

Second Life® Viewer : Landmarks & Navigation Project
Landmarks Management Wireframes

May 2008

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Solution 1 : Unified Floaters

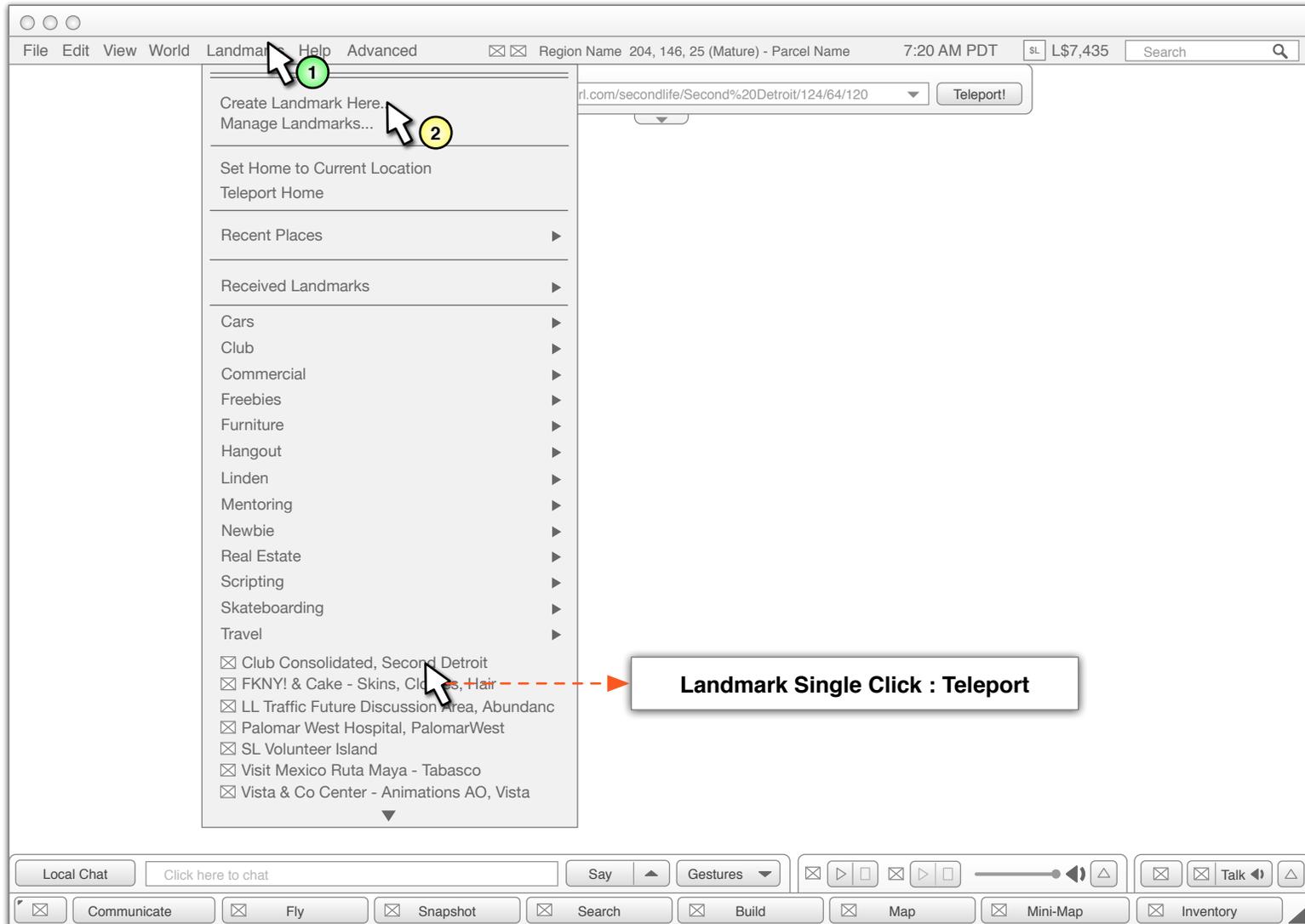
Second Life® Viewer : Landmarks & Navigation Project

