

Application

Note

Application Design Guidelines for Recon Jet™ Pro Smart Glasses

**Application Design Guidelines
For Recon Jet™ Pro Smart Glasses**

The Recon Jet™ Pro Smart Glasses have a unique heads up display system. This document covers the optimal design guidelines that your application needs to look its very best.

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Overview

These design guidelines provide a practical introduction to the unique features of ReconOS and to the process of designing apps for Recon Jet Pro Smart Glasses. By following these guidelines, you will be able to design your apps in such a way that they make effective use of the device's control scheme and provide a consistent, intuitive user experience.

ReconOS features Recon-specific APIs that enable features key to near-to-eye technology, including access to sensor data.

We'll update our design guidelines as ReconOS grows and evolves.

Designing for Recon Jet Pro Smart Glasses

Recon Jet Pro Smart Glasses are a fundamentally different type of device than a smartphone or a tablet, and its usage model follows very different rules.

Users are not expected to focus on device's display for long periods of time; instead, the entire purpose is to provide bite-sized pieces of information at a glance. Similarly, the device has more limited input capabilities than a phone or tablet. That's why we designed ReconOS to keep interface interactions as brief and straightforward as possible.

When designing apps for the Recon Jet Pro Smart Glasses, you should keep asking yourself, "Is what I've designed easier to do on a phone?" If the answer is yes, then you risk making users feel bogged down. If the answer is no, then your users will feel empowered and will enjoy using your app.

In fact, we recommend putting yourself in the user's shoes throughout the design process:

- Think about what most people will do most of the time, and focus on that functionality.
- Try not to interrupt users with irrelevant information or to overwhelm them with too many configuration options.
- If your app is going to be used during an activity, limit interaction as much as possible, and keep information easy to consume with a glance. Nobody wants to scroll through menus while trying to beat their lap time! Keep in mind, too, that you can use information from device's sensors.

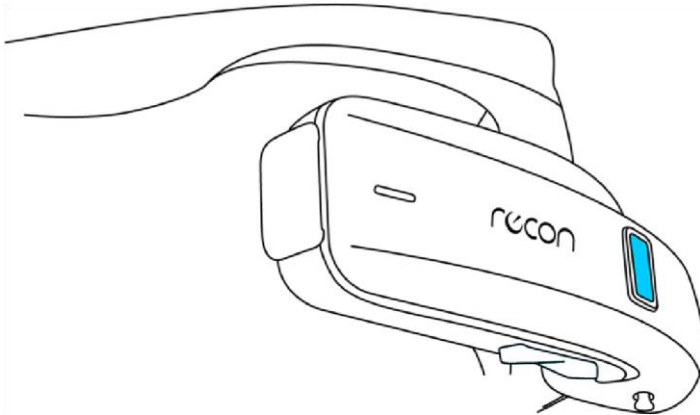
Understanding the Controls

To design your app, you should have a good grasp of the Recon Jet Pro Smart Glasses' control scheme—and particularly of which controls to use in which scenarios.

The optical touchpad

The optical touchpad is located on the side of the engine. It registers horizontal and vertical swipes, which ReconOS interprets as follows:

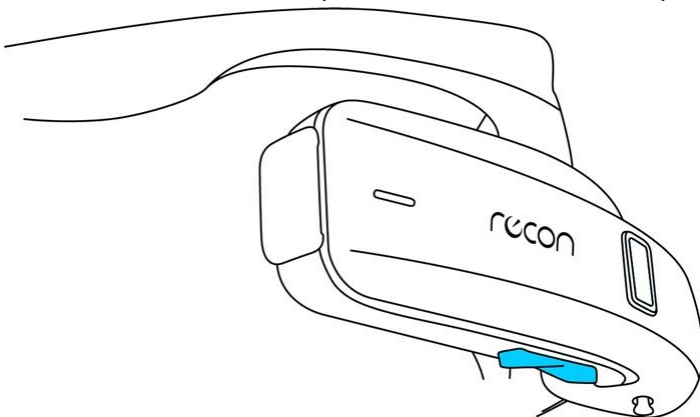
- Swiping forward (toward your nose) navigates toward the right in the user interface.
- Swiping backward (toward your ear) navigates toward the left.
- Swiping down navigates down.
- Swiping up navigates up.



The two-button rocker

The two-button rocker sits on the underside of the engine. It comprises select and back/power buttons, each of which can activate different functions depending on whether it's pressed or pressed and held. Those functions are as follows:

- Select
Pressing select can take the user down through the interface hierarchy, toggles options, and activates selected items.
- Back/power
Pressing back/power can be used to take the user through the interface hierarchy, cancels actions, and dismisses overlays.
- The back/power button can also be pressed for 7 seconds to perform a hard shutdown.



Ergonomics

The controls are all designed to be operated as quickly and easily as possible during users' activities. Because these controls are physically and functionally different from one another, however, some are slightly easier to use than others.

Horizontal (backward and forward) swipes are the easiest to execute. Button presses rank second in ease of use, and vertical swipes rank third.

Consequently, we recommend making horizontal swipes your app's primary navigation method. ReconOS makes extensive use of horizontal layouts, and it limits the number of hierarchical levels in order to keep button presses to a minimum.

