

The command-line pop-up shares space with a new button menu area:



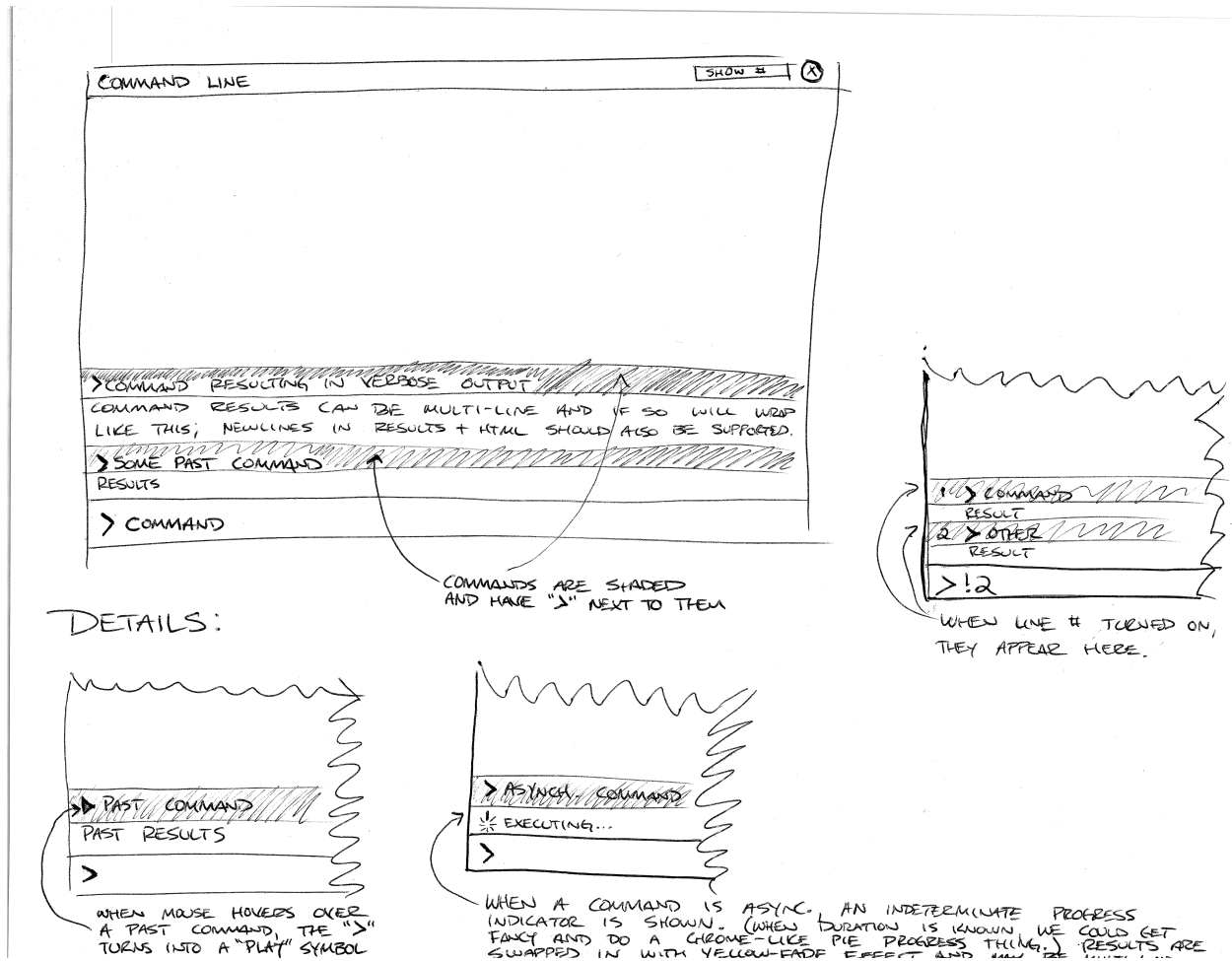
Eventually, the pop-up that is displayed when this pie is clicked on will contain both (a) a command-line and (b) various short-cut buttons to get to common commands.

However, this feature will be implemented in phases, defined below:

- Phase 1:
 - Basic command-line
 - Command buttons still present in top “Bespin” bar in main editor screen
- Phase 2:
 - Enhanced command-line
- Phase 3:
 - Introduce short-cut buttons and remove command buttons from main editor screen

Phase 1

The following sketch shows how the phase 1 command-line pop-up should work:



(The cut-off line on the right-bottom of the sketch says "Results are swapped in with yellow-fade effect and may be multi-line.")

