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Main Page

Rationale

We care about consistency. Just as Wikipedians care about consistent infobox content across certain content, and consistent writing style, we want us to care more about consistent styling. MediaWiki projects can sometimes be complicated and intimidating to users. UI can play an important part in helping newcomers understand our interfaces.

Note this style guide describes some elements that are not yet implemented in the OOjs UI toolkit.

How to use this guide

Color

The MediaWiki theme uses color to convey meaning, establish mood, strengthen brand, give affordance for interaction, and provide additional feedback. The specific hues and shades have been selected with cultural relevance, differences in ability to perceive color and contrast, harmony, and aesthetics.

Style

The presentation of a given control. Some control types have more styles than others, example of styles would be **Normal, Toolbar, Quiet, Stacked** (full width).

Intention

Controls convey their Intention through color. In most cases. Some controls have a neutral initial appearance and only show their intention color when the user interacts with them. Less frequently color indicates an action is complete. There are five semantic colors (Progressive, Constructive, Destructive, Inform, and Warn), variants of those colors, and a limited palette of gray colors.

Intention colors

Controls are either **primary** or **neutral**. Primary buttons express their intention colors at all times, even when not focused or hovered. Neutral buttons do not show intention unless hovered or focus. When constructing a form or workflow, only one control should be a primary button. Never use more

Neutral

Grey is used when an action is neither progressive, constructive, nor destructive. Use neutral grey when an action does not have any specific importance over other actions on the page (i.e.: If a button is not the primary action or the next step in a process, use grey.)

Progressive

Blue is the color of progressive actions. It conveys to the user that they are starting or continuing a multi-step process.

Constructive

Green is the color of constructive actions. It conveys to the user they are completing a single or multi-step process. In most case Constructive color shows the user what will happen. In others it is feedback that the action has completed. For example, thanking a user, adding a page to a watch list.

Destructive

Red is the color of destructive actions. It conveys to the user destructive, harmful, or serious actions the user can take. This could mean deleting data, blocking a user, hiding content, or deleting an account. A confirmation step or undo action should follow interactions with Destructive controls.

Inform

Yellow is the color of confirmation actions. It conveys to the user a message, control, or step in a process they should pay special attention to. Inform is neither good or bad, it intends to make the user pause and think before proceeding. Overuse reduces impact, so use sparingly. An example could be a page notice or an interstitial requiring authentication.

Warn

Orange is the color of warning. It conveys to the user their action may fail or have serious consequence but are not destructive. Some examples could be that an edit is likely to encounter an automated block due to the nature of the content, or that a preference is being reset to a default options.

Control ordering

Most of the control and layout elements in Mediawiki automatically flip according to the direction of the language's script (for example, Urdu, written in Farsi, is read from right to left). The order of the controls should also adhere to the same directionality. While examples may show only one variation, For any grouping of control the ordering is important, interfaces should read based on the direction of the language’s script — top to bottom, and left to right in case of Western scripts , or top to bottom, and right to left in case of Eastern Scripts. Taking the example of English — with the **Primary Action** appearing at the righthand side of the interface, at the top in the case of dialogs and small screen interfaces such as phone or tablet, and either the top or bottom in the case of large screen interfaces. For desktop/large screen interfaces top or bottom orientation should be based on whether the contents of the screen or dialog are optional to interact with. Try not to move the controls from top to bottom within a particular process as this can be distracting to users.

Control states

Disabled

A control which does not accept focus or user interactions. Disabled state can result from certain criteria not being met in a workflow, invalid input in a control, or related control. We do user form validation and show controls as disabled wherever possible to reduce or prohibit users from submitting invalid data and receiving an error.

Press

When user clicks or taps on a control, it shows the press state for the duration of the click or tap.

Active/Toggled

When user clicks or taps a Select control. For controls which have an on state this state is used to show the user the control is in an active position.

Focused

When user navigates with their keyboard or assistive input device the focus state is used to let the user know that further input is expected.

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Buttons

Buttons are one of the most common interface elements —they guide users through multi-step processes. Buttons have a fixed height, an automatic minimum width, and a maximum width that is determined by their content.

