Popovers should be reserved for use in iPad apps. In iPhone apps, utilize all available screen space by presenting information in a full-screen modal view, rather than in a popover.

### Covers the entire screen.

Use for a potentially complex task that can be completed within the context of the modal view.

### Coordinate modal view appearance with your app.

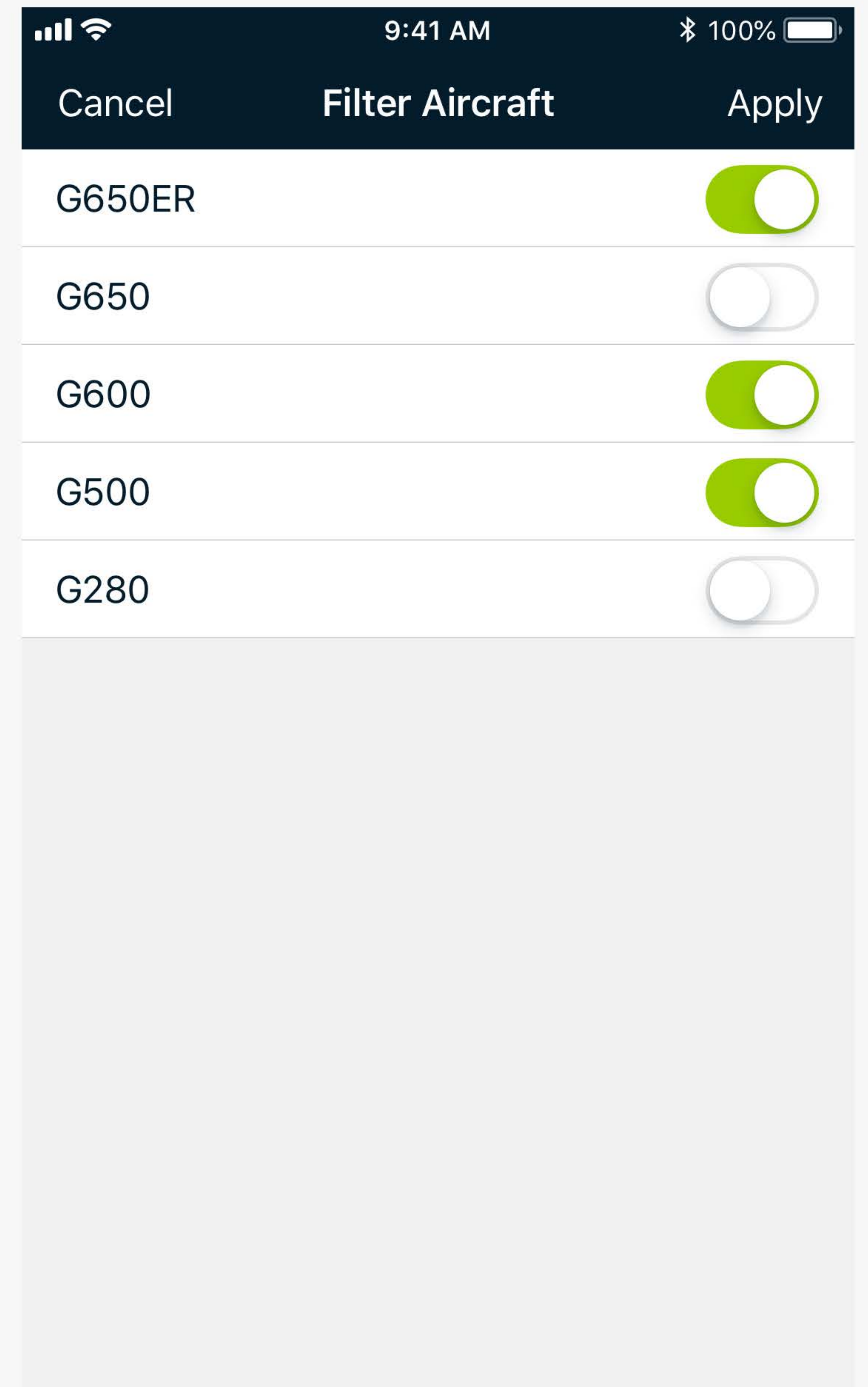
A modal view may include a navigation bar, for example. When this is the case, use the same appearance as the navigation bar in your app.

### Provide an obvious and safe way to exit.

Make sure people always know the outcome of their action when they dismiss a modal view.

### Keep modal tasks narrowly focused.

Don't create an app within your app. If a modal task must contain subviews, provide a single path through the hierarchy and a clear path to completion. Avoid using Done buttons for things other than completing the task.





# TABLES

A table presents data as a scrolling, single-column list of rows that can be divided into sections or groups. Use a table to display large or small amounts of information cleanly and efficiently in the form of a list.




## Plain Table

Rows can be separated into labeled sections, and an optional index can appear vertically along the right edge of the table. A header can appear before the first item in a section, and a footer can appear after the last item.

## Grouped Table

Rows are displayed in groups, which can be preceded by a header and followed by a footer. This style of table always contains at least one group and each group always contains at least one row. A grouped table doesn't include an index.

\*\* Communicate progress as content loads. If a table's data takes time to load, show a progress bar or spinning activity indicator to reassure people that your app is still running.

BASIC ROWS W/ ACTIONS		
Row 1		>
Row 2	Detail	>
Row 3	Detail	
	Detail 	Delete
	Detail 	Action Delete
BUTTON ROW		
Action 1		
SUBTITLE ROW		
Title		>
Row 1		
Grouped Footer with extra info.		



IOS / CONTROLS



## SEGMENTED CONTROLS

A segmented control is a linear set of two or more segments, each of which functions as a mutually exclusive button. Within the control, all segments are equal in width. Like buttons, segments can contain text or images.

### Limit the number of segments to improve usability.

Wider segments are easier to tap. On iPhone, a segmented control should have four or fewer segments.

### Do not mix text and images in a segmented control.

Although individual segments can contain text or images, mixing the two in a single control can lead to a disconnected and confusing interface.

---

### Disabled Segmented Control.

Generated for the Performance iOS app, conditional logic can cause a control to become disabled. Rather than hide/show the segmented control, reduce the opacity of the control text to 40% while leaving the control's border at 100% opacity.





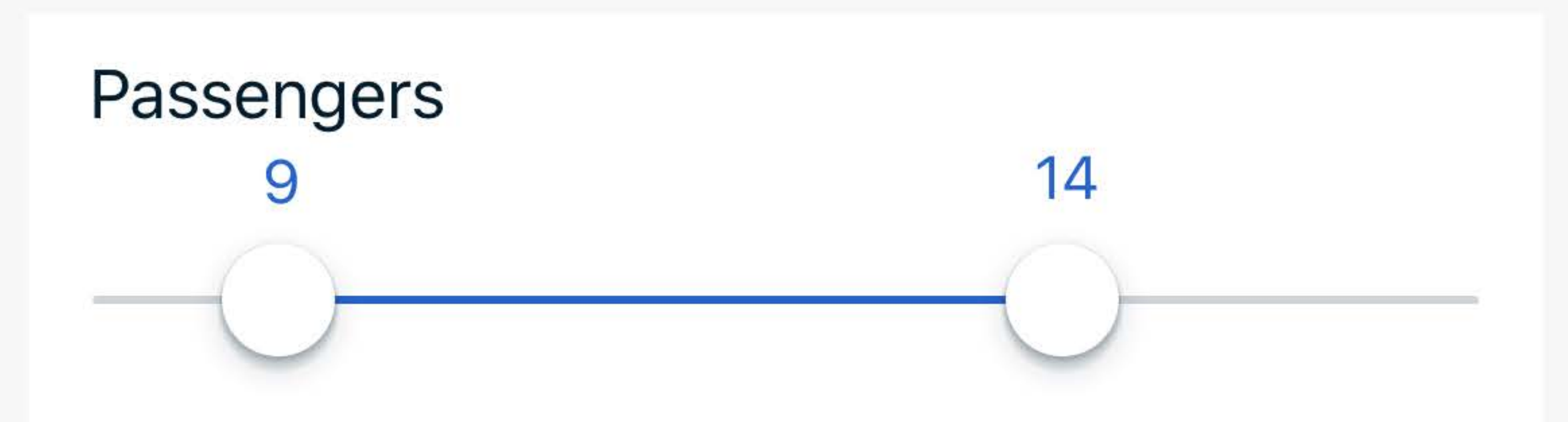
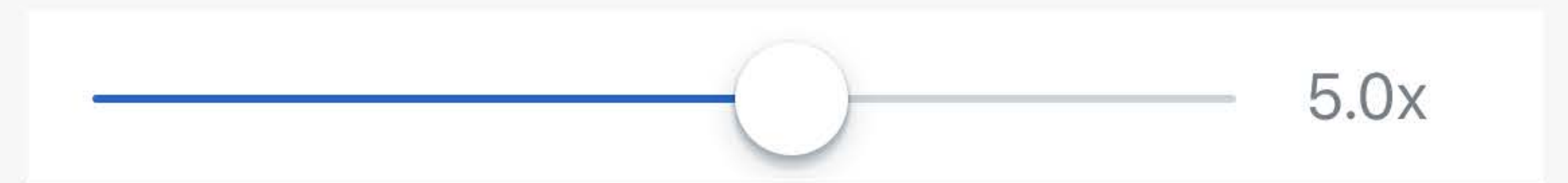
## SLIDERS

A slider is a horizontal track with a control called a thumb, which you can slide with your finger to move between a minimum and maximum value.

As a slider's value changes, the portion of track between the minimum value and the thumb fills with color. A slider can optionally display left and right icons that illustrate the meaning of the minimum and maximum values.

### **Don't use a slider to adjust audio volume.**

If you need to provide volume control in your app, use a volume view, which is customizable and includes a volume-level slider and a control for changing the active audio output device.





## STEPPERS

A stepper is a two-segment control used to increase or decrease an incremental value. By default, one segment of a stepper displays a plus symbol and the other displays a minus symbol. These symbols can be replaced with custom images, if desired.

### **Make the value affected by the stepper obvious.**

A stepper itself doesn't display any values, so make sure people know which value they're changing when they use a stepper.

### **Don't use a stepper when large value changes.**

Steppers work well for making small changes that require a few taps.

Left Disabled



A stepper control with a central blue bar containing the number '0'. To the left is a white button with a minus sign, and to the right is a white button with a plus sign.

Active



A stepper control with a central blue bar containing the number '5'. To the left is a white button with a minus sign, and to the right is a white button with a plus sign.



# BUTTONS

Buttons initiate app-specific actions, have customizable backgrounds, and can include a title or an icon.

Multi-state buttons can be used when selecting things to show in a table through a filter.