Revised Wireframes

Solution 1 : Unified Floaters

Create Landmark Scenario

1.0: Landmarks Menu Item



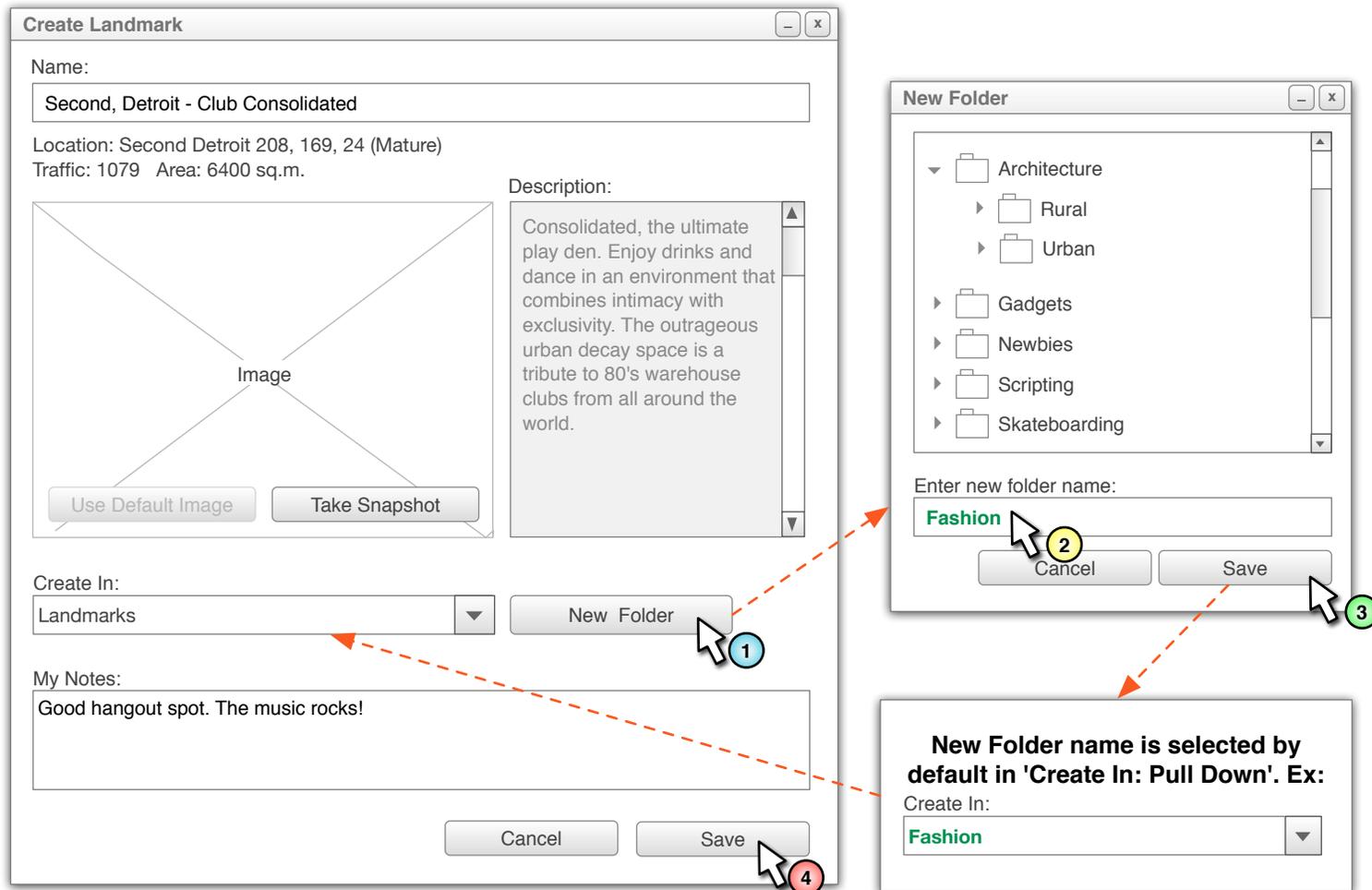
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Create Landmark Scenario