Acceptable Modifiers : Style, Intention, Importance

Button Styles

Primary buttons

Show code: **PHP** **JavaScript** **Template**

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Show code: **PHP** **JavaScript** **Template**

Show code: **PHP** **JavaScript** **Template**

These are the main actions on the page or workflow. The page should have only one of progressive, constructive and destructive buttons, the rest being quiet. Use progressive buttons for actions which lead to a next step in the process. .mw-ui-primary is deprecated, kept for compatibility. Use constructive buttons for actions which result in a final action in the process that results in a change of state (e.g. save changes button).

Quiet buttons

Neutral button

Show code: **PHP** **JavaScript** **Template**

Progressive button

Show code: **PHP** **JavaScript** **Template**

Constructive button

Show code: **PHP** **JavaScript** **Template**

Buttons in the quiet style do not display the Intention color or draw a button boundary unless the user interacts with them via hover or focus. Due to a lack of hover state on touch devices quiet buttons are always shown in their Hover state on these devices.

Normal

Normal buttons can come in many styles. They can have text labels, text and icon, or icon only. They can be Primary and be colored with Intention or not.

Toolbar

Buttons with the Toolbar style do not have rounded corners and fill the space within which they are placed, most commonly a toolbar, because of this their width might exceed their label.

Sets of buttons

Cancel **Preview** **Save changes**

Show code: **PHP** **JavaScript**

When an interface requires more than one button, the ordering should read from **right to left** in languages read left to right, with the most common action being the **rightmost**. Only the rightmost action should use **Primary** importance level, consider using **Normal** buttons or **Quiet** buttons for secondary actions, as importance decreases. Under no circumstance should an interface display more that one **Primary** button colored with **Intention.**

Button groups

Button groups are buttons which share adjoining edges. Button groups can act as normal buttons or toggles, have text labels, text and icon, or icon only. Button groups can also include other control types such as dropdowns, and comboboxes.

Button groups must all share the same **intention** and **style**.

Acceptable Modifiers : Style, Intention

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Loading and progress states in buttons

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Inputs

Basic input

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Input fields are single-line fields which accept text input. Their width should be determined by the type of content that will be most commonly used with them, or in the case of **Stacked** style controls, the width of the parent container. Inputs may have labels, placeholder text, or both, aiding the user in knowing what the desired or valid input looks like.

Multi-line input

Show code: **PHP** **JavaScript** **Template**

Multi-line inputs share the same properties as Basic Input but accept multiple lines of content input

Surface (Visual Editor)

Surface inputs have the same properties as Multi-line Input but contain styled text. The user may style content, and they may provide interactive elements such as links and rich formatting.

Input indicators

Show code: **PHP** **JavaScript** **Template**

Input fields may have icon labels within them that are purely instructive, such as search or capsule inputs. Other labels act as buttons with icon labels to toggle or invoke modes and helpers such as data pickers, language tools, or formatting controls.

Capsule input

Capsule inputs are a special input fields which recognize valid input, and transform the input into a control within the input field. The capsules may be able to be dragged and dropped within the input field or themselves be comboboxes with additional fields. Use capsule inputs when a field should message.

Search input

S code: **PHP** **JavaScript** **Template**

Search input is a special type of input field which allows a user to search a finite list of items, it may include a simple type ahead in-field indicator, or initiate a list view with search result. Search inputs are distinguished from basic inputs with an input indicators.

Formatted & validated input

Show code: **PHP** **JavaScript** **Template**

Formatted input fields structure user input into a pattern which makes it easier to read and understand. Validated input fields look for a particular type, length, or pattern of input from the user. A form's submission buttons may remain disabled until the user enters valid input. Validated input fields may use guiders to help users achieve this

Validation styles

To cue the user to invalid input, you can colorize Validated input fields or provide guiders. Use color sparingly, and only when there is secondary feedback given to the user about the issue.