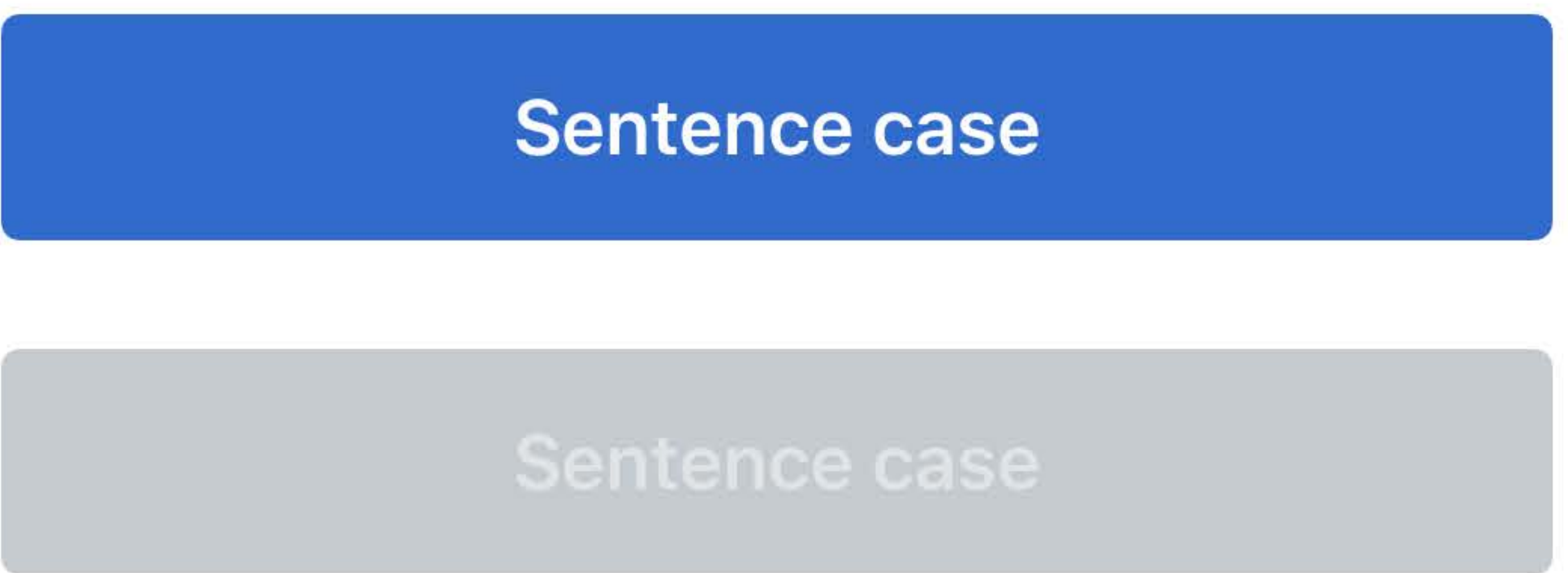
Use sentence-case for buttons.

---

## Expanding Icon

In this example, the plus icon expands to display additional icons used to accomplish unique tasks when pressed.

### Multi-Button States





IOS / TOASTS



## TOAST MESSAGE

Toast messages are not native to the iOS platform and are borrowed from the Android platform. We use them for simple tasks for example: password issues, log in success, larger error problems, or account updates.

Not to be confused with iOS alerts, toasts are used to be informative and rarely require being acted upon.

When possible, solve the issue in the interface without using a toast.

Information

Action

Error

Success!



SHAREPOINT





## Gulfstream's Vision

Create and deliver the world's finest aviation experience.

Achieving our expanded vision is possible through our ongoing commitment to attract, train and advance the brightest minds in all of the disciplines required to develop and build the products, services and experiences that make traveling in a Gulfstream aircraft second to none.





## LAYOUT

Think about your audience and present important content to them in way that is clear and easy to digest. Identify the most common information visitors will be looking for on your site and drive them to it.

Make sure to space your content with plenty of whitespace to increase readability.

## INSIDE GULFSTREAM

### Heading 1

Body Text: Dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat.

Button

#### Web Part

Quis nostrud

Laboris nisi et

Ex commodo consequat

Aliquip ex ad



# TYPOGRAPHY

Text should be consistent across pages and use a sans-serif font such as Segoe UI, Tahoma or Helvetica.

Do not use "Click Here" as hyperlink text.

Links should be descriptive so that users have a good idea about where the link will take them.

## Heading 1

font-family: Segoe UI, Tahoma  
font-size: 30px;  
font-weight: bold;  
color: rgb(38, 38, 38);

## Heading 2

font-size: 25px;

### Heading 3

font-size: 15px;  
font-weight: normal;

### Heading 4

font-size: 13px;  
font-weight: normal;  
color: rgb(119, 119, 119);

### Body

font-size: 13px;  
color: rgb(74, 74, 74);

### [Hyperlinks](#)

font-size: 13px;  
color: rgb(0, 104, 151);  
text-decoration: underline;



## FORMATTING TEXT

Text colors and fonts don't have to be flashy to create visual interest. Use concise text, spacing and headers to drive visitors through your content.

## Learn something new

A short intro paragraph that explains what you are about to read without getting too detailed.

1. The first step in a step-by-step that allows visitors to quickly scan.
2. A second step which is just as important.
3. Some people may skip straight to the third step, and that's ok! Make it easy for them to find what they need.

A conclusion (if needed) to sum it all up with some [contact@information.com](mailto:contact@information.com).



## WEB PART STYLES

Web parts are containers for content within SharePoint. There are the 5 main styles:

### Default or Title Only

Has a title bar without a border.

### Title and Border

Allows for use of the title bar while still creating a bounding box for content that may need it.

### Border Only

Creates a bounding box without the title bar.

### No Title and No Border

Has no title, background or border.

### Default or Title Only

Content

Use for creating sections of lists, libraries, or text.

### Title and Border

Content

Use for creating boxed sections of images, icons, or text.

Border Only

Use for text blocks, grouping text and photos, multiple text columns.

None (No Title and No Border)

Use for Images, slideshows, web parts that already have a wrapper.



# BUTTONS

Create emphasis by using a single

## Primary button

This is usually used for the call-to-action or final step in a process; used to make sure users see it.

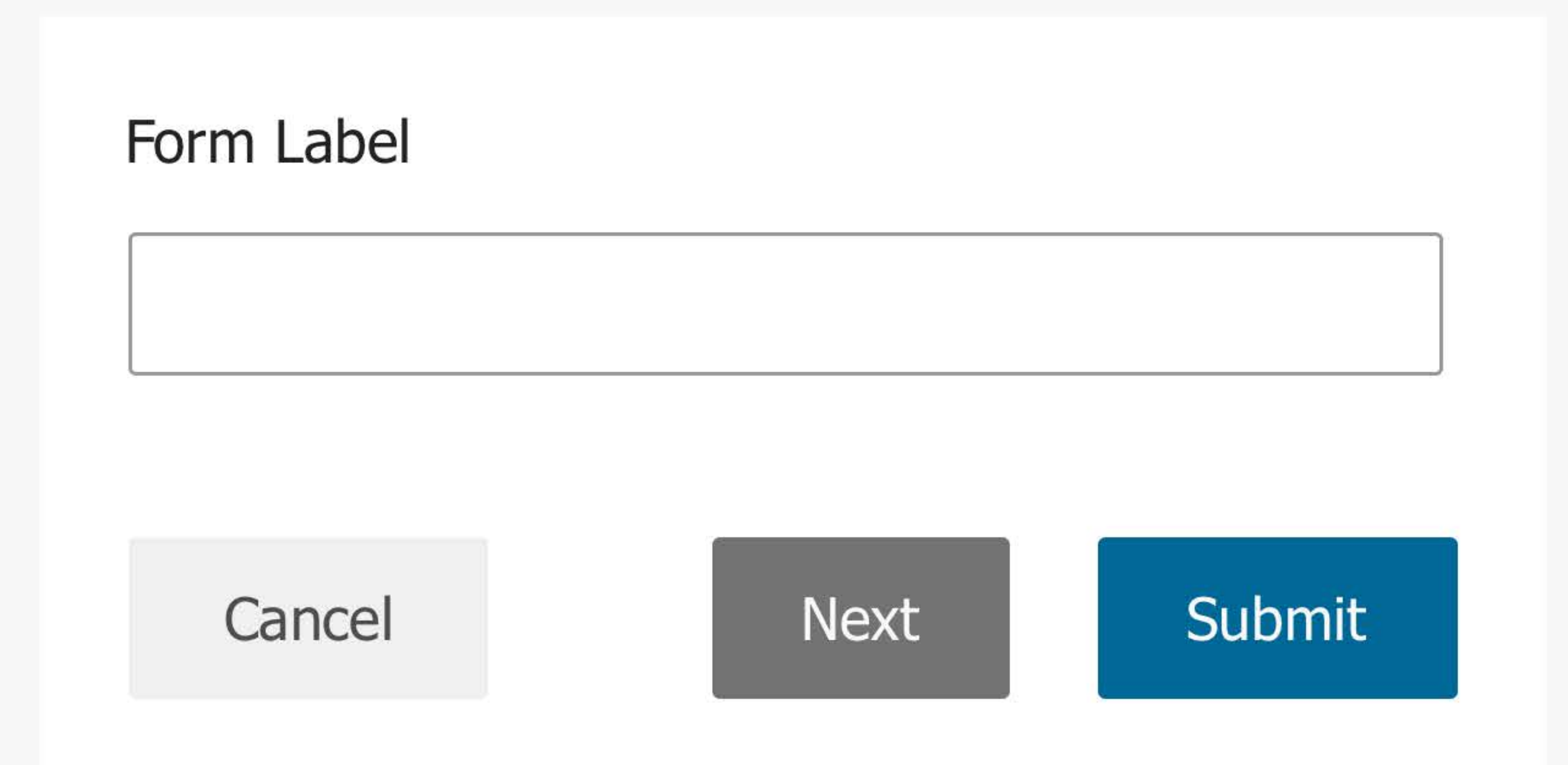
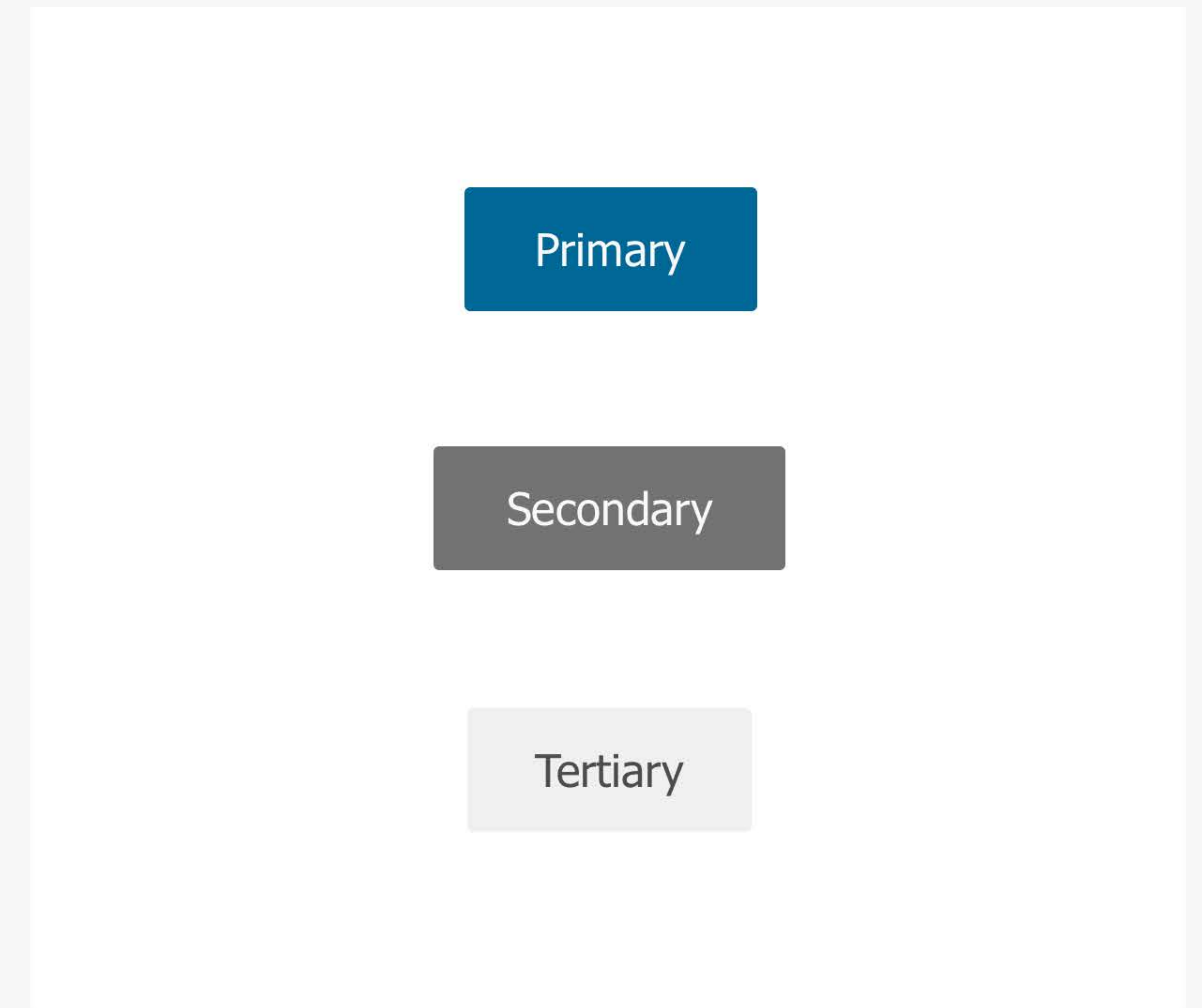
## Secondary and Tertiary buttons

Used for additional buttons that require less emphasis; next, cancel, etc....