2.0: Create Landmark Floater



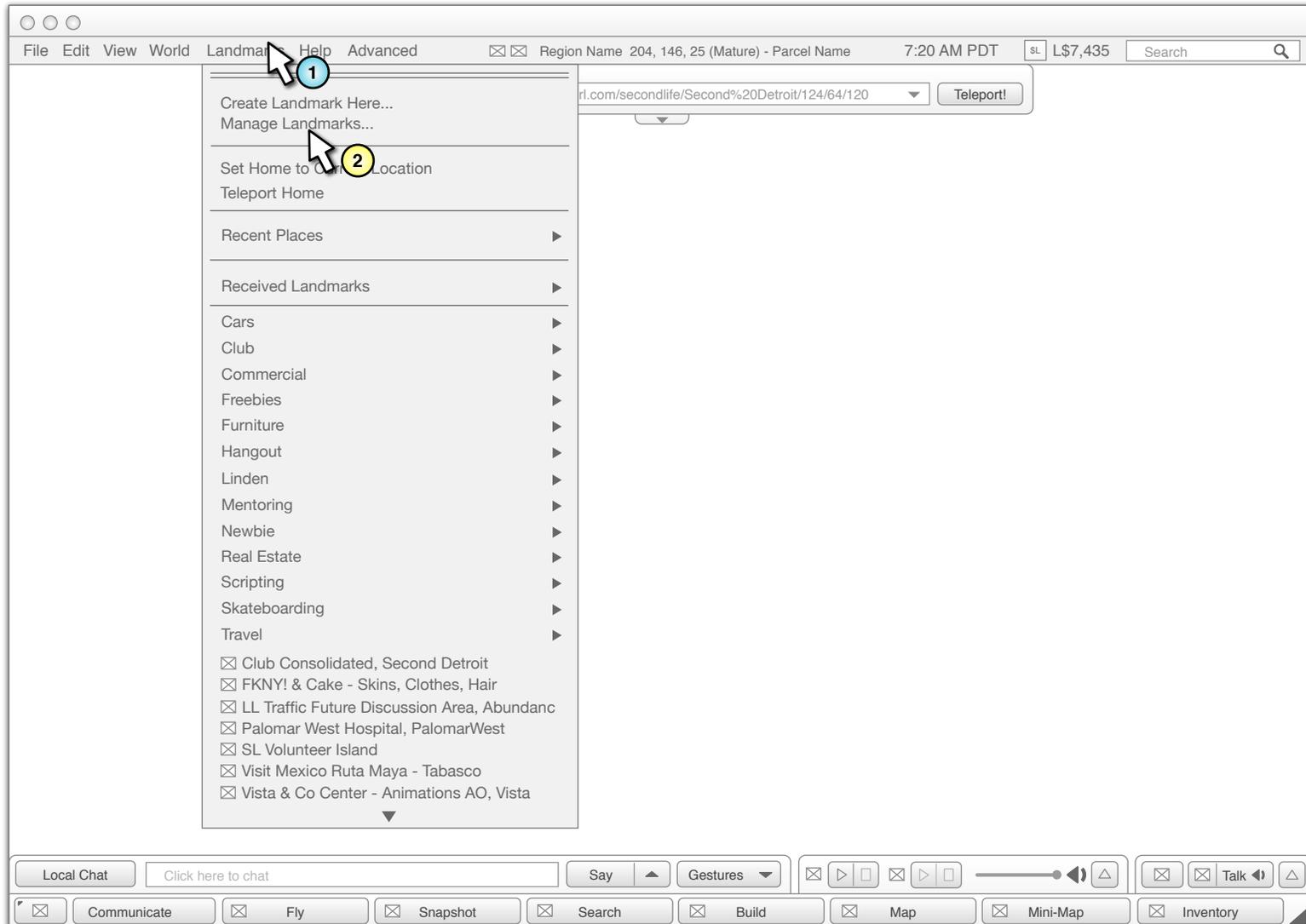
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Manage Landmarks Scenario

1.0: Landmarks Menu Item



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Manage Landmarks Scenario
2.0: Manage Landmarks Floater : Folder View

'Data Sort View' Single Click :
Manage Landmarks floater refreshes to show the landmarks in a data grid format

Filters the Landmarks in the folder list by hiding all entries that do not fit the filter criteria. Folders which contained no filtered results are hidden, unless the folder name is within the filter parameters

Landmark Single Click :
Landmark details are loaded in the edit section to the right (see next page for details)

Landmark Double Click to Teleport

'Delete' Single Click :
Deletes selected item (folder or landmark) after prompt message(s)

Landmark Details Section :
Grayed out when the Manage Landmarks Floater is opened for the first time from the Main Menu.

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Manage Landmarks Scenario

3.0: Manage Landmarks Floater : Folder View : Continued

The wireframe shows a 'Manage Landmarks' window with a 'Folder View' and 'Data Sort View' tabs. The main area is divided into a left sidebar with a 'Filter Landmarks' search box and a list of folders and landmarks, and a right pane for editing details. The list includes 'Received Landmarks', 'Architecture', 'Clothes', 'Clubs, Bars, Dance', 'Gadgets', 'Newbies', 'Scripting', 'Skateboarding', and several individual landmarks like 'Second Detroit - Club Consolidated'. A context menu is open over the 'Second Detroit - Club Consolidated' landmark, with 'Right Click' circled. The right pane shows fields for 'Name', 'Location', 'Traffic', 'Area', 'Description', and 'My Notes'. A 'Description' text area contains text about a play den. At the bottom, there are 'New Folder', 'Delete', 'Teleport', 'Cancel', and 'Save' buttons. Annotations include callouts for 'Show on Map' and 'Copy SLURL' icons, a 'Prompt to Save or Ignore Changes; Floater Close' box, and a detailed 'Landmark Single Click' explanation. A separate menu lists actions like 'Teleport', 'Properties', 'Rename', 'Copy Asset UUID', 'Show on Map', 'Copy SLURL', 'Copy', 'Paste', 'Delete', 'About Landmark', and 'Edit Landmark'.