- **Awaiting input** – Use active or focus state when the field awaits user input
- **Suggestion or possible error** – Use Inform or Warning intention to colorize input components. Show contextual labels or Tipsy to explain what needs to be resolved
- **Error** – Use destructive Intention if the user cannot proceed without first resolving the issue. Use warning Intention if user input is not ideal. In both cases show labels or Tipsy.

Stepper control (number input)

Stepper controls allow for numeric input as well as up and down buttons which increase or decrease the value in the field by a fixed amount. The length of the input field component should be relative to the desired character length.

Rank Control (WIKIDATA)

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Selects

Dropdown

Select an item

Show code: **PHP** **JavaScript** **Template**

A dropdown control allows the user to select between a fixed number of element. The default item displayed in a dropdown may be a placeholder or label, or it could be a default value.

Date picker

Date Picker controls are a special type of formatted input which allow for typed or selected temporal selections or ranges.

Combobox

Show code: **PHP** **JavaScript** **Template**

Combobox input allows the user to type into the field or interact with a dropdown control for selecting pre-filled input. In most cases the freeform input functions as a search or filter control for the valid input that appears in the dropdown.

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Checks, radios and toggles

Checkboxes

My checkbox

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Checkboxes are a type of toggle control which show an on or off state. Always pair a checkbox with a single or multi-line text label.

Radio groups

○ **Option one**

○ **Option two**

Show code: **PHP** **JavaScript** **Template**

Radio buttons are a type of toggle control used in groups of two or more, to express a single choice between multiple options.

Toggle Controls

Show code: **PHP** **JavaScript** **Template**

Toggle controls are similar to checkboxes in that they allow the user to choose between two states, however toggles allow for an additional level of meaning showing users a default value, and a deviation from that, e.g. a control whose default is on, vs a control whose default is off.

Acceptable Modifiers : Intention

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Guiders

Tipsy

Tipsy is a type of guider which allows a small dialog anchored to an interface element with text, images, or controls. Tipsy controls can be anchored top, left, bottom, or right, and can wait for user input within the dialog or input in the interface before changing states or content.

Acceptable Modifiers : Intention

Styled tooltips

Similar to Tipsy, styled tooltips provide additional feedback to the user on focus or hover over a control or other screen element. They contain only text labels and the user cannot interact with them.

Acceptable Modifiers : Intention

Toasters

Toasters are small messages that pop up from the screen bottom or screen to show the user a confirmation of their actions. Use a toaster to show a confirmation but you don’t want to disturb the layout of the page. Toasters are most commonly informative and dismiss automatically after a few seconds, however a toaster can display an undo-like action to revert the action that triggered it.

Acceptable Modifiers : Intention

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Progress and loading indicators

Container

Container progress indicators can be either indeterminate or progress-based. Use an indeterminate progress indicators when you can’t determine when the interface will be ready for user input. Use a progress-based indicator when you can determined when an interface will be ready for input, representing the remaining time as a percentage of the region.

Page

Page-level progress indicators are anchored to the page or in some cases sub-pages, such as dialogs. They can be indeterminate or progress based. They appear at or near the top of the page or view, displaying full-width within the view.

Button (link to button)

Button-level progress indicators show user that the system is receiving user input, and appears within a button control, in place of its previous content.

Skeletons

Skeletons are a form of placeholder content which use simple geometric shapes to represent content that has not yet loaded. The skeleton should mimic the layout of the content as closely as possible. You can subtly animate the skeleton to reinforce to the user that the interface is loading. When possible use a skeleton instead of a progress bar or indeterminate loader. Don’t use skeletons hen the fully-loaded content of the page is unknown, or could change greatly from the skeleton.

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Dialogs

Dialogs show additional information about a process or flow or inject a purposeful pause. Dialogs come in two main types, Informational, and Process.

Information dialogs

Information dialogs contain text and or images, and may contain simple actions or controls.