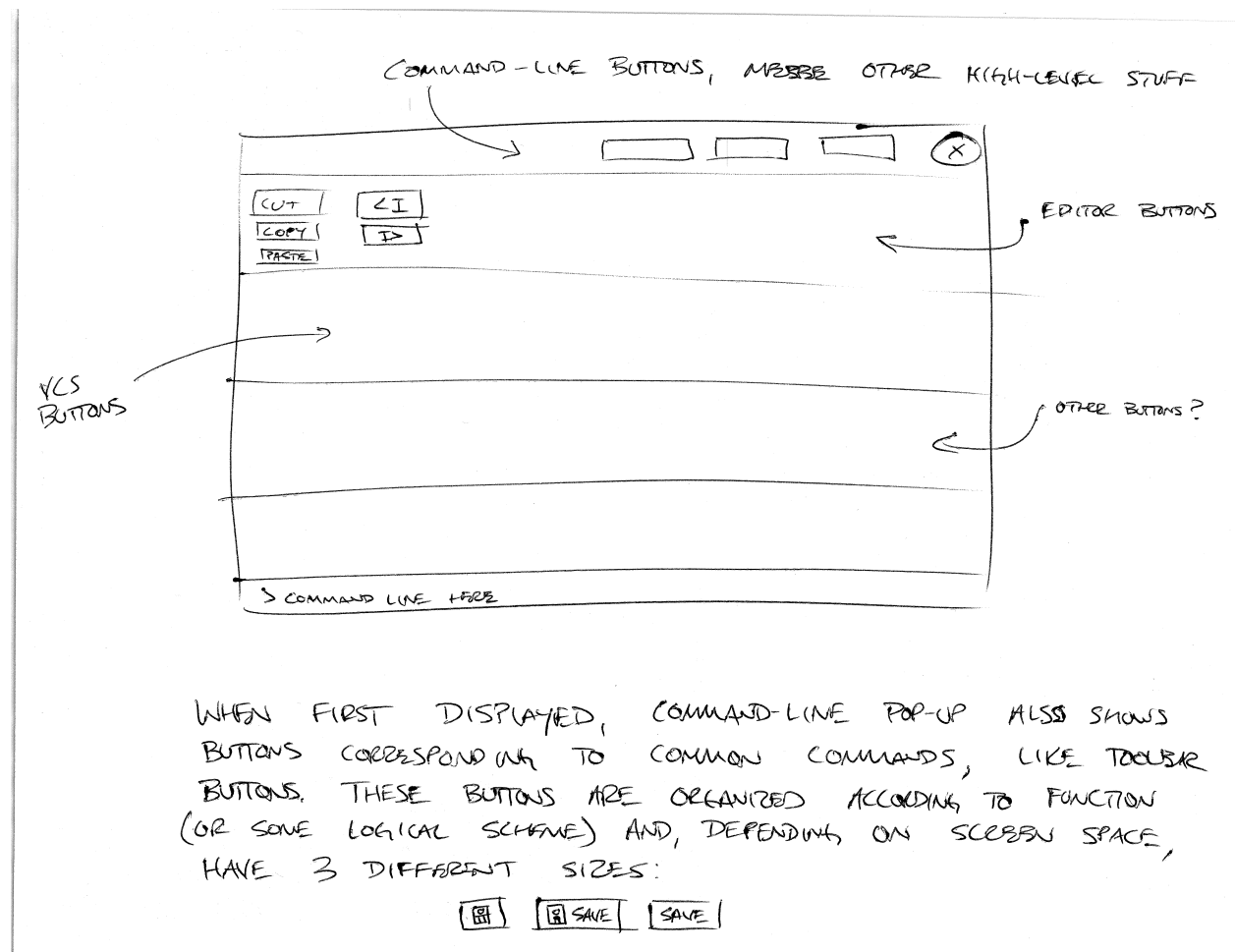
A mock-up of this wireframe is pending.

Phase 2

The design of phase 2 is pending, but it is anticipated that it will include features like collapsing command-line results, fancy auto-complete options, and the “hover over command line item and it turns into a play icon” feature of Phase 1 may be deferred until this phase as well.

Phase 3

Phase 3 is not fully designed yet, but the following is a preliminary wireframe concept sketch:



This spec will be updated with new wireframes for Phase 2 and 3 as they are available.