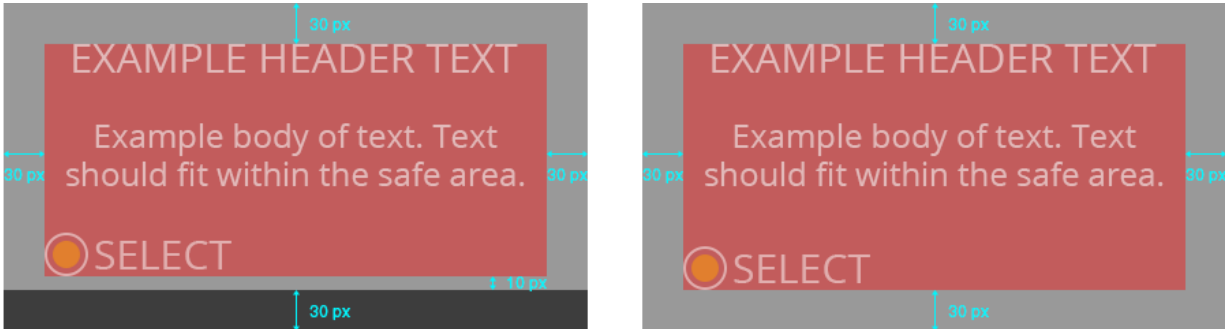
Styling and Best Practices

The guidelines below will help your app look and feel consistent with the rest of the Recon Jet Pro Smart Glasses' user interface. While you are free to exercise creative license, bear in mind that, from a user's point of view, a consistent interface will make your app look more polished and behave more intuitively.

Display and layout

The display has a resolution of 428×240 and is always used in a landscape orientation.

Apps should have 30-pixel margins along all four sides of the screen—except when the status bar is visible, in which case the bottom margin should be only 10 pixels. (The status bar itself is 30 pixels tall.)



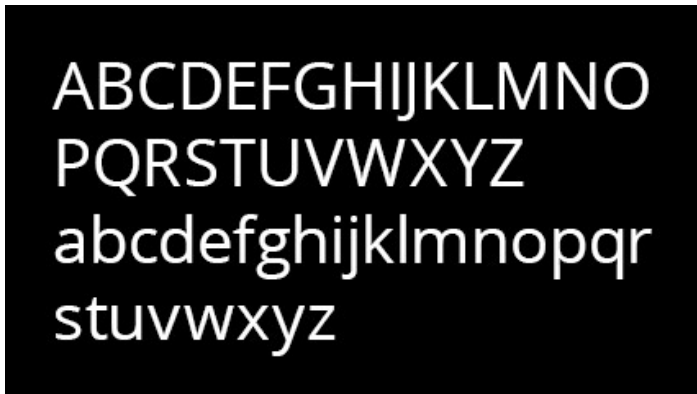
Try to keep your app's interface as uncluttered as possible, and try to use margins generously. Remember, the display is designed to be glanced at, not stared at. An uncluttered interface with plenty of padding will be easier to decipher and navigate at a glance.

Typography

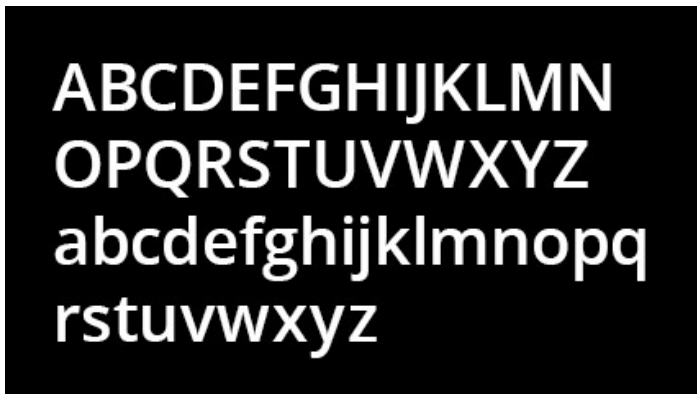
All text in ReconOS is set in either Open Sans Regular or Open Sans Semibold.

You should use the semibold weight for smaller text and the regular weight for all other text.

Open Sans Regular



Open Sans Semibold



Text and background colors

Since the display is designed to be worn outside in full sunlight, ReconOS attempts to maximize contrast by using light text and objects on dark backgrounds. The following colors are used as standard:

- White (#FFFFFF) for text.
- Orange (#FFB300) for highlighted menu items. **EXAMPLE**
- Gray (#808080) for non-highlighted menu items. **EXAMPLE**
- Black (#000000) for backgrounds. **EXAMPLE**

We recommend against overlaying dark objects on light backgrounds. Because the display is very bright, light backgrounds tend to bleed into darker objects, which can make those objects hard to see. This holds especially true for text.

Icon and container sizes and colors

ReconOS uses the following pixel sizes for icons and containers:

- 110 x 110 for expanded app icons in My Apps.
- 30 x 30 for icons in the Notification center.
- 30 x 30 for icons in interactive notifications.
- 60 x 90 for the background container of interactive notification icons. ▪ 40 x 40 for passive notification icons.

For maximum visibility and contrast, we recommend that all notification icons (interactive and passive) be white on a dark background. Remember: the easier your icons are to distinguish, the more likely users are to recognize them when glancing at the screen.