Process dialogs

Use process dialogs for multi-step processes. They allow the user to navigate forward and back through that process

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Colors

Grays

#111111 @gray1	#222222 @gray2	#333333 @gray3
#444444 @gray4	#555555 @gray5	#666666 @gray6
#777777 @gray7	#888888 @gray8	#999999 @gray9
#aaaaaa @gray10	#bbbbbb @gray11	#cccccc @gray12

`#dddddd`

`@gray13`

`#eeeeee`

`@gray14`

`#ffffff`

`@gray15`

Reds

`#110000`

`@red1`

`#220000`

`@red2`

`#330000`

`@red3`

`#440000`

`@red4`

`#550000`

`@red5`

`#660000`

`@red6`

`#770000`

`@red7`

`#880000`

`@red8`

`#990000`

`@red9`

`#aa0000`

`@red10`

`#bb0000`

`@red11`

`#cc0000`

`@red12`

`#dd0000`

`@red13`

`#ee0000`

`@red14`

`#ff0000`

`@red15`

Blues

`#000011`

`@blue1`

`#000022`

`@blue2`

`#000033`

`@blue3`

`#000044`

`@blue4`

`#000055`

`@blue5`

`#000066`

`@blue6`

#000077 @blue7	#000088 @blue8	#000099 @blue9
#0000aa @blue10	#0000bb @blue11	#0000cc @blue12
#0000dd @blue13	#0000ee @blue14	#0000ff @blue15

Greens

#001100 @green1	#002200 @green2	#003300 @green3

#004400 @green4	#005500 @green5	#006600 @green6
#007700 @green7	#008800 @green8	#009900 @green9
#00aa00 @green10	#00bb00 @green11	#00cc00 @green12
#00dd00 @green13	#00ee00 @green14	#00ff00 @green15

Yellows

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#111100 @yellow1	#222200 @yellow2	#333300 @yellow3
#444400 @yellow4	#555500 @yellow5	#666600 @yellow6
#777700 @yellow7	#888800 @yellow8	#999900 @yellow9
#aaaa00 @yellow10	#bbbb00 @yellow11	#cccc00 @yellow12
#dddd00 @yellow13	#eeee00 @yellow14	#ffff00 @yellow15

Purples

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#110011 @purple1	#220022 @purple2	#330033 @purple3
#440044 @purple4	#550055 @purple5	#660066 @purple6
#770077 @purple7	#880088 @purple8	#990099 @purple9
#aa00aa @purple10	#bb00bb @purple11	#cc00cc @purple12
#dd00dd @purple13	#ee00ee @purple14	#ff00ff @purple15

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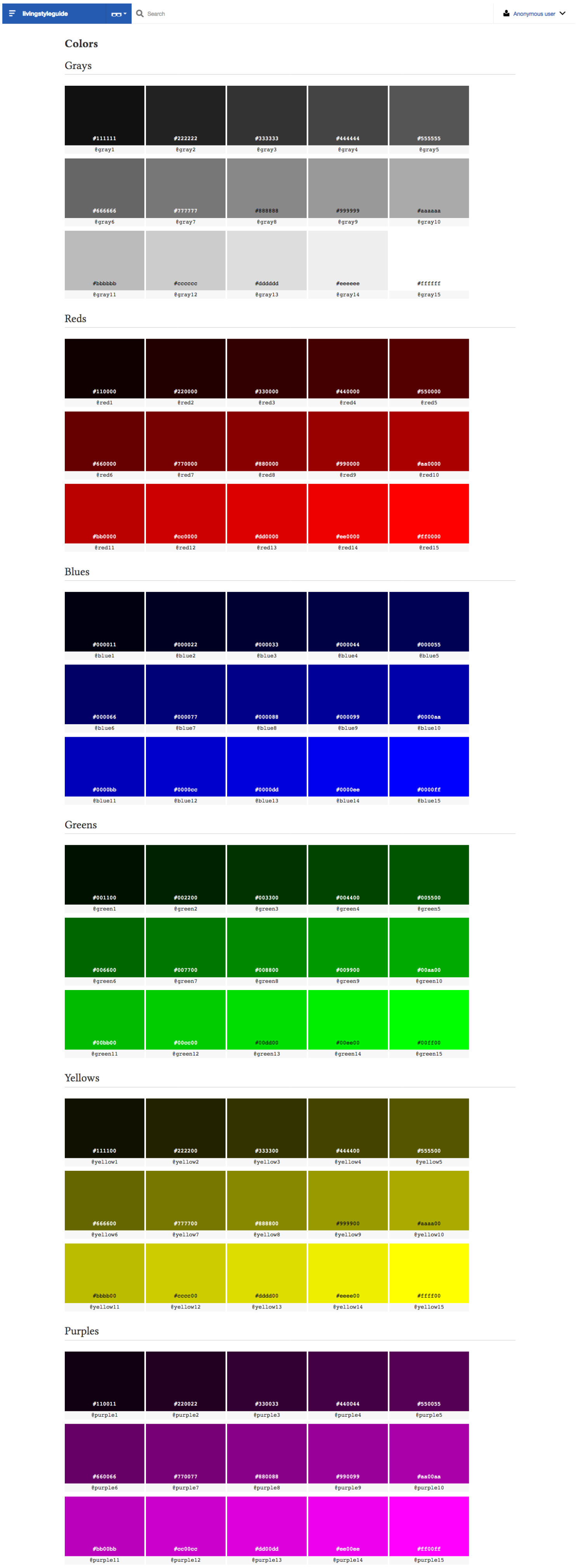