---

## Button Order

Buttons furthest to the right should represent the intended or most common action for your users. Any secondary actions should be placed directly next to it going inward.





## IMAGES

Use images that directly relate to the content.

Leave whitespace around the image to allow for breathing room and better legibility.

## INSIDE GULFSTREAM

### Consectetur adipiscing elit aliquip



Dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud

Nostrud exerit

Consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco





## MESSAGE BOXES

Provide some context to the content or draw attention to an important message.

Use sparingly so that users don't become blind to them.

Limit to one message box per page.

This information is relevant to your task.

[Read more](#)

Use for helpful information that provides all users with more context.

Attention, please read before continuing.

[More info](#)

Use for time sensitive or critical information.

It may help to know this information.

[Learn more](#)

Use for passive information that may be helpful.

This common issue may arise.

[More info](#)

Use to warn users of a potential problem or concern.



## ACCORDIONS

Use on custom forms to help break up long sections of similar fields and text.

Make the title names clear so users know what they will find under each section.

**Closed accordion** 

---

**Open accordion** 

---



WEB





Model ▾

Program ▾

Discipline ▾

## Test Plans

+ Add Test Plan

### Test Plans (233)

Report Number	Status	Title	Revision	Owner
GVII-FT-179	Released	GVII-2 Stall Speeds and Maneuver Margins Developmental F...	A	Jennifer Selander-hull
GVII-FT-088	Released	GVII-2 Stall Speeds and Maneuver Margins Certification Fligh...	A	Jennifer Selander-hull
GVII-FT-015	Archived	GVII-G500 Gauntlet	A	Brandon Baxter
GVII-15-015	Archived	Flap Guide Vanes	A	Taylor Oxford



# TYPOGRAPHY

Our typography in Angular apps is based on the Material.io type scale using the Arial font family, augmented to fit within our applications.

**H1**

font-family: Arial  
font-size: 32px  
font-weight: 400  
color: rgba(4,28,44,0.87)

**H2**

font-size: 24px

**H3**

font-size: 20px

**H4**

font-size: 18px

**H5**

font-size: 16px

**H6**

font-size: 12px  
font-weight: 700

**Body**

font-size: 16px  
line-height: 1.6

[Hyperlinks](#)

font-size: 16px  
color: rgb(38, 99, 201)

Labels

font-size: 13px  
color: rgba(4,28,44,0.64)

Captions

font-size: 12px  
color: rgba(4,28,44,0.64)



# DATA TABLES

Use data tables when displaying two or more columns of shared information. When working with a fixed height table (recommended for large amounts of data to decrease load times) use a paginator to navigate the content.

If scaling for responsive design, use horizontal scrolling or limit the amount of content when absolutely necessary.

<input type="checkbox"/>	Report	Status	Title
<input type="checkbox"/>	GVII-FT-000	Released	Flying Te
<input type="checkbox"/>	GVII-FT-002	On Hold	Ice Sharp
<input type="checkbox"/>	GVII-FT-003	Draft	Engine S
<input type="checkbox"/>	GVII-FT-004	Released	Power U
<input type="checkbox"/>	GVII-FT-005	Archived	Cold Sta


Items per page: 10 ▼ 1-5 of 5 <



## INPUT FIELDS - NO BORDER

Our applications follow the default input patterns in the Angular Material Design guidelines. In this instance the placeholder (or hint text) transitions into the label, from the user's perspective.

Error messages should be as long as the input field and not extend beyond, if needed, wrap the error message to a second line beneath the input line.

Inactive	Label
Hover	Label 
Focused	Label 
Activated	Label Input conte
Default	Label Input content
Error	Label Input content Error message
Disabled	Label / Placeholder



## INPUT FIELDS - BORDER

A text field is a rectangular area in which the user enters or edits one or more lines of text. A text field can contain plain or styled text.

Inactive	<p><b>Label</b></p> <input type="text" value="Placeholder Text"/> <p>Hint text</p>
Hover	<p><b>Label</b></p> <input type="text" value="Placeholder Text"/> <p>Hint text</p>
Focused	<p><b>Label</b></p> <input type="text" value=""/> <p>Hint text</p>
Activated	<p><b>Label</b></p> <input type="text" value="Input"/> <p>Hint text</p>
Default	<p><b>Label</b></p> <input type="text" value="Input content"/> <p>Hint text</p>
Error	<p><b>Label</b></p> <input type="text" value="1234"/> <p>Error message</p>
Disabled	<p><b>Label</b></p> <input type="text" value="Placeholder Text"/> <p>Hint text</p>



## BUTTONS - OUTLINED

Outlined buttons are used for actions that kick off a number of steps, i.e., opening a modal, going to another place within an app, or opening a dropdown.

Dropdowns within a button are as wide as the content in the dropdown and can exceed the width of a button.

Normal



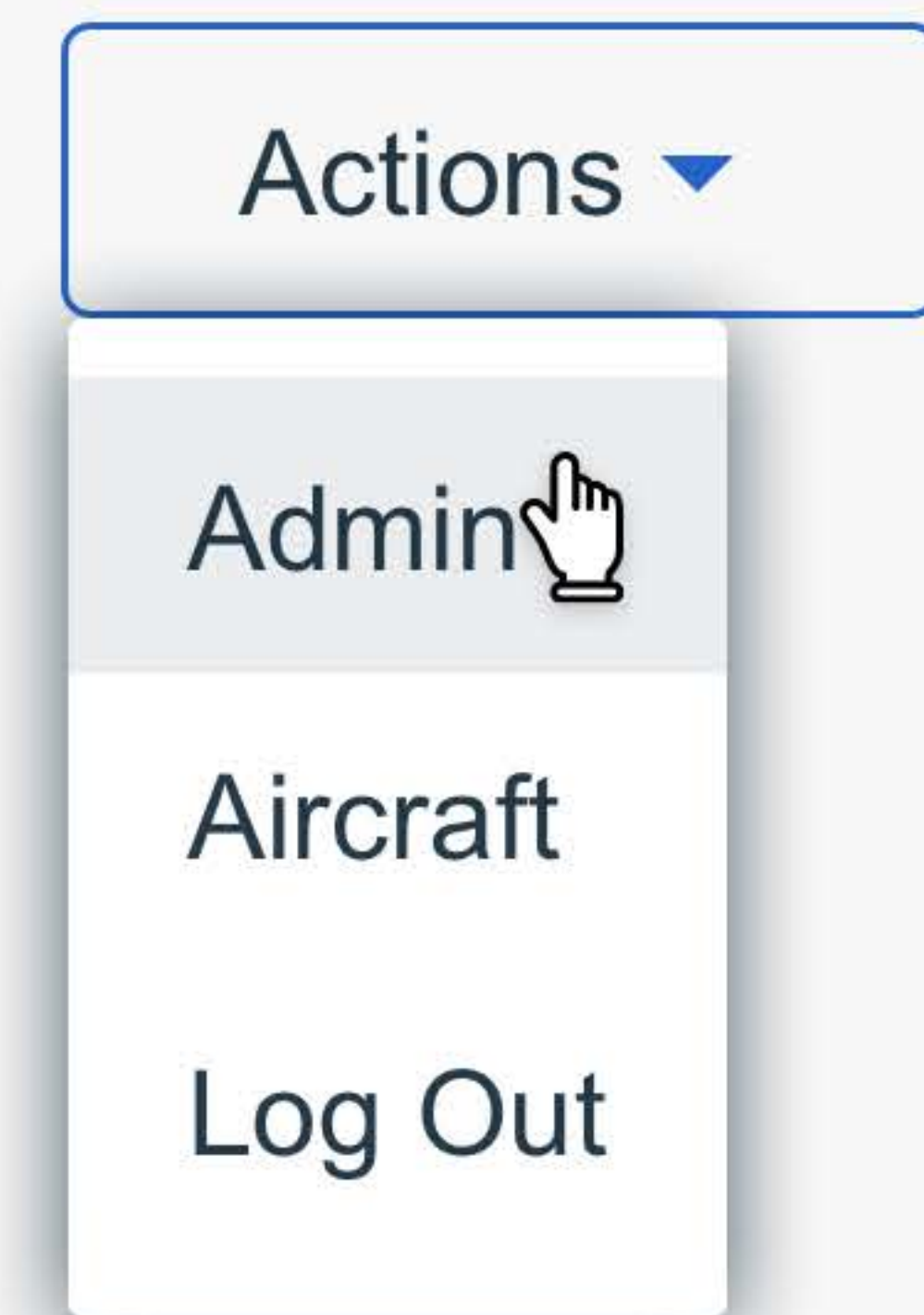
Hover & Focus



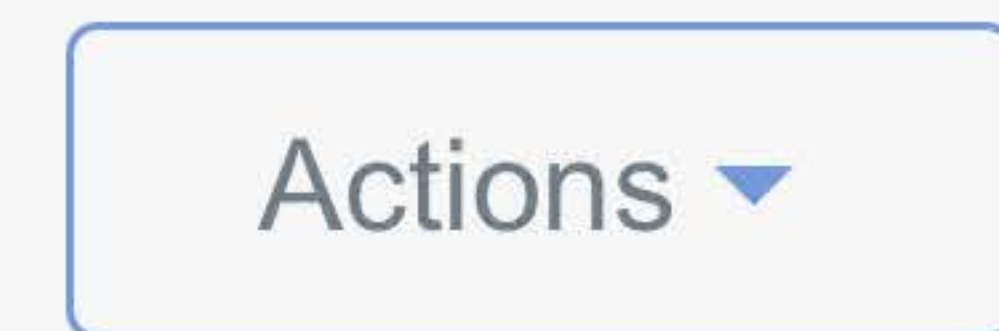
Active



Engaged



Disabled





## BUTTONS - FILLED

Filled buttons are similar to outlined buttons and are generally used with performing a final action, i.e., saving, sending, confirming.

Normal



Hover & Focus



Active



Disabled





## CARDS

Cards are used to group similar types of data on pages with a lot of content and usually include data tables or list components.

They are similar to modals in style, however, they remain in the page and scroll with the page.

### ATAs (53)

ID	Name
92-110	Controllability and Maneuverability: C
92-112	Longitudinal Stability and Control: S
92-113	Longitudinal Stability and Control: S

### Test Points (426)

Number	Status	Ma
GVII-FT-011.92-110.001	Released	Co
GVII-FT-011.92-110.002	Released	Co
GVII-FT-011.92-110.003	Released	Co



GOOGLE GLASS

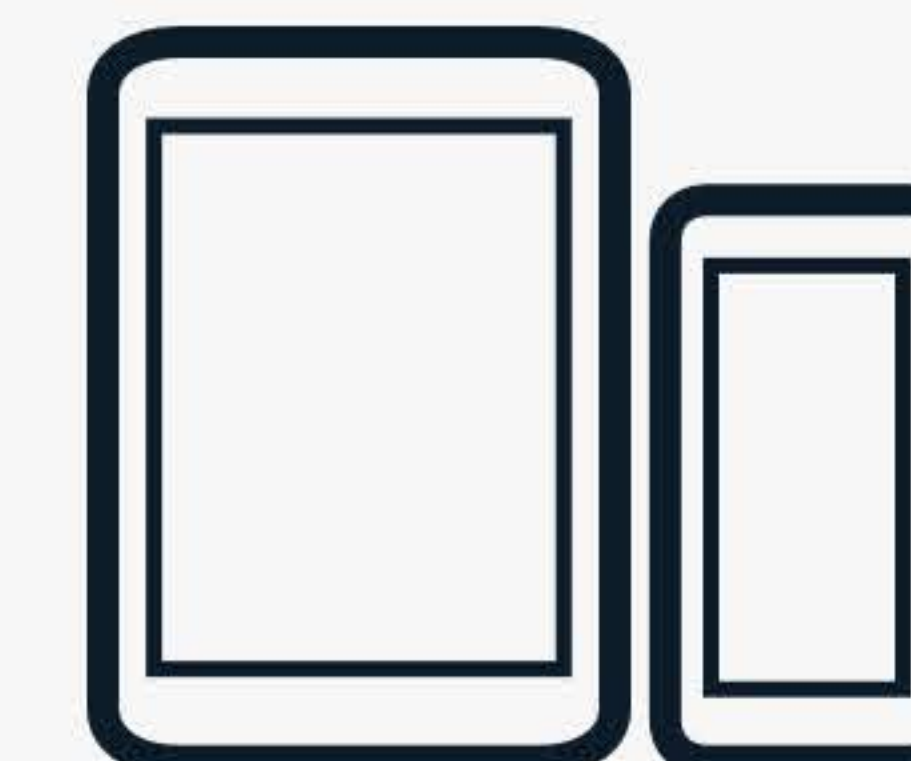


## PRINCIPLES

Glass differs greatly from other mobile and web devices and is not intended to replace laptops, smartphones, or other devices. However, Glass can be used to compliment these devices.

Where other devices mentioned may take away focus from environment, Glass does not require a user's full attention in order to function.

For this reason, it is imperative to keep content relevant to the user's current environment or situation, and to avoid inundating users with too much content. The next few pages will walk through best practices when considering a wearable solution.





## VOICE CONTENT

### **Keep it brief.**

Be concise, simple and precise. Consider reading the content aloud, showing images or video, or removing features.

### **Keep it simple.**

Use short words, active verbs, and common nouns.

### **Be friendly.**

Use second person ("you"). Text should read the way you would say it in casual conversation.

### **Put the most important thing first.**

The first 11 characters, including spaces should include most pertinent information wherever possible. Describe only what's necessary, and no more.

### **Avoid repetition.**



“ok glass, take a picture.”



# CARD LAYOUT

## Main Content

The main text content of the card uses Roboto Light with a suggested size of 32 pixels surrounded by padding. Any text that is over 64 pixels should use Roboto Thin.

## Full Bleed

Image cards work best at full bleed.

## Padding

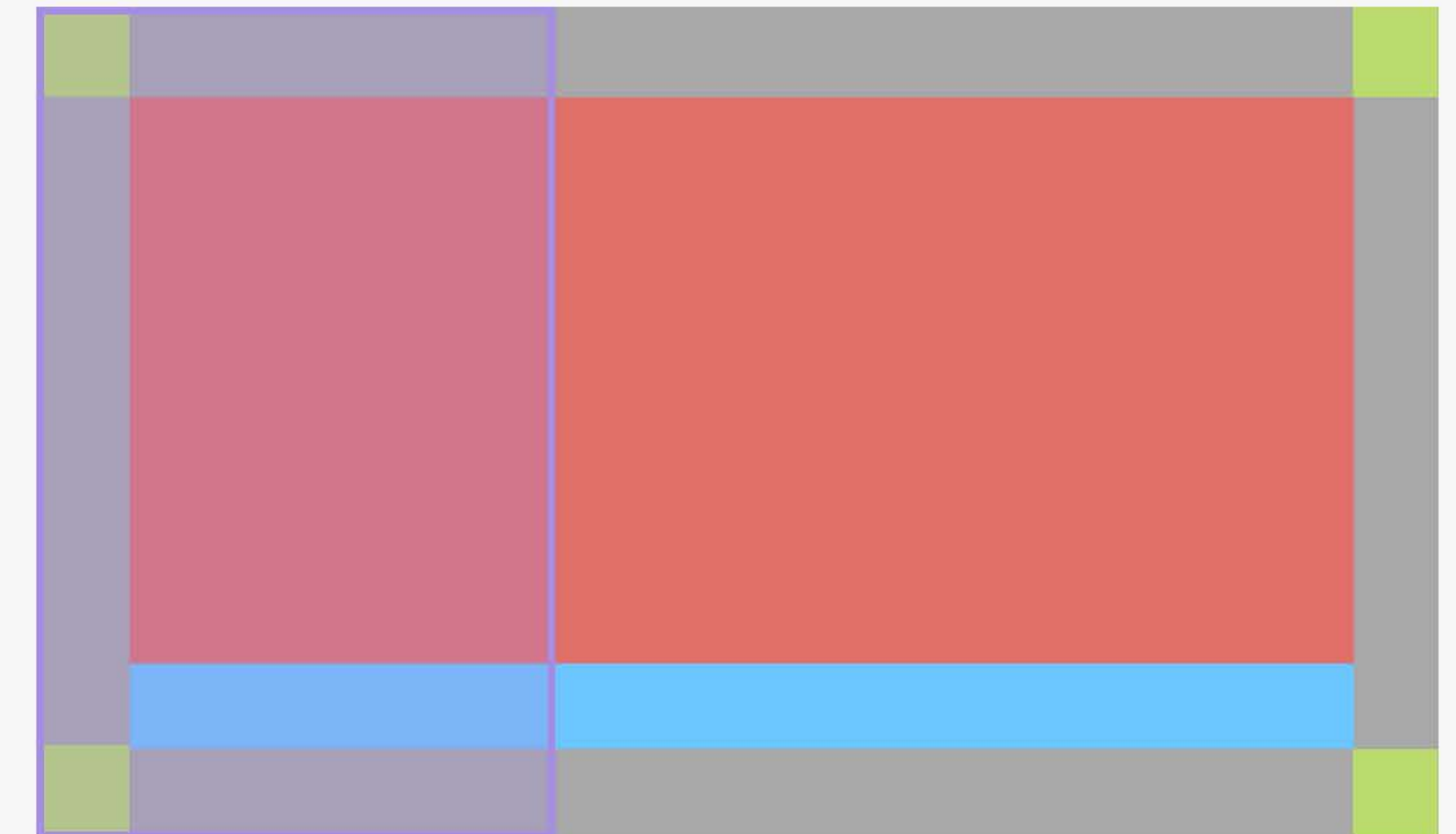
40 pixels of padding are used for text cards. Edges may be more transparent, it is best practice to avoid going to the edge with text.

## Column Layout

Column area for alternate layout of content.

## Footer

This area is reserved for additional information such as source of information, time stamp, etc. This area is 24 pixels, Roboto Regular, and white (#ffffff).