Landmark Single Click :
Loads the Landmark details of the clicked Landmark into the edit area. If changes have been made, it first prompts to Save or ignore changes

Right Click

'Show on Map' Icon

'Copy SLURL' Icon

Prompt to Save or Ignore Changes; Floater Close

Filter Landmarks

- Received Landmarks
- Architecture
- Clothes
- Clubs, Bars, Dance
- Gadgets
- Newbies
- Scripting
- Skateboarding
- Second Detroit - Club Consolidated
- Detroit - Skins/Hair/Clothes
- AppIL\$store - SL's Premier Comp
- Blue Linden's In-world Office, Gr
- Super G - Skins/Hair/Clothes
- Super G - Skins/Hair/Clothes

Name:
Second, Detroit - Club Consolidated

Location: Second Detroit 208, 169, 24 (Mature)
Traffic: 1079 **Area:** 6400 sq.m.

Description:
Consolidated, the ultimate play den. Enjoy drinks and dance in an environment that combines intimacy with exclusivity. The outrageous urban decay space is a tribute to 80's warehouse clubs from all around the world.

My Notes:
Good hangout spot. The music rocks!

Acquired: Wed, Jan 18, 17:44:45 2007
Last Teleport: Tue, May 1, 6:12:34 2008
Last Updated: Tue, May 1, 6:12:34 2008

Actions: New Folder, Delete, Teleport, Cancel, Save

Context Menu: Teleport, Properties, Rename, Copy Asset UUID, Show on Map, Copy SLURL, Copy, Paste, Delete, About Landmark, Edit Landmark

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Manage Landmarks Scenario

4.0: Manage Landmarks Floater : Data Sort View

Sort Function: Each Column is sortable. Clicking successively toggles between Ascending and Descending sorts.

Editable Fields

Manage Landmarks

Folder View | Data Sort View

Filter Landmarks

Name	Folder	Notes	Last Teleport	Updated At	Created At
Second Detroit, Club C	Hang-out	Best music in town. Interesting,	05/09/2008 12:00AM	05/09/2008 12:00AM	05/09/2008 12:00AM
D's Place	Scripting	British style pub, friend runs it	05/09/2008 12:00AM	05/09/2008 12:00AM	05/09/2008 12:00AM
College of Learning, a	Music	Tutorials here on building and	05/09/2008 12:00AM	05/09/2008 12:00AM	05/09/2008 12:00AM
Second Detroit, Au Off	Hang-out	My office in Second Life. Not m	05/09/2008 12:00AM	05/09/2008 12:00AM	05/09/2008 12:00AM
FNKY! & Cake - Clothi	Scripting	Great store. Lots of well-design	05/09/2008 12:00AM	05/09/2008 12:00AM	05/09/2008 12:00AM
Club Consolidate Se	Music	My favorite music spot. Weekly	05/09/2008 12:00AM	05/09/2008 12:00AM	05/09/2008 12:00AM
House on Paper Street	Hang-Out	SL meets Fight Club Love it!	05/09/2008 12:00AM	05/09/2008 12:00AM	05/09/2008 12:00AM
Skatepark Extraordina	Scripting	Great place to skate.	05/09/2008 12:00AM	05/09/2008 12:00AM	05/09/2008 12:00AM
Skate & Surf Depot	Music	Bought all my decks here. DC	05/09/2008 12:00AM	05/09/2008 12:00AM	05/09/2008 12:00AM
SL Volunteer Island	Hang-Out	Monthly mentor meeting happe	05/09/2008 12:00AM	05/09/2008 12:00AM	05/09/2008 12:00AM
Blue Linden's In-world	Scripting	Linden office. Good discussion	05/09/2008 12:00AM	05/09/2008 12:00AM	05/09/2008 12:00AM
Great Big Sea Stage I	Music	Music band from Newfoundland	05/09/2008 12:00AM	05/09/2008 12:00AM	05/09/2008 12:00AM

View Options

View Options

Show Columns:

- Name
- Region
- Parcel
- Folder
- Notes
- Traffic
- Area
- Last Teleport
- Updated At
- Created At
- Rating
- Owner Name
- Creator Name

Cancel Save

Teleport

Delete Cancel Save

Active only if one landmark is selected, otherwise inactive.

Landmark Row Single Click :
Selects the row and activates the Delete and Teleport buttons. Multiple rows can be selected via Ctrl-Click

Landmark Row Double Click to Teleport