Colors

Grays

#111111 @gray1	#222222 @gray2	#333333 @gray3	#444444 @gray4	#555555 @gray5
#666666 @gray6	#777777 @gray7	#888888 @gray8	#999999 @gray9	#aaaaaa @gray10
#bbbbbb @gray11	#cccccc @gray12	#dddddd @gray13	#eeeeee @gray14	#ffffff @gray15

Reds

#110000 @red1	#220000 @red2	#330000 @red3	#440000 @red4	#550000 @red5
#660000 @red6	#770000 @red7	#880000 @red8	#990000 @red9	#aa0000 @red10
#bb0000 @red11	#cc0000 @red12	#dd0000 @red13	#ee0000 @red14	#ff0000 @red15

Blues

#000011 @blue1	#000022 @blue2	#000033 @blue3	#000044 @blue4	#000055 @blue5
#000066 @blue6	#000077 @blue7	#000088 @blue8	#000099 @blue9	#0000aa @blue10
#0000bb @blue11	#0000cc @blue12	#0000dd @blue13	#0000ee @blue14	#0000ff @blue15

Greens

#001100 @green1	#002200 @green2	#003300 @green3	#004400 @green4	#005500 @green5
#006600 @green6	#007700 @green7	#008800 @green8	#009900 @green9	#00aa00 @green10
#00bb00 @green11	#00cc00 @green12	#00dd00 @green13	#00ee00 @green14	#00ff00 @green15

Yellows

#111100 @yellow1	#222200 @yellow2	#333300 @yellow3	#444400 @yellow4	#555500 @yellow5
#666600 @yellow6	#777700 @yellow7	#888800 @yellow8	#999900 @yellow9	#aaaa00 @yellow10
#bbbb00 @yellow11	#cccc00 @yellow12	#dddd00 @yellow13	#eeee00 @yellow14	#ffff00 @yellow15

Purples

#110011 @purple1	#220022 @purple2	#330033 @purple3	#440044 @purple4	#550055 @purple5
#660066 @purple6	#770077 @purple7	#880088 @purple8	#990099 @purple9	#aa00aa @purple10
#bb00bb @purple11	#cc00cc @purple12	#dd00dd @purple13	#ee00ee @purple14	#ff00ff @purple15

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Iconography

icons:

icons-movement:

icons-content:

icons-alerts:

icons-interactions:

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icons-editing-styling:

icons-moderation:

icons-editing-core:

icons-media:

icons-editing-list:

icons-wikimedia:

icons-location:

icons-editing-advanced:

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icons-user:

