

Improved progress bars for issues and versions

2022/05/09 18:54 - Admin Redmine

ステータス:	New	開始日:	2022/05/09
優先度:	通常	期日:	
担当者:		進捗率:	0%
カテゴリ:	UI_10	予定工数:	0.00時間
対象バージョン:		作業時間:	0.00時間
Redmineorg_URL:	https://www.redmine.org/issues/32162	status_id:	1
category_id:	10	tracker_id:	3
version_id:	0	plus1:	1
issue_org_id:	32162	affected_version:	
author_id:	308290	closed_on:	
assigned_to_id:	0	affected_version_id:	
comments:	3		

説明

This patch implements an improved and more versatile version of the bar graphs shown for version and issue progress. Despite the existing solution it's less restricted to a specific purpose. It's not limited to two stacked bars only and every bar can have it's own tooltip.

The bars can be styled as stack or next to each other. Label and graph are wrapped in a div which one can give a separate class and styling.

The progress bars in this patch are animated and have a subtle highlighting effect when they are hovered. The coloring fits the default theme and provides more contrast to the background.

I'm looking forward for your feedback. :-)

h3. Issues

!{width:600px; border: 1px solid darkgrey; float:left; margin-right: 5px;}issue_list.png!

!{width:600px; border: 1px solid darkgrey;}issue_details.png!

h3. Versions

!{width:600px; border: 1px solid darkgrey; float: left; margin-right: 5px;}version_overview.png!

!{width:600px; border: 1px solid darkgrey;}version.png!

journals

+1 :D

Do you think also having rounded corners edition could be good too? ;-)

Antonio McDeal wrote:

+1 :D

Do you think also having rounded corners edition could be good too? ;-)

A 50% border radius looks not too bad either. :-)

!{border: 1px solid grey;}round-progress-bars.png!

I think I like rounded one better :D Maybe 25% border radius would also look quite cool.

We should probably add #32016 as related, so we could remember to close it later as well,

in case rounded version of the bar in this patch will be committed here.

履歴

#1 - 2022/05/10 17:03 - Admin Redmine

- カテゴリ を UI_10 にセット