560 x 240

640 x 360

40 x 40

240 x 360

560 x 40



UPSKILL

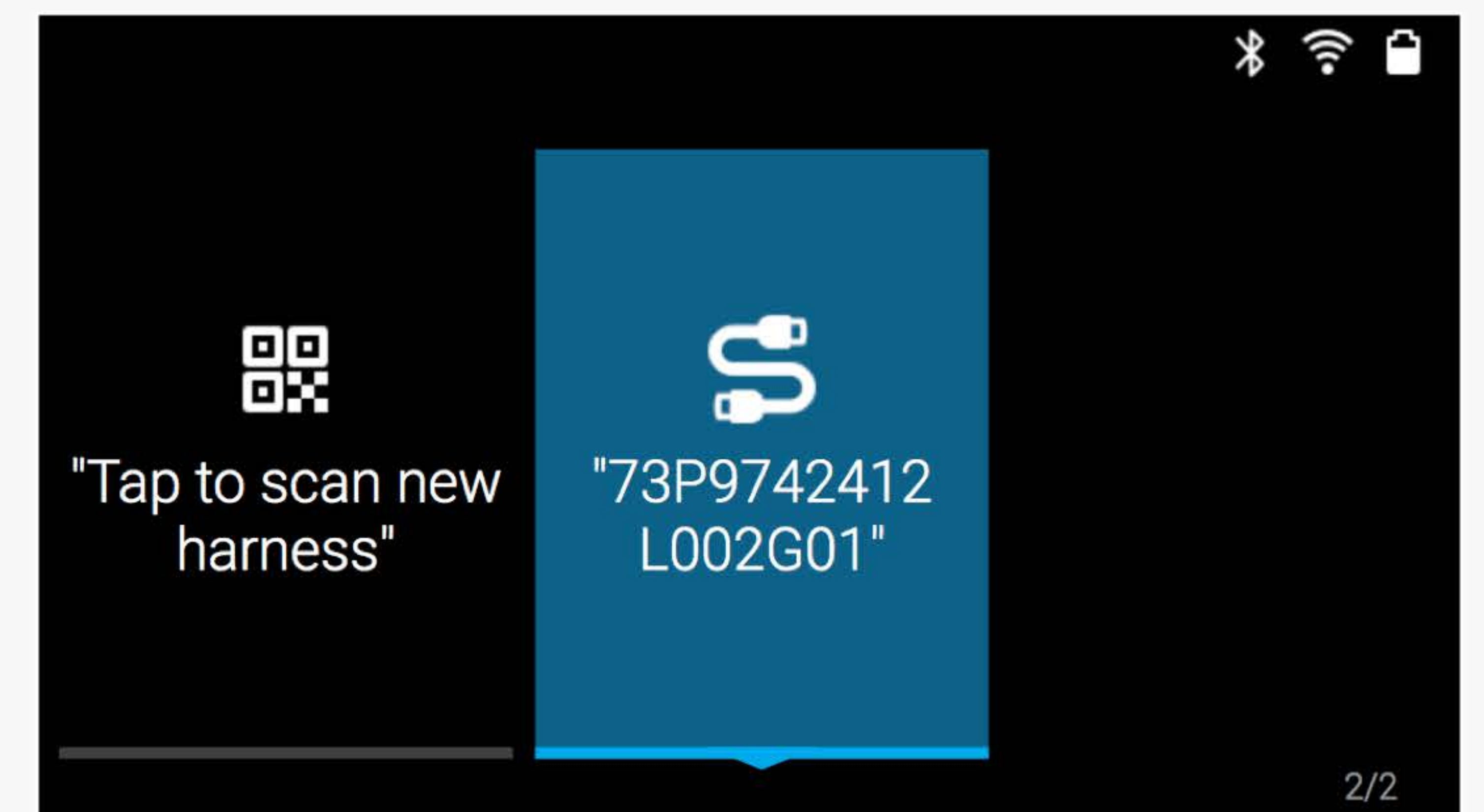
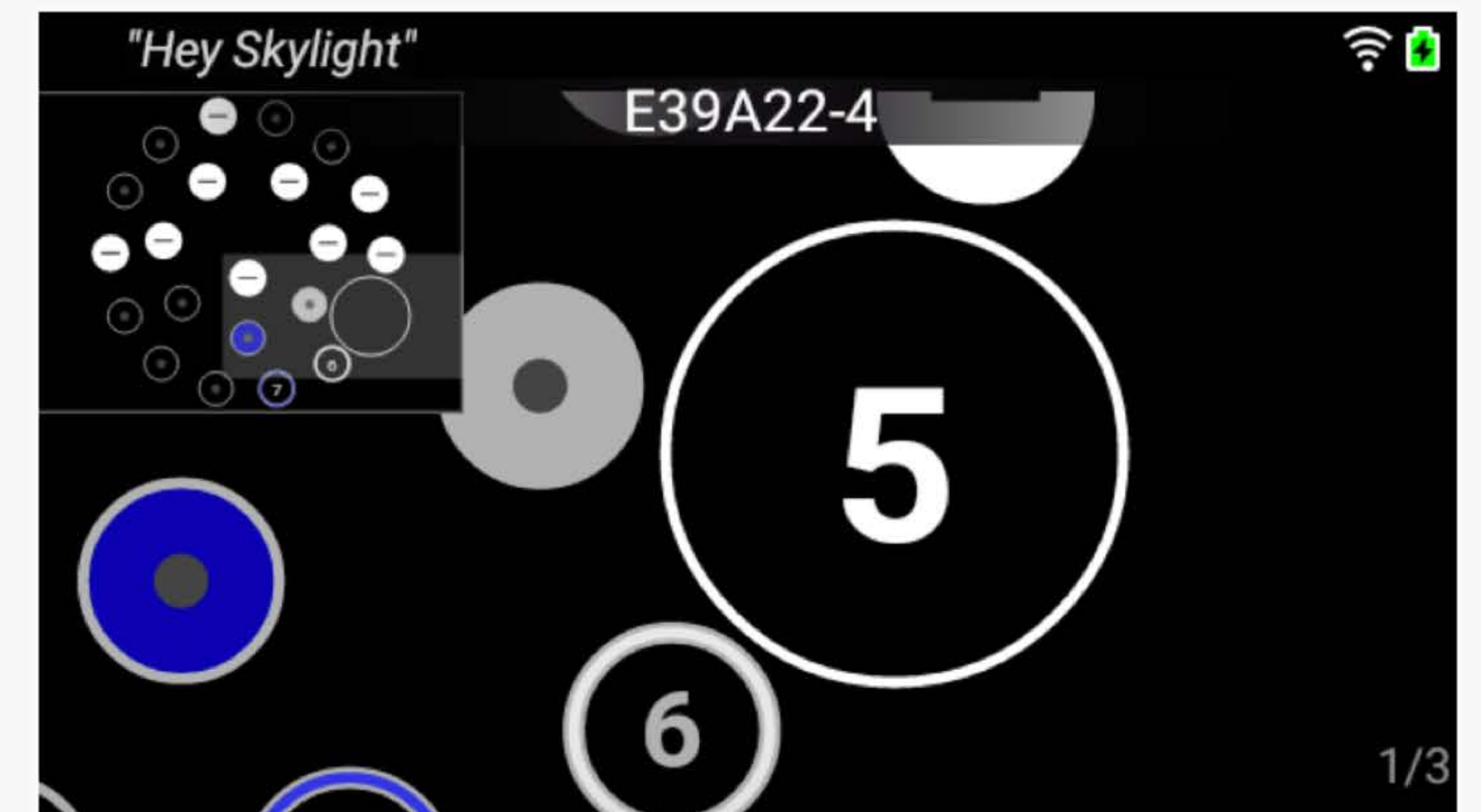
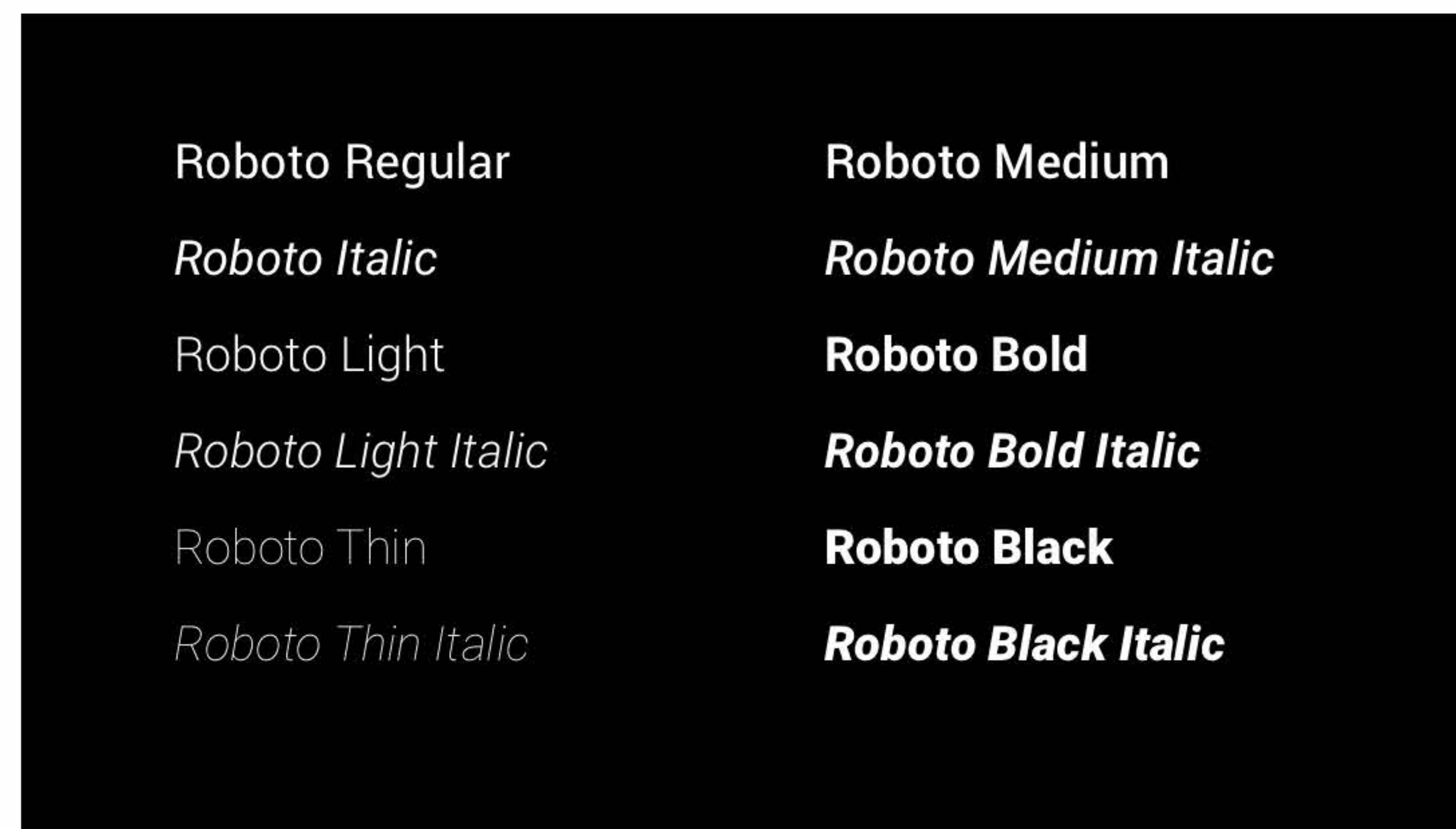


# TYPOGRAPHY

Skylight uses Roboto in scale-independent pixels

Font size for the header is 10% of the screen, about 36px.

Font size for the footer is 5% of the screen, about 32px in Roboto Light.

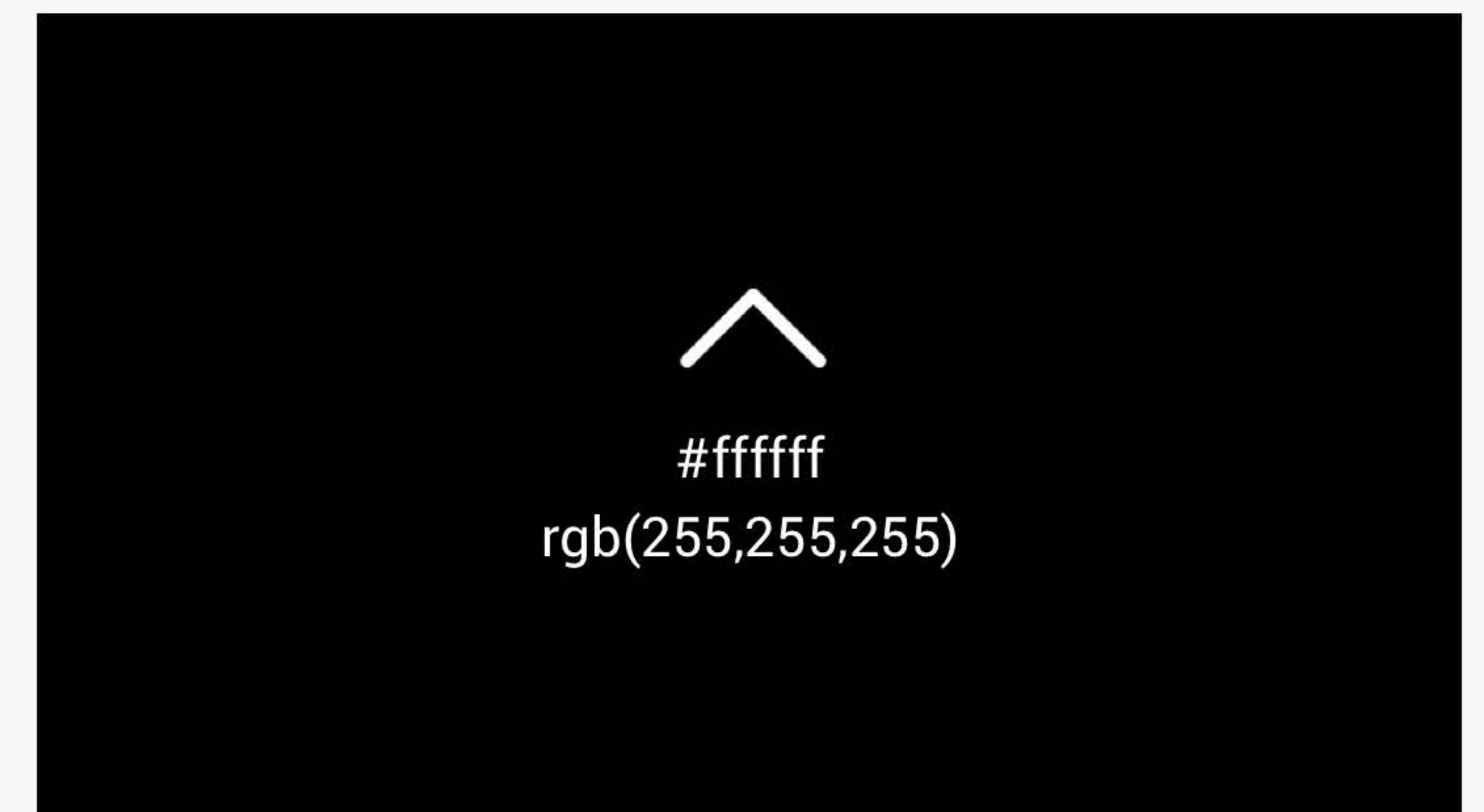
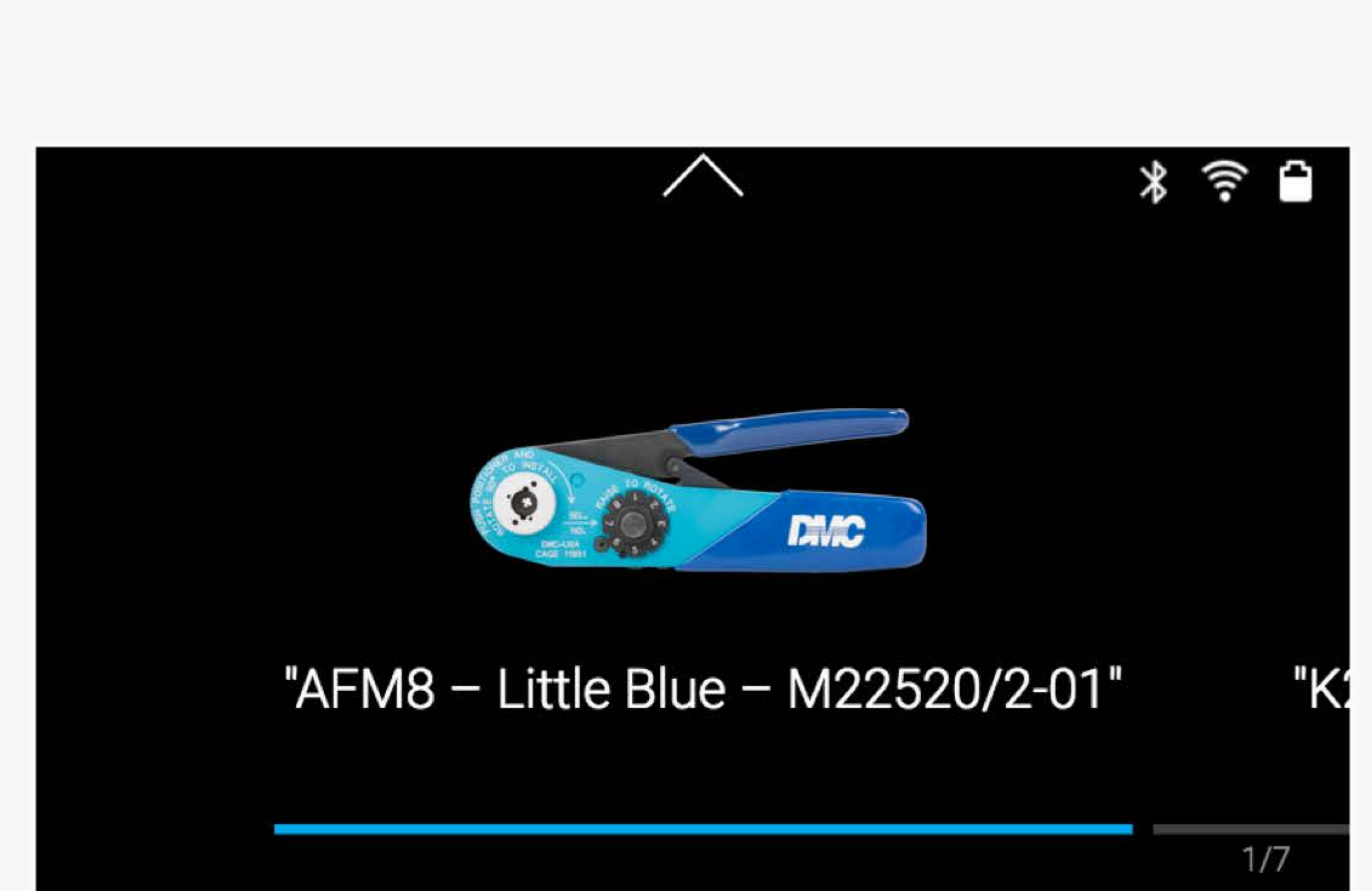




## NAVIGATION

Arrow in the header signifies the ability to pull down to view previous content or go back.

At the bottom right of the screen, the numbers indicate which card the user is on, out of the total number.



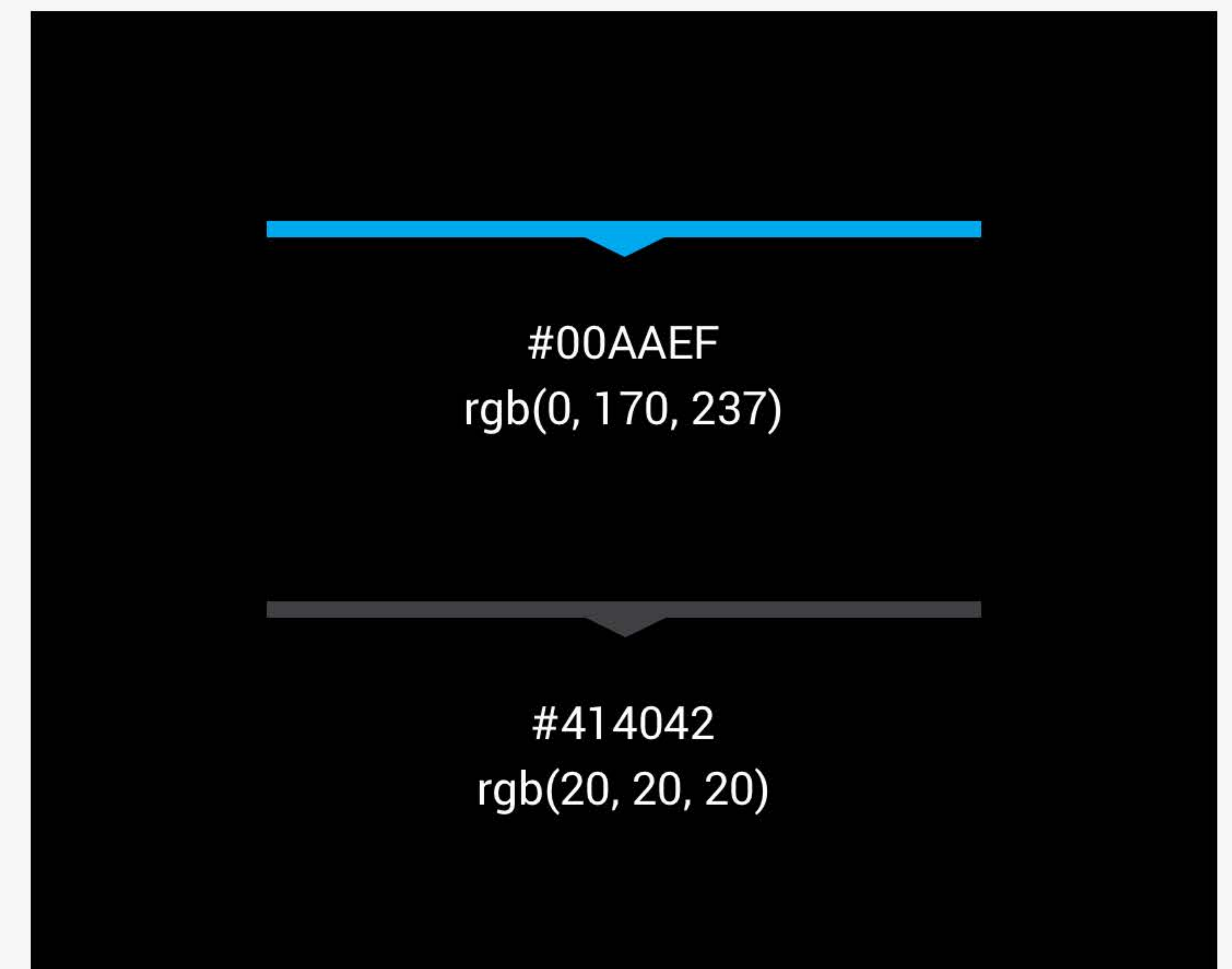
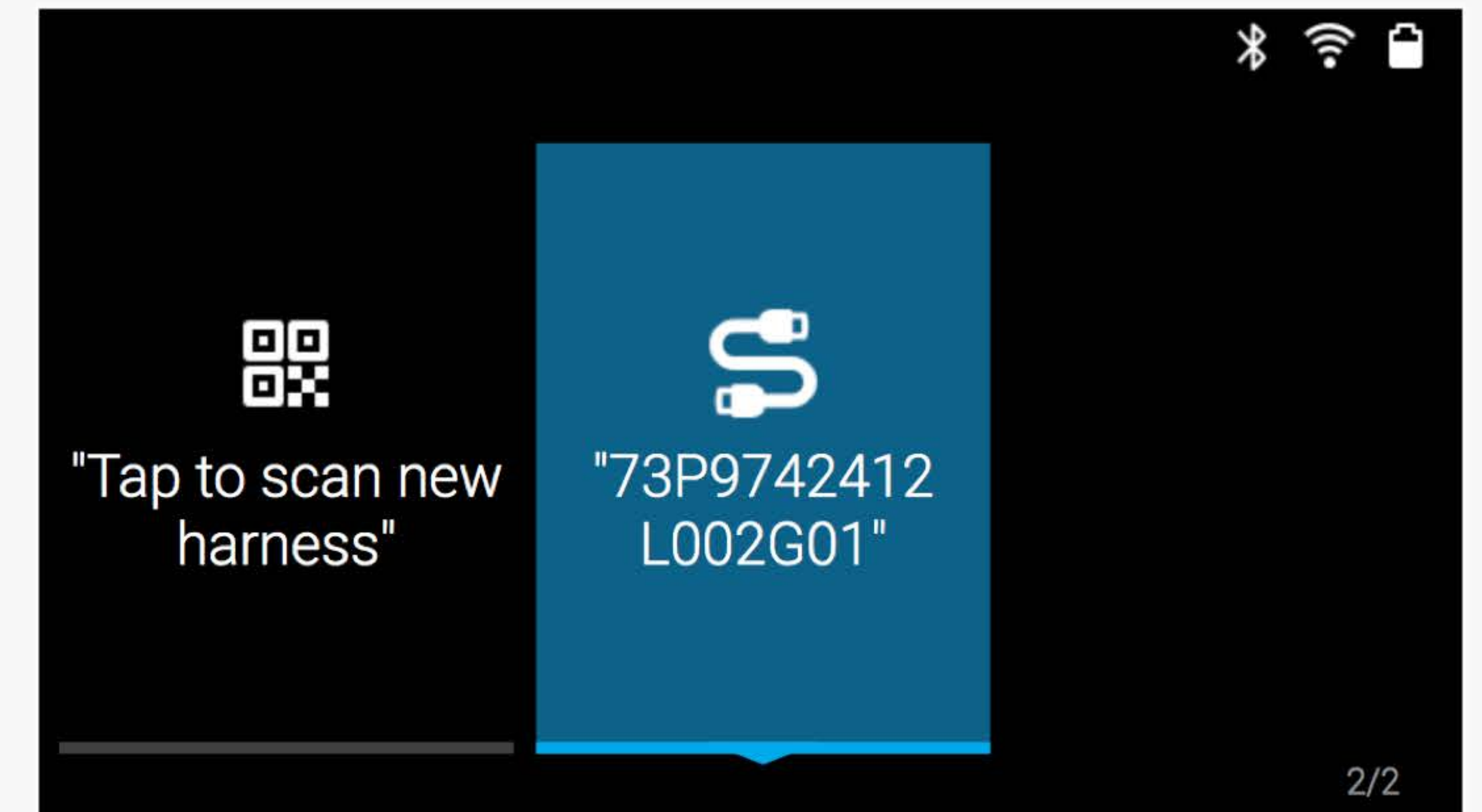


## NAVIGATION

The first example on the right shows arrow icon in use and its placement, as well as examples of selected and non-selected state.

Blue line with a carat is in a highlighted or selected state and indicates there is more information present, user can tap to view more.

Grey line is in a non-selected state.



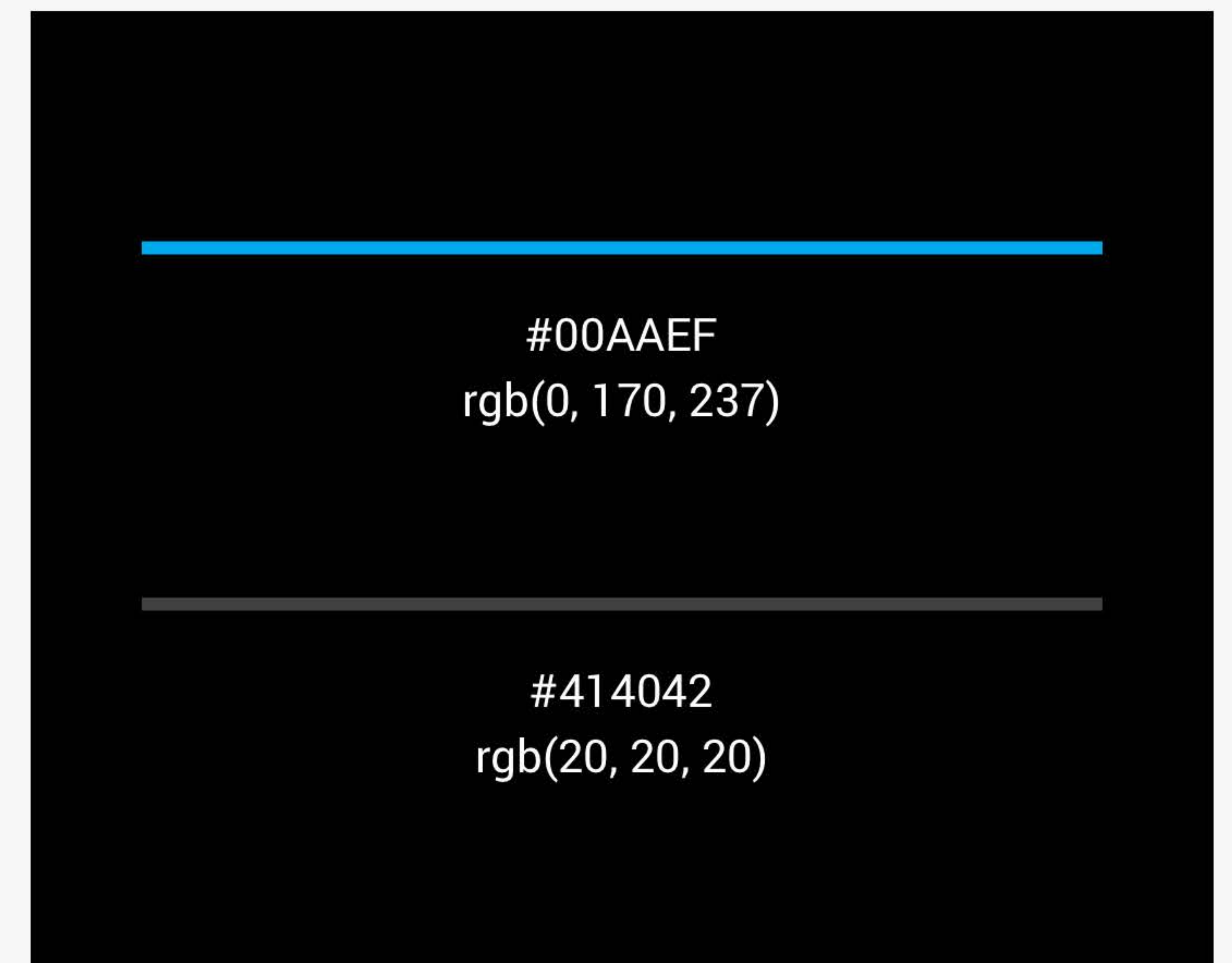
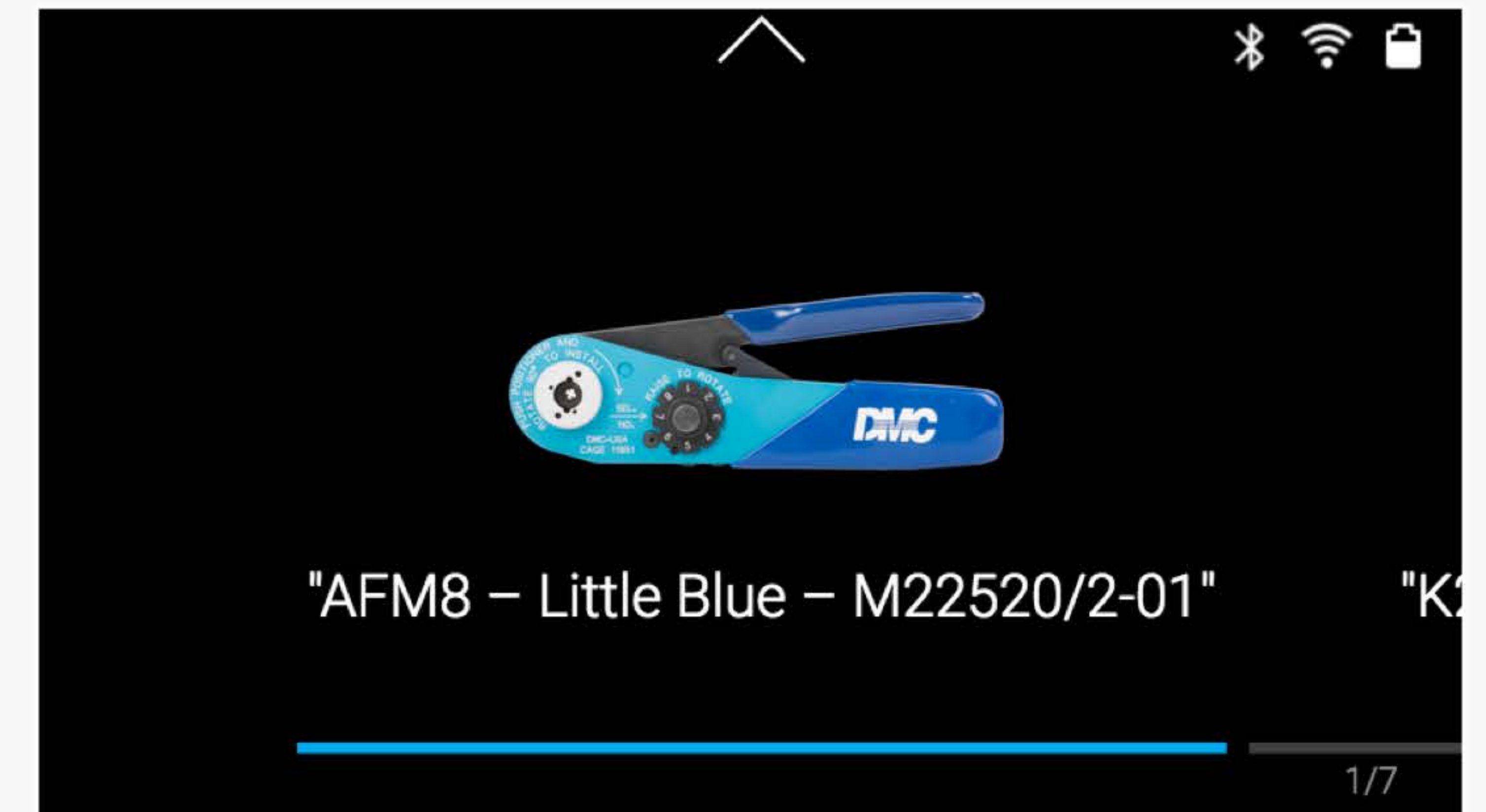


## NAVIGATION

Blue line without a carat is in a highlighted or selected state.

Grey line without a carat is in a non-selected state.

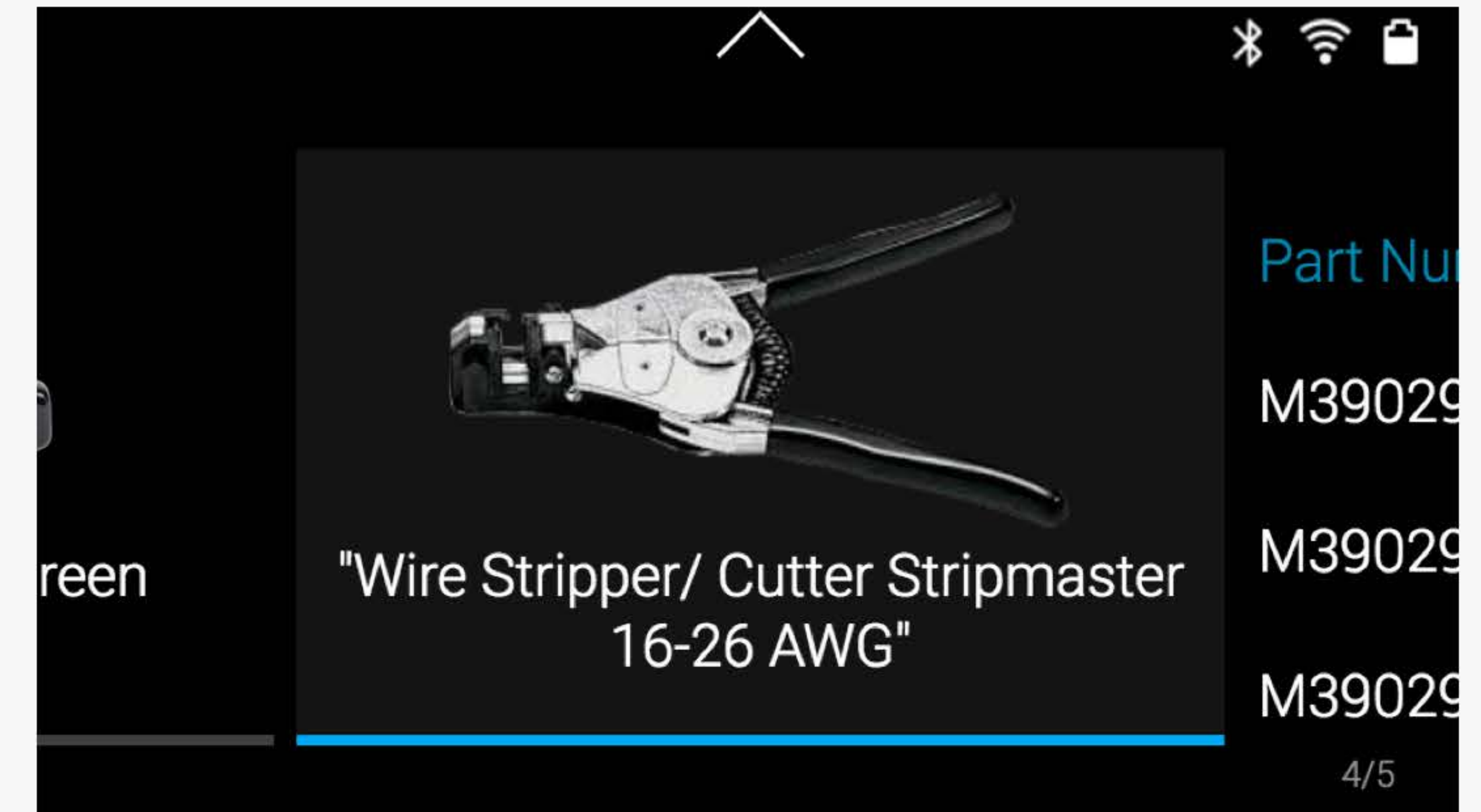
No additional information exists within items without a carat.





## NAVIGATION

Whenever possible, show there is more content available to the right and left. This indicates users can swipe forwards or backwards to review additional content.



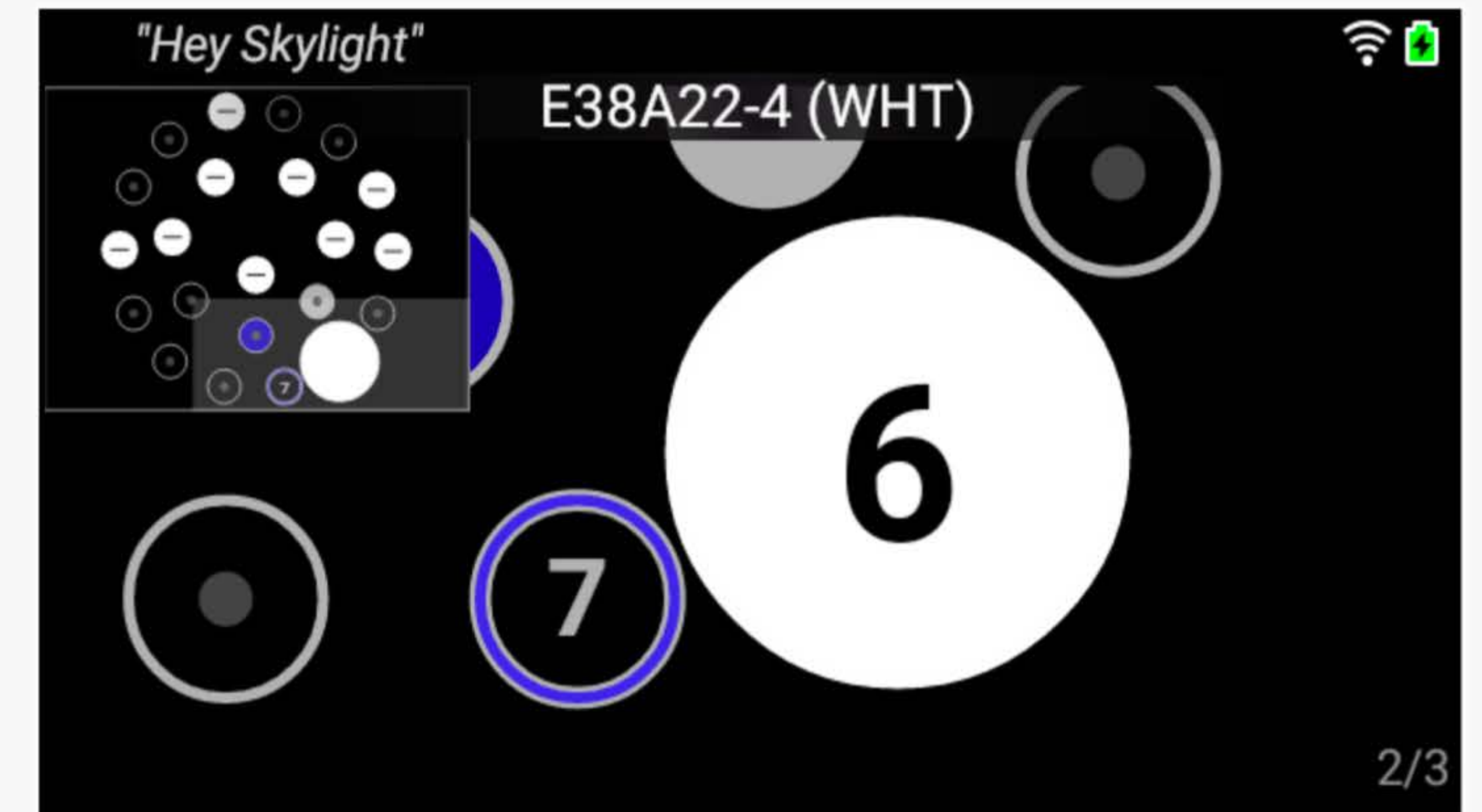


## DETAILED CONTENT

Images with a high level of detail should be represented with a reference to the detailed location within the entire object (referred to as a mini-map), as well as a close up of the pertinent information.

Mini-map areas should designate 10% offset from the top to account for Google's header, this is approximately 108px. The optimal width is 30% (approximately 192px wide) with a height of 40% (approximately 144px tall). Mini-map has a 2% offset from the left side of the screen, which is good practice to avoid difficulty to read, as edges of the screen are often most transparent areas.

Main insertion view width is 100% and the height is 90% to account for Google's header.



blue: #2000FF  
rgb(32,0,255)  
0.5 - 1.0 alpha

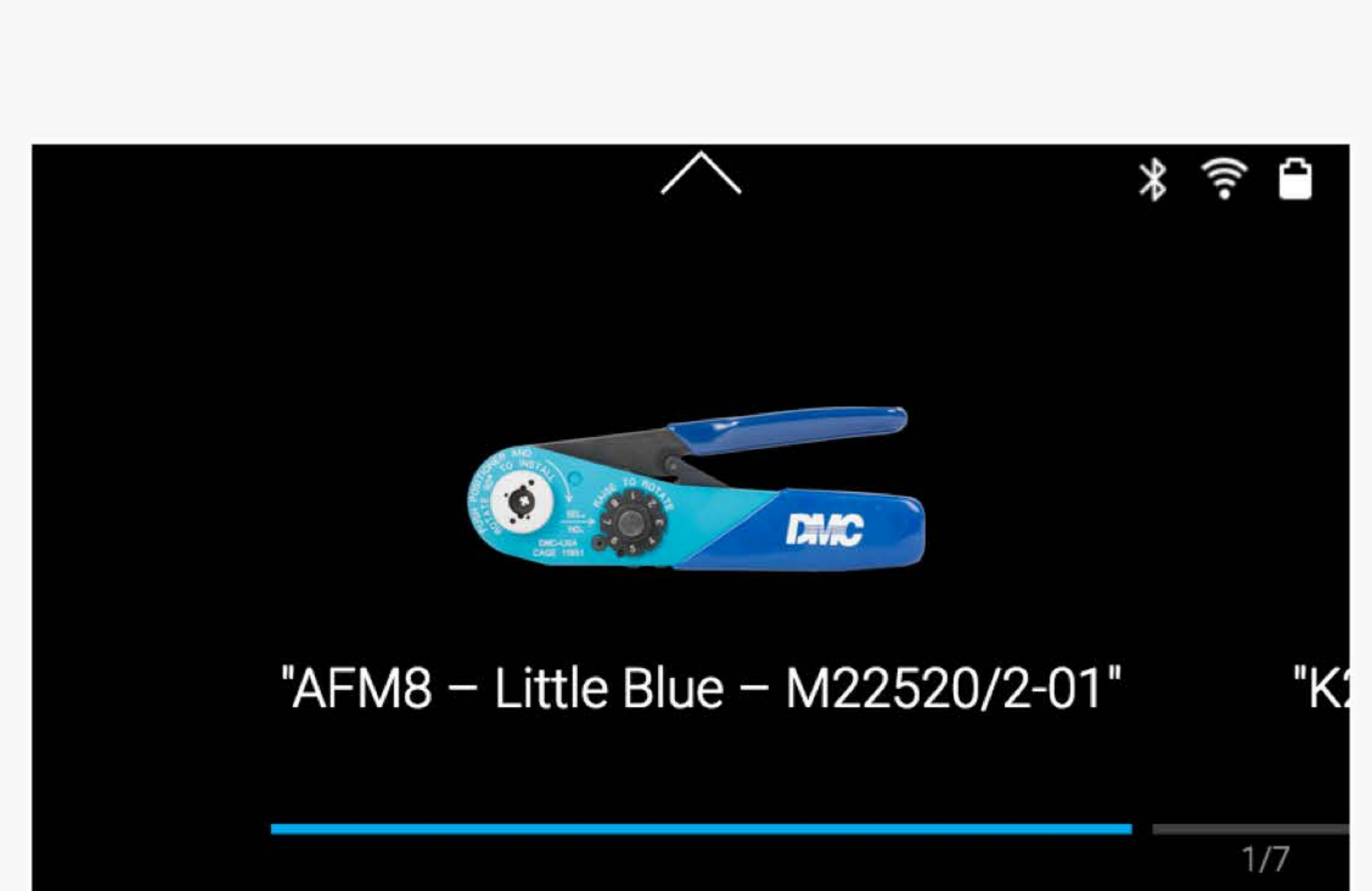


## IMAGES

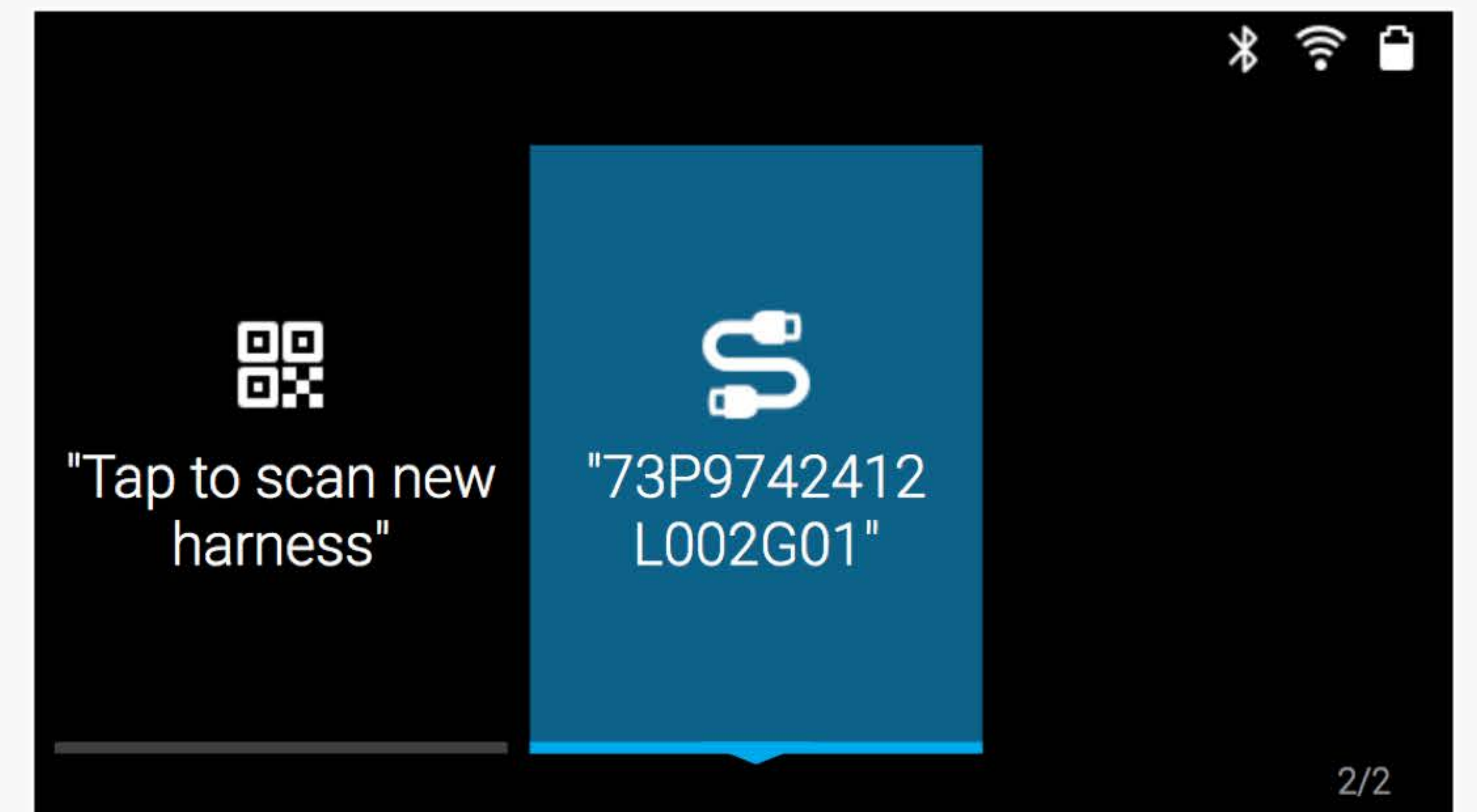
The use of SVG or PNG images with a transparent background is preferred.

Forward thinking, SVG is preferable for vector graphics, as it remains crisp and clear across various resolutions and sizing.

White vector icons may be used where there is no image present.



Transparent PNG Image



SVG Image