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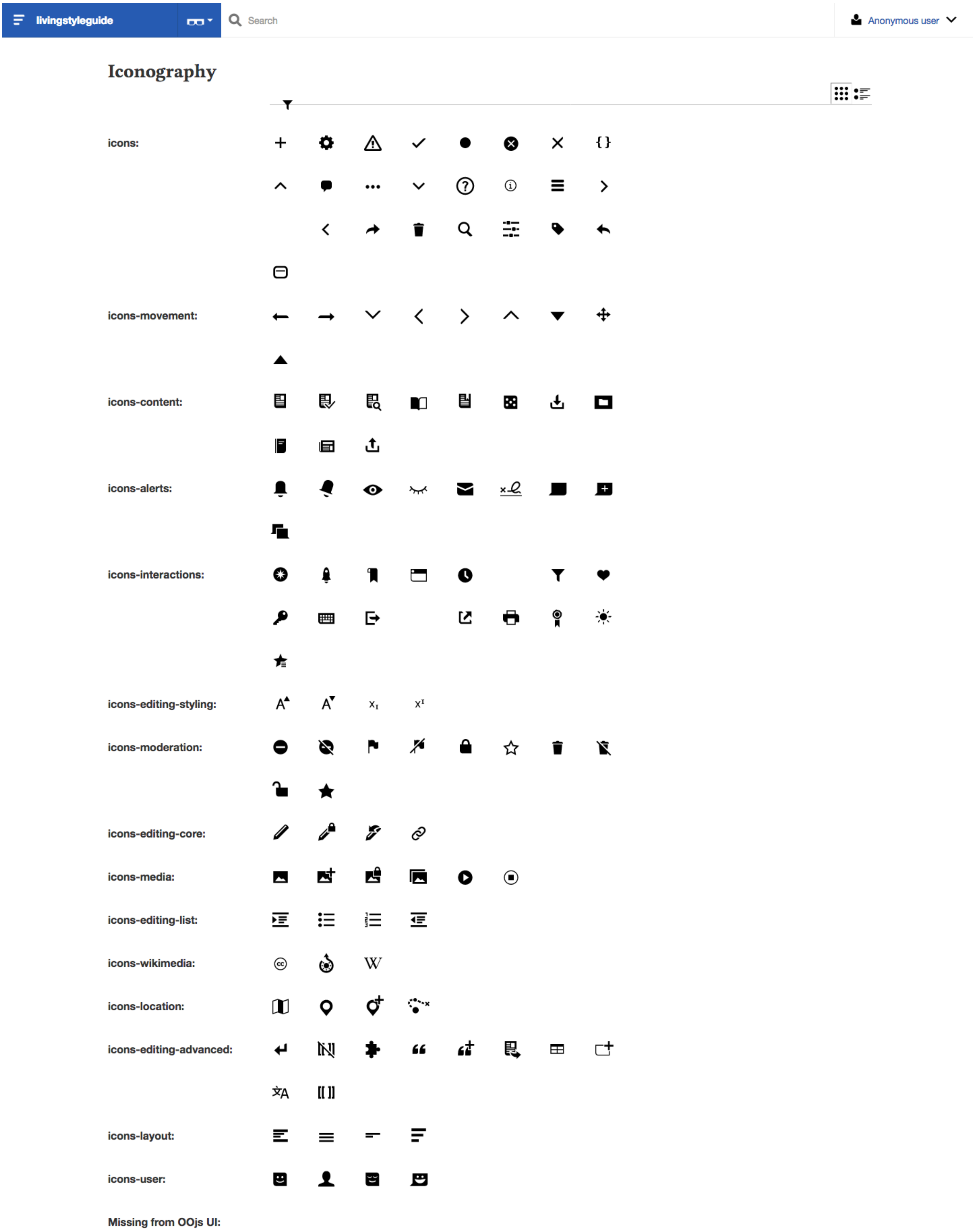

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Search

Anonymous user

Iconography

icons:

icons-movement:

icons-content:

icons-alerts:

icons-interactions:

icons-editing-styling:

icons-moderation:

icons-editing-core:

icons-media:

icons-editing-list:

icons-wikimedia:

icons-location:

icons-editing-advanced:

icons-layout:

icons-user:

Missing from OOjs UI: