

# **SUNGARD<sup>®</sup> L2G**

V I S U A L   S T Y L E   G U I D E

## L2G Visual Style Guide

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## Introduction

The purpose of this Visual Style Guide is to ensure consistent visual design in all facets of Loanet 2nd Generation (L2G) development.

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## *Navigating This Document*

This is an interactive PDF that allows you to navigate within the document in additional ways to the standard page controls.

**Table of Contents.** You can link directly to any section from the Table of Contents page by simply clicking on the appropriate text.

**Sungard Logo.** You can return to the Table of Contents from any page in the document by clicking on the Sungard logo that appears in the top-left header.

**Jump Icons.** In many sections you may see a Jump Icon that looks like this: . When this icon appears next to an item, it means there is more information pertaining to that item elsewhere in the document. Clicking the Jump icon will navigate you to the additional information.

## Page Layouts

This is an example of a long paragraph of text. Sedit laboriam vero isi omni tem quatum erum quatecae. Otatinu mquissequate doluptatur maionectem ullit acea duci quis et aut velicimilles eic te cum es voluptat vollabo riatquiaes ni blabo. Ut excessint que vit aut quos arcipsandam.

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Eque dolorecus est faccull uptatinis dolendaessi diti conserrone voluptae peroratus acearum, velluptasi ut ex earum quis resti dolorro oditate millaciment.

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## Login Screen

This is an example of a long paragraph of text. Sedit laboriam vero isi omni tem quatum erum quatecae. Olatinu mquisequate doluptatur maionectem ullit acea duci quis et aut velicimilles eic te cum es voluptat vollabo riatquiaes ni blabo. Ut excessint que vit aut quos arcipsandam. Qui volores il ipsape volupta tionsequam volorae el ipsam animpori sequias

et doluptibus, veliam ratis a diae perupta tibus, qui dolore molendam aliquam sit, vent quam, quiatuscia vendione rem rem volorent etur sum lam.



Outlined area above represents 1200 x 975 Pixel area for scale reference

## Section

Overview of section sed ut perspiciatis unde omnis iste natus error sit voluptatem accusantium doloremque laudantium, totam rem aperiam, eaque ipsa quae ab illo inventore veritatis et quasi architecto beatae vitae dicta sunt explicabo.

### 1 Item

*Optional Item Description*

*Size:* 37 pixels

*Dimensions:* **This is demonstrating a longer attribute description that wraps to multiple lines within the table.**

*Color:* #00FF00

*Align:* Left

### 2 Item

*This is a longer description box that wraps to multiple lines. Sed ut perspiciatis unde omnis iste natus error sit voluptatem accusantium doloremque laudantium, totam rem aperiam, eaque ipsa quae ab illo inventore veritatis et quasi architecto beatae vitae dicta sunt explicabo. Nemo enim ipsam voluptatem quia voluptas sit aspernatur aut odit aut fugit, sed quia consequuntur magni dolores eos qui ratione voluptatem sequi nesciunt.*

## Section 2

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### 3 Item

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*Dimensions:* **This is demonstrating a longer attribute description that wraps to multiple lines within the table.**

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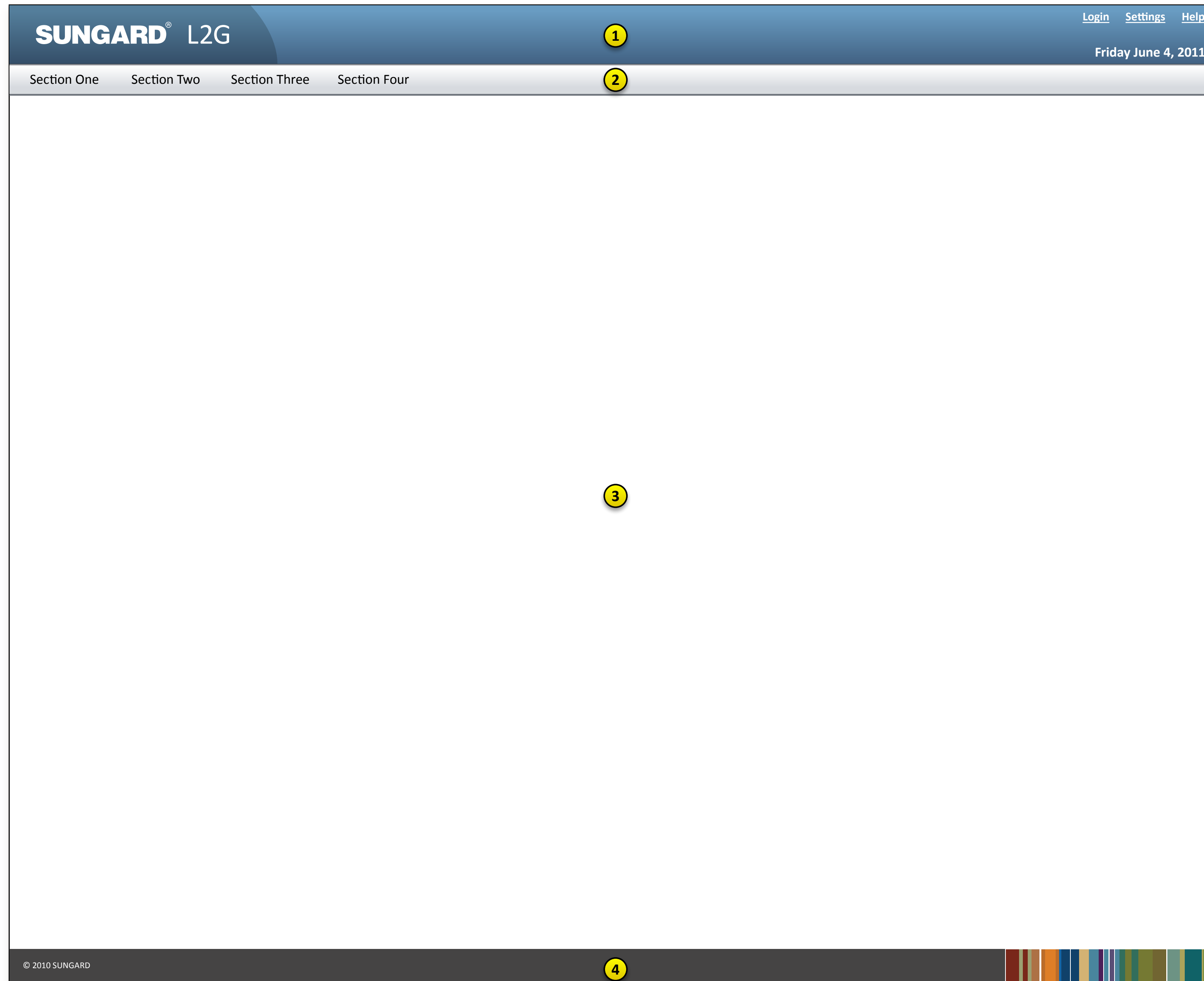
*Align:* Left

### 4 Item

*This is a longer description box that wraps to multiple lines. Sed ut perspiciatis unde omnis iste natus error sit voluptatem accusantium doloremque laudantium, totam rem aperiam, eaque ipsa quae ab illo inventore veritatis et quasi architecto beatae vitae dicta sunt explicabo. Nemo enim ipsam voluptatem quia voluptas sit aspernatur aut odit aut fugit, sed quia consequuntur magni dolores eos qui ratione voluptatem sequi nesciunt.*

## Base Container

This layout includes the header area, primary navigation and footer for each screen within L2G. All applications screens will have this basic container as a canvas.



Outlined area above represents 1200 x 975 Pixel area for scale reference

## Sections of the Base Container

The Base Container is comprised of four persistent sections and always utilizes the entire browser real estate. Header and navigation always remain pinned to the top and the footer remains pinned to the bottom.

### 1 Application Header

*The header contains the Sungard logo, functional navigation and contextual data depending on where you are in the application.*

### 2 Navigation

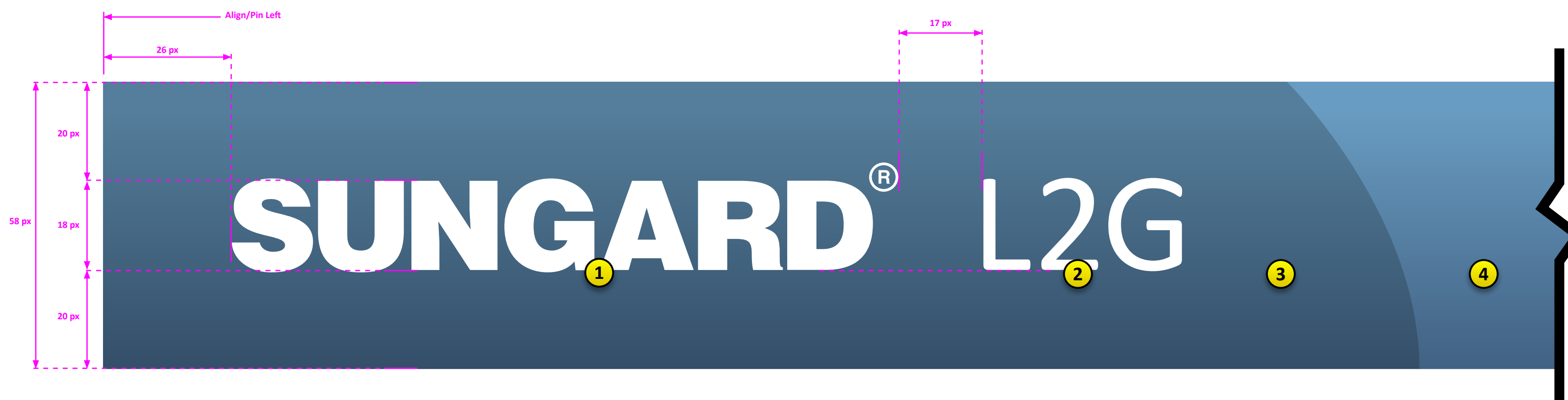
*This is where the primary and secondary application navigation resides.*

### 3 Application Canvas

*This is the primary content area of the application.*

### 4 Footer

*Contains copyright information and colorbar graphic.*



### Application Header

The Application Header always spans the full width of the browser window and remains pinned to the top of the screen.

Size: 58 pixels high

Location: Pinned to the top and 100% width of browser window

Color: See details below for gradient info

#### 1 Sungard Logo

The Sungard logo will be a vector-based image provided by the design department.

The X-Height of the Sungard logo is 18 pixels. X-Height refers to the height of an Upper-Case "X" in any given font and is usually indicative of the height of all Uppercase letters within that font that have flat tops and bottoms, excluding letters such as C, G, J, O, etc.

The Upper-Case "N" in Sungard is the equivalent of the X-Height and the entire Sungard logo should be scaled proportionally so that the "N" is exactly 18 pixels high.

#### 2 L2G Title Text

Font: Calibri - Regular

Size: 29 pixels

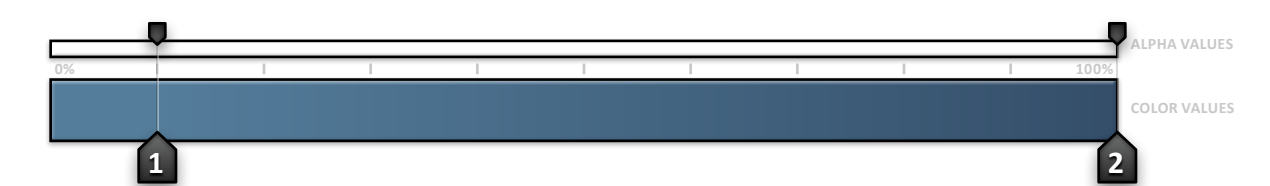
Align: Left

Color: #00-00-00 (White)

Other: Shares the same baseline with the Sungard logo

#### 3 Gradient Background 1

This defines the gradient ramp for the background behind the Sungard logo and L2G title.

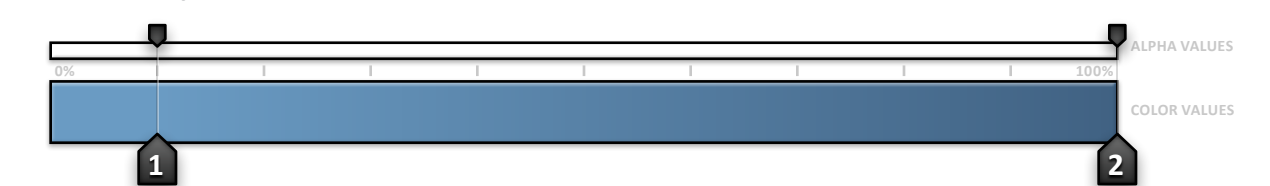


1 R: 84 Alpha: 100%  
G: 125 Position: 10%  
B: 155 Web #: FF-54-7D-9B

2 R: 52 Alpha: 100%  
G: 78 Position: 100%  
B: 105 Web #: FF-34-4E-69

#### 4 Gradient Background 2

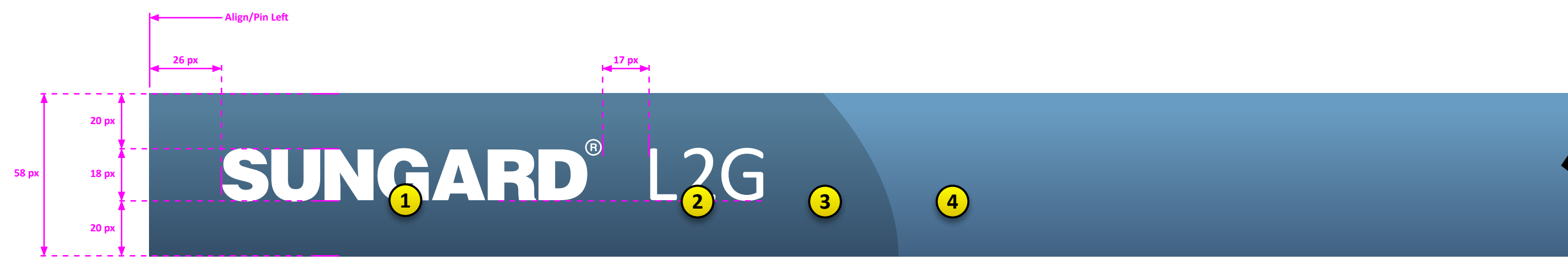
Place spec's here.



1 R: 106 Alpha: 100%  
G: 155 Position: 10%  
B: 195 Web #: FF-6A-9B-C3

2 R: 64 Alpha: 100%  
G: 97 Position: 100%  
B: 130 Web #: FF-40-61-82





### 1 Sungard Logo

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The Upper-Case "N" in Sungard is the equivalent of the X-Height and the entire Sungard logo should be scaled proportionally so that the "N" is exactly 18 pixels high.

### 2 L2G Title Text

Font: **Calibri - Regular**

Size: **29 pixels**

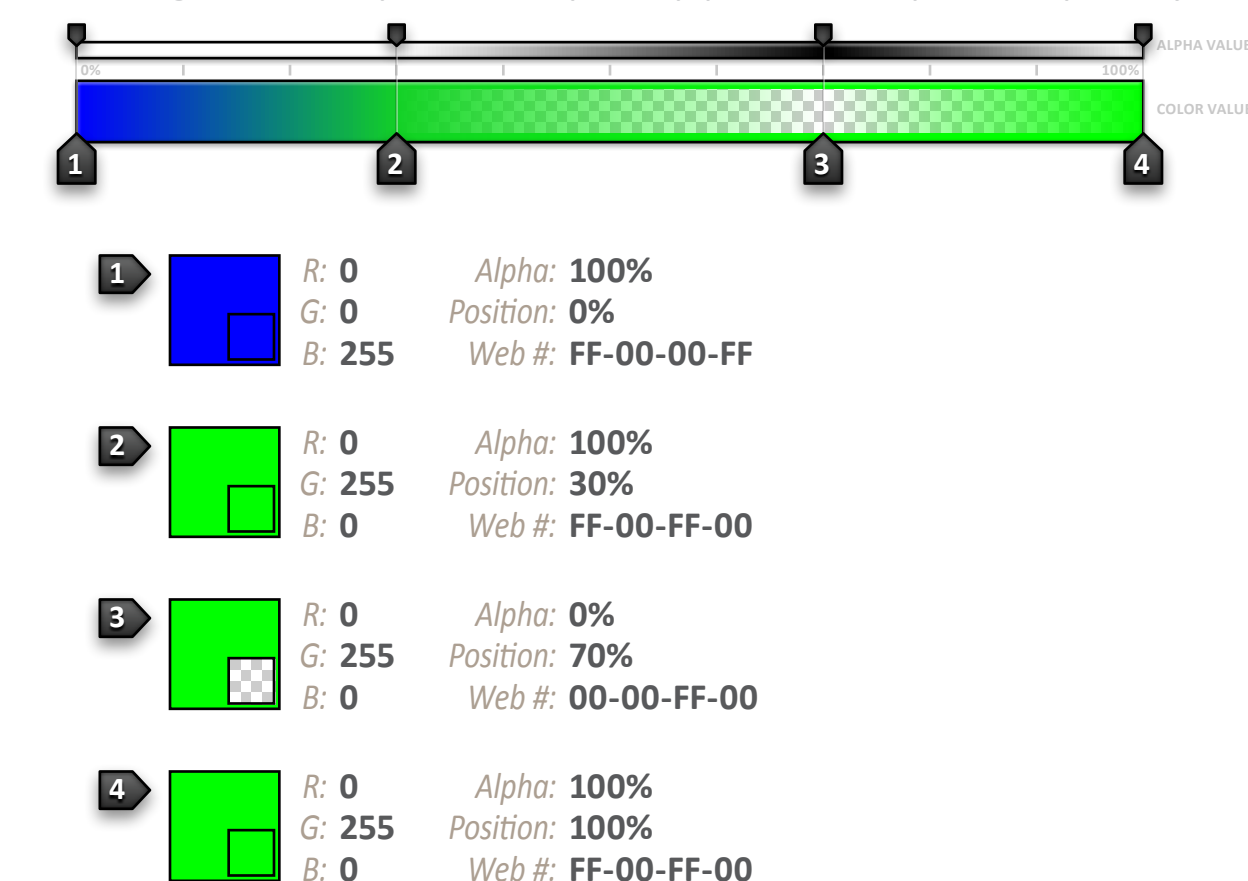
Align: **Left**

Color: **#00-00-00 (White)**

Other: **Shares the same baseline with the Sungard logo**

### 3 Sample of Complex Gradient

This gradient ramp uses multiple stop points and alpha transparency.



## Single Pane

This is an example of a long paragraph of text. Sedit laboriam vero isi omni tem quatum erum quatecae. Otatinu mquisequate doluptatur maionectem ullit acea duci quis et aut velicimilles eic te cum es voluptat vollabo riatquiaes ni blabo. Ut excessint que vit aut quos arcipsandam. Qui volores il ipsape volupta tionsequam volorae el ipsam animpori sequias

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Outlined area above represents 1200 x 975 Pixel area for scale reference

## Section

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## Dual Pane - Horizontal

This is an example of a long paragraph of text. Sedit laboriam vero isi omni tem quatum erum quatecae. Olatinu mquisequate doluptatur maionectem ullit acea duci quis et aut velicimilles eic te cum es voluptat vollabo riatquiaes ni blabo. Ut excessint que vit aut quos arcipsandam. Qui volores il ipsape volupta tionsequam volorae el ipsam animpori sequias

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### Section 2

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## Dual Pane - Vertical

This is an example of a long paragraph of text. Sedit laboriam vero isi omni tem quatum erum quatecae. Otatinu mquisequate doluptatur maionectem ullit acea duci quis et aut velicimilles eic te cum es voluptat vollabo riatquiaes ni blabo. Ut excessint que vit aut quos arcipsandam. Qui volores il ipsape volupta tionsequam volorae el ipsam animpori sequias

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### Section

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#### 1 Item

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### Section 2

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## Components

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Incia niae et, con parum vit quiatemporem ipsa sequi dest rehenis conse cus expereh endunti dic te ea doluptas est, tem volumquisci ut in eos non nullorum rehendiatias eos si sus es se comnis alis net aut expello reritius et por sed que et voluptit, officia voluptaturi disquid que ne quia vellendel ipit am, volor sum quatur, ut ulparume perum quuntiis vendes cuptas estiist ionsequi offic



## Buttons

This layout includes the header area, primary navigation and footer for each screen within L2G. All applications screens will have this basic container as a canvas.

## Types of Buttons

The Base Container is comprised of four persistent sections and always utilizes the entire browser real estate. Header and navigation always remain pinned to the top and the footer remains pinned to the bottom.

---

### 1 Application Header

*The header contains the Sungard logo, functional navigation and contextual data depending on where you are in the application.*

---

### 2 Navigation

*This is where the primary and secondary application navigation resides.*

---

### 3 Application Canvas

*This is the primary content area of the application.*

---

### 4 Footer

*Contains copyright information and colorbar graphic.*

### Full-Size Buttons

These are the full-size buttons used throughout the application.

	Standard - No Focus Applied	Standard - Focus Applied	Preferred - No Focus Applied	Preferred - Focus Applied
Disabled		n/a		n/a
Normal				
MouseOver				
Pressed	n/a		n/a	

## Full-Size Standard Buttons

These are the standard buttons used throughout the application.

### Button States

The Base Container is comprised of four persistent sections and always utilizes the entire browser real estate. Header and navigation always remain pinned to the top and the footer remains pinned to the bottom.

---

#### Normal

*The header contains the Sungard logo, functional navigation and contextual data depending on where you are in the application.*

---

#### MouseOver

*This is where the primary and secondary application navigation resides.*

---

#### Pressed

*This is the primary content area of the application.*

---

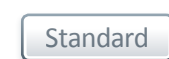
#### Focussed

*Contains copyright information and colorbar graphic.*

---

#### Disabled

*Contains copyright information and colorbar graphic.*



### Normal (Default)

This is the Standard button in its default state.

- Height: **18 pixels**
- Width: **Automatic. Button width is the width of the text plus 10 pixel margin on both sides of text, unless a specific fixed-width is defined for that particular usage**
- Radius: **3 pixels (outer radius)**
- Stroke: **1 pixel (see below for stroke gradient color)**

#### 1 Button Text

- Font: **Calibri - Regular**
- Size: **11 pixels**
- Align: **Center (Vertically & Horizontally)**
- Other: **Content Presenter Opacity: 60% (Normal state)**

	R: 24	Alpha: 100%
	G: 44	Position: n/a
	B: 61	Web #: FF-18-2C-3D

#### 2 Background Gradient

This defines the gradient ramp for the background of the Standard button in its Normal state.



	R: 255	Alpha: 100%
	G: 255	Position: 25%
	B: 255	Web #: FF-FF-FF-FF
	R: 209	Alpha: 100%
	G: 214	Position: 100%
	B: 219	Web #: FF-D1-D6-DB

#### 3 Border Gradient

This defines the gradient ramp for the 1 pixel border of the Standard button in its Normal state.



	R: 148	Alpha: 100%
	G: 165	Position: 0%
	B: 177	Web #: FF-94-A5-B1
	R: 81	Alpha: 100%
	G: 96	Position: 100%
	B: 108	Web #: FF-51-60-6C

#### 4 Button Shadow

The default state.

- Blur: **2 (pixels)**
- Direction: **275 (degrees)**
- Opacity: **20% (Normal state)**
- Depth: **1 (pixel)**

	R: 89	Alpha: 100%
	G: 109	Position: n/a
	B: 126	Web #: FF-59-6D-7E

#### 5 Inner Border

The button inner border is a 1 pixel fully-opaque "White" stroke with a 2 pixel radius.



### MouseOver (Rollover)

This is the MouseOver state for a standard button.

#### Changes

These are the changed parameters that differ from the Normal state

- Text: **Opacity change (to 90%)**
- Background: **Gradient change (see detail)**
- Shadow: **Opacity change (to 50%)**

#### Animation

NONE/Immediate: There are no animations IN to or OUT of the MouseOver state.

#### 1 Button Text

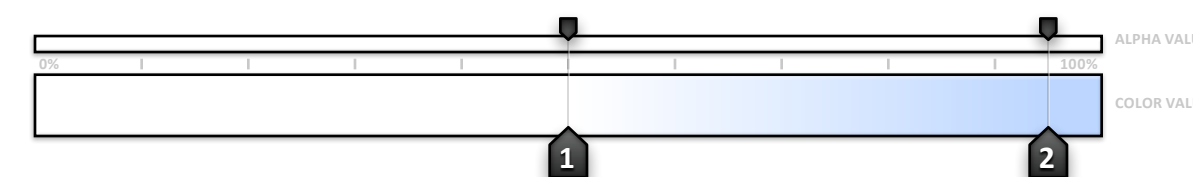
The text darkens by increasing the opacity of the text's content presenter.

- Font: **Calibri - Regular**
- Size: **11 pixels**
- Align: **Center (Vertically & Horizontally)**
- Other: **Content Presenter Opacity: 90% (MouseOver state)**

	R: 24	Alpha: 100%
	G: 44	Position: n/a
	B: 61	Web #: FF-18-2C-3D

#### 2 Background Gradient

The MouseOver background gradient differs from the normal background gradient in the positioning of the gradient stops and color.



- |   |  |        |                    |
|---|--|--------|--------------------|
| 1 |  | R: 255 | Alpha: 100%        |
|   |  | G: 255 | Position: 50%      |
|   |  | B: 255 | Web #: FF-FF-FF-FF |
| 2 |  | R: 188 | Alpha: 100%        |
|   |  | G: 214 | Position: 95%      |
|   |  | B: 255 | Web #: FF-BC-D6-FF |

#### 3 Border Gradient

There is no change from Normal state.



- |   |  |        |                    |
|---|--|--------|--------------------|
| 1 |  | R: 148 | Alpha: 100%        |
|   |  | G: 165 | Position: 0%       |
|   |  | B: 177 | Web #: FF-9A-A5-B1 |
| 2 |  | R: 81  | Alpha: 100%        |
|   |  | G: 96  | Position: 100%     |
|   |  | B: 108 | Web #: FF-51-60-6C |

#### 4 Button Shadow

The MouseOver shadow darkens by increasing its opacity to 50%.

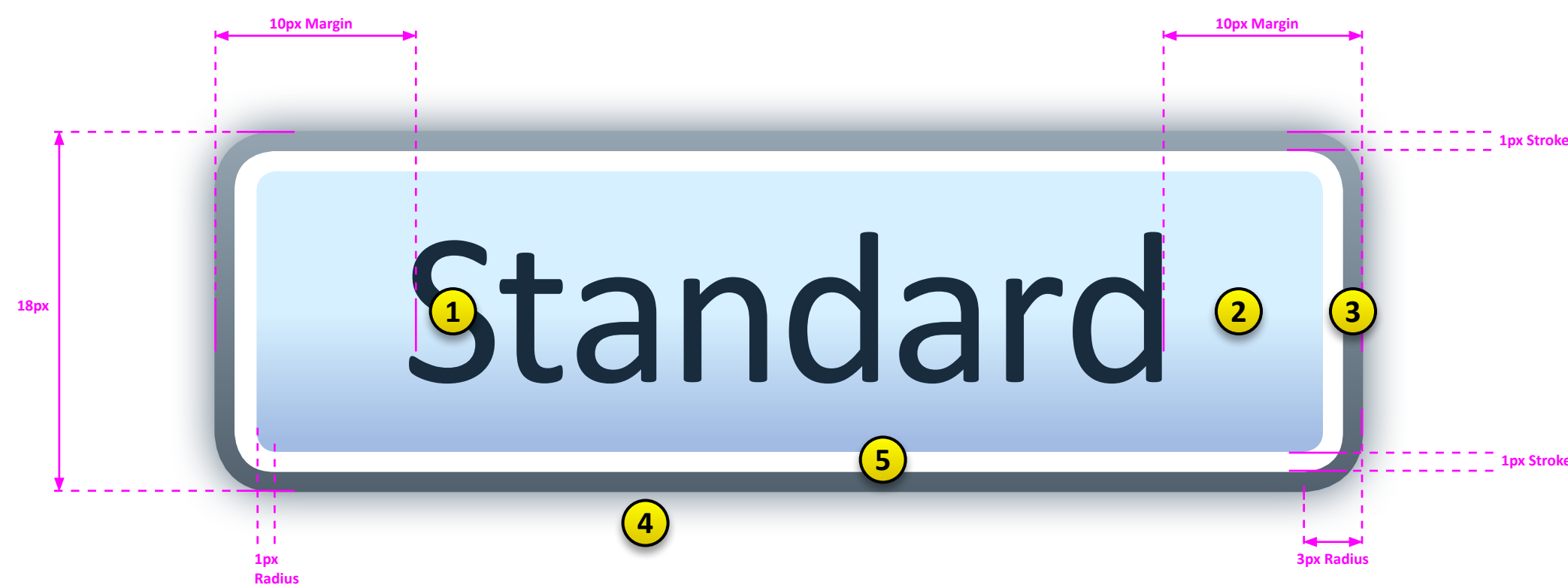
- Blur: **2 (pixels)**
- Direction: **275 (degrees)**
- Opacity: **50% (MouseOver state)**
- Depth: **1 (pixel)**

	R: 89	Alpha: 100%
	G: 109	Position: n/a
	B: 126	Web #: FF-59-6D-7E

#### 5 Inner Border

There is no change from Normal state.





### Pressed (Click)

This is the Pressed state for a standard button.

### Changes

These are the changed parameters that differ from the Normal state

- Text: **Opacity change (to 100%)**
- Background: **Gradient change (see detail)**
- Shadow: **Opacity & Depth change (see detail)**

### Animation

TBD.

### 1 Button Text

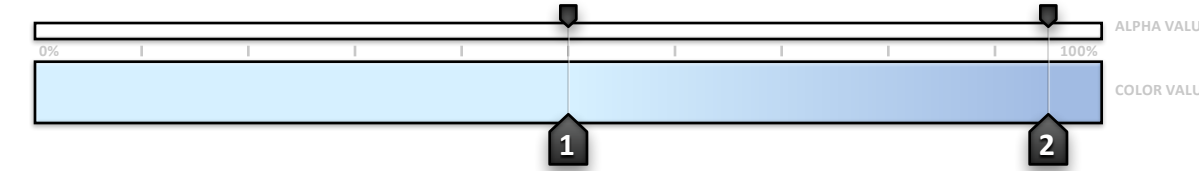
The text darkens by increasing the opacity of the text's content presenter.

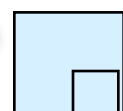
- Font: **Calibri - Regular**
- Size: **11 pixels**
- Align: **Center (Vertically & Horizontally)**
- Other: **Content Presenter Opacity: 100% (Pressed state)**

	R: 24	Alpha: 100%
	G: 44	Position: n/a
	B: 61	Web #: FF-18-2C-3D

### 2 Background Gradient

The Pressed background gradient differs from the normal background gradient in the positioning of the gradient stops and color.

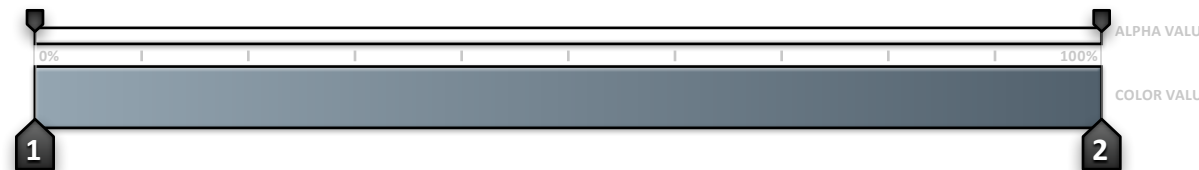


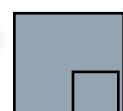
	R: 214	Alpha: 100%
	G: 240	Position: 50%
	B: 255	Web #: FF-D6-F0-FF


	R: 161	Alpha: 100%
	G: 187	Position: 95%
	B: 227	Web #: FF-A1-BB-E3

### 3 Border Gradient

There is no change from Normal state.




	R: 148	Alpha: 100%
	G: 165	Position: 0%
	B: 177	Web #: FF-94-A5-B1

	R: 81	Alpha: 100%
	G: 96	Position: 100%
	B: 108	Web #: FF-51-60-6C

### 4 Button Shadow

The Pressed shadow darkens by increasing its opacity and moves by changing the Depth parameter.

- Blur: **2 (pixels)**
- Direction: **275 (degrees)**
- Opacity: **100% (Pressed state)**
- Depth: **0 (pixels)**

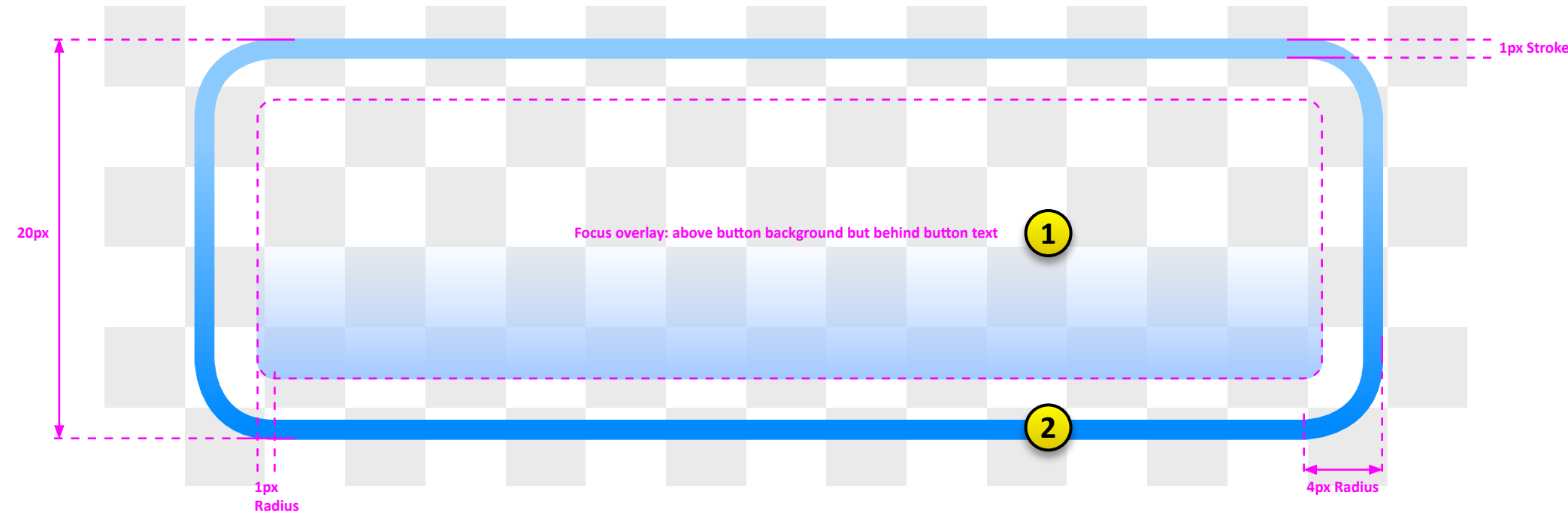
	R: 89	Alpha: 100%
	G: 109	Position: n/a
	B: 126	Web #: FF-59-6D-7E

### 5 Inner Border

There is no change from Normal state.

### 6 Focus Overlay

The Pressed state also immediately becomes the Focus state as well, so the user will never see the Pressed state without the Focus overlay elements. Figure 6 shows the elements in context.



### Focused (Active)

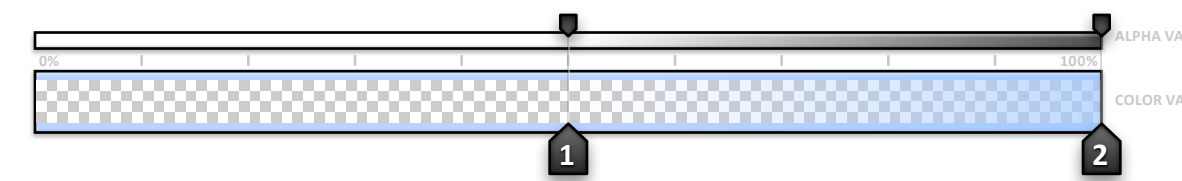
This is the Focused overlay for a standard button.

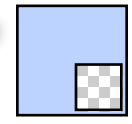
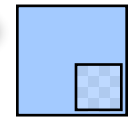
### Animation

TBD.

#### 1 Focus Background Overlay Gradient

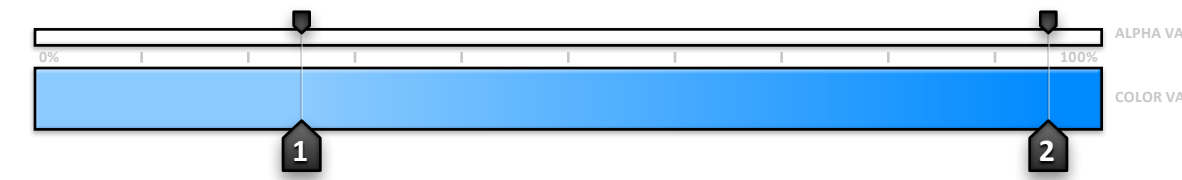
The Focus background overlay is the same size and radius as the normal background of the button. It is layered between the button background and the button text so as not to obscure the text. It utilizes alpha transparency as defined below.

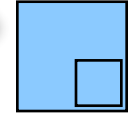
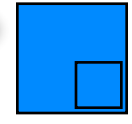


- 1  R: 189 Alpha: 0%  
G: 211 Position: 50%  
B: 255 Web #: 00-BD-D3-FF
- 2  R: 163 Alpha: 70%  
G: 202 Position: 100%  
B: 255 Web #: B2-A3-CA-FF

#### 2 Focus Outer Border Gradient

The Focus Outer Border is a 1 pixel border that sits on the outside of the normal button border with a 4 pixel radius. Gradient border defined below.

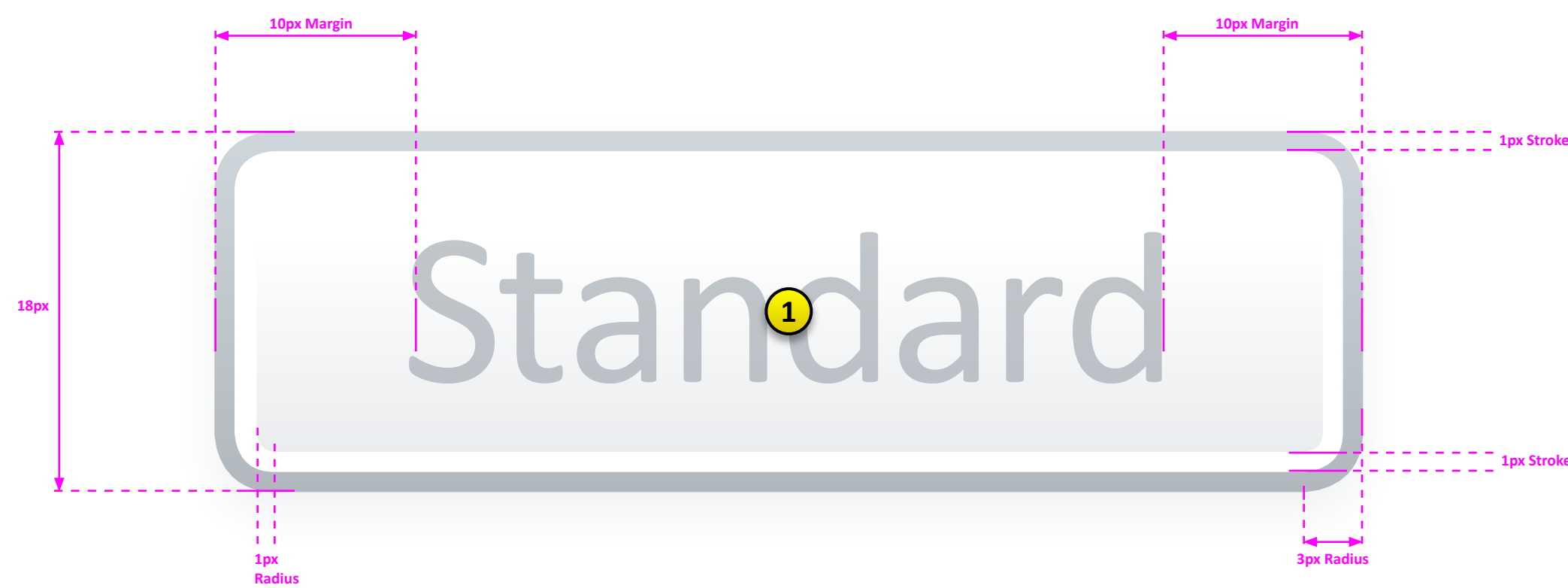


- 1  R: 139 Alpha: 100%  
G: 202 Position: 25%  
B: 255 Web #: FF-8B-CA-FF
- 2  R: 0 Alpha: 100%  
G: 138 Position: 95%  
B: 255 Web #: FF-00-8A-FF

#### 3 Standard: Normal with Focus Overlay

#### 4 Standard: MouseOver with Focus Overlay

#### 5 Standard: Pressed with Focus Overlay



### Disabled (Dim)

This is the Disabled state for a standard button.

### Changes

*These are the changed parameters that differ from the Normal state*

*Opacity: Entire button grid change (to 45%)*

### Animation

*TBD.*

### 1 Based on Standard: Normal

*The disabled state is based on the Standard: Normal state at an overall 45% opacity.*

## Full-Size Preferred Buttons

These are the standard buttons used throughout the application.

### Button States

The Base Container is comprised of four persistent sections and always utilizes the entire browser real estate. Header and navigation always remain pinned to the top and the footer remains pinned to the bottom.

---

#### Normal

*The header contains the Sungard logo, functional navigation and contextual data depending on where you are in the application.*

---

#### MouseOver

*This is where the primary and secondary application navigation resides.*

---

#### Pressed

*This is the primary content area of the application.*

---

#### Focussed

*Contains copyright information and colorbar graphic.*

---

#### Disabled

*Contains copyright information and colorbar graphic.*



### Normal (Default)

This is the Preferred button in its default state.

- Height: 18 pixels
- Width: Automatic. Button width is the width of the text plus 10 pixel margin on both sides of text, unless a specific fixed-width is defined for that particular usage
- Radius: 3 pixels (outer radius)
- Stroke: 1 pixel (see below for stroke gradient color)

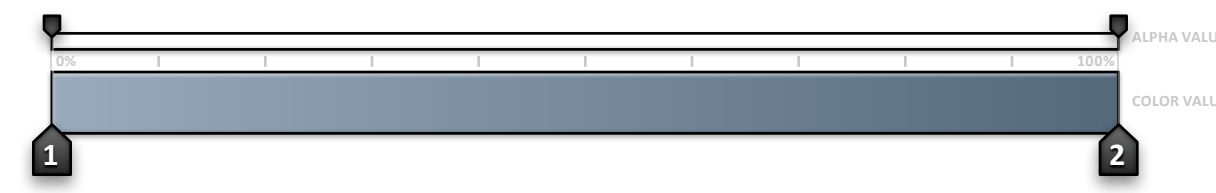
#### 1 Button Text

- Font: Calibri - Bold
- Size: 11 pixels
- Align: Center (Vertically & Horizontally)
- Other: Content Presenter Opacity: 90% (Normal state)

	R: 255	Alpha: 100%
	G: 255	Position: n/a
	B: 255	Web #: FF-FF-FF-FF

#### 2 Background Gradient

This defines the gradient ramp for the background of the Preferred button in its Normal state.



- |   |  |        |                    |
|---|--|--------|--------------------|
| 1 |  | R: 154 | Alpha: 100%        |
|   |  | G: 170 | Position: 0%       |
|   |  | B: 187 | Web #: FF-9A-AA-BB |
| 2 |  | R: 84  | Alpha: 100%        |
|   |  | G: 104 | Position: 100%     |
|   |  | B: 122 | Web #: FF-54-68-7A |

#### 3 Border Gradient

This defines the gradient ramp for the 1 pixel border of the Preferred button in its Normal state.



- |   |  |        |                    |
|---|--|--------|--------------------|
| 1 |  | R: 119 | Alpha: 100%        |
|   |  | G: 132 | Position: 0%       |
|   |  | B: 147 | Web #: FF-77-84-93 |
| 2 |  | R: 19  | Alpha: 100%        |
|   |  | G: 32  | Position: 100%     |
|   |  | B: 43  | Web #: FF-13-20-2B |

#### 4 Button Shadow

The default state.

- Blur: 3 (pixels)
- Direction: 275 (degrees)
- Opacity: 40% (Normal state)
- Depth: 2 (pixel)

	R: 89	Alpha: 100%
	G: 109	Position: n/a
	B: 126	Web #: FF-59-6D-7E





### MouseOver (Rollover)

This is the Preferred button in its MouseOver state.

#### Changes

These are the changed parameters that differ from the Normal state

- Background: Gradient change (see detail)
- Border: Gradient change (see detail)
- Button Shadow: Opacity change (to 50%)
- (Text) Content Opacity change (to 100%)
- Presenter:

#### Animation

TBD.

#### 1 Button Text

Content presenter opacity changes to 100%.

- (Text) Content Opacity change (to 100%)
- Presenter:

#### 2 Background Gradient

This defines the gradient ramp for the background of the Preferred button in its MouseOver state.



- 1 R: 133 Alpha: 100%  
G: 153 Position: 0%  
B: 171 Web #: FF-85-99-AB
- 2 R: 60 Alpha: 100%  
G: 82 Position: 100%  
B: 102 Web #: FF-3C-52-66

#### 3 Border Gradient

This defines the gradient ramp for the 1 pixel border of the Preferred button in its MouseOver state.



- 1 R: 92 Alpha: 100%  
G: 98 Position: 0%  
B: 106 Web #: FF-5C-62-64
- 2 R: 2 Alpha: 100%  
G: 3 Position: 100%  
B: 4 Web #: FF-02-03-04

#### 4 Button Shadow

The MouseOver shadow darkens by increasing its opacity to 50%.

Opacity: 50% (MouseOver state)



### Pressed (Click)

This is the Preferred button in its Pressed state.

### Changes

These are the changed parameters that differ from the Normal state

- Background: **Gradient change (see detail)**
- Border: **Gradient change (see detail)**
- Button Shadow: **Blur, Opacity & Depth change (see detail)**
- (Text) Content: **Opacity change (to 70%)**
- Presenter:

### Animation

TBD.

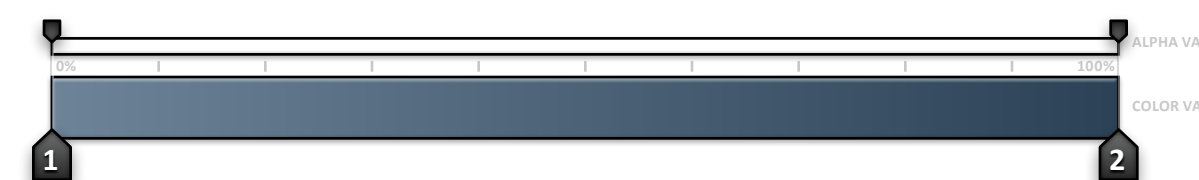
#### 1 Button Text

Content presenter opacity changes to 70%.

- (Text) Content: **Opacity change (to 70%)**
- Presenter:

#### 2 Background Gradient

This defines the gradient ramp for the background of the Preferred button in its Pressed state.



- 1 R: 109 Alpha: 100%  
G: 131 Position: 0%  
B: 151 Web #: FF-6D-83-97
- 2 R: 42 Alpha: 100%  
G: 65 Position: 100%  
B: 86 Web #: FF-2A-41-56

#### 3 Border Gradient

There is no change from previous states.

#### 4 Button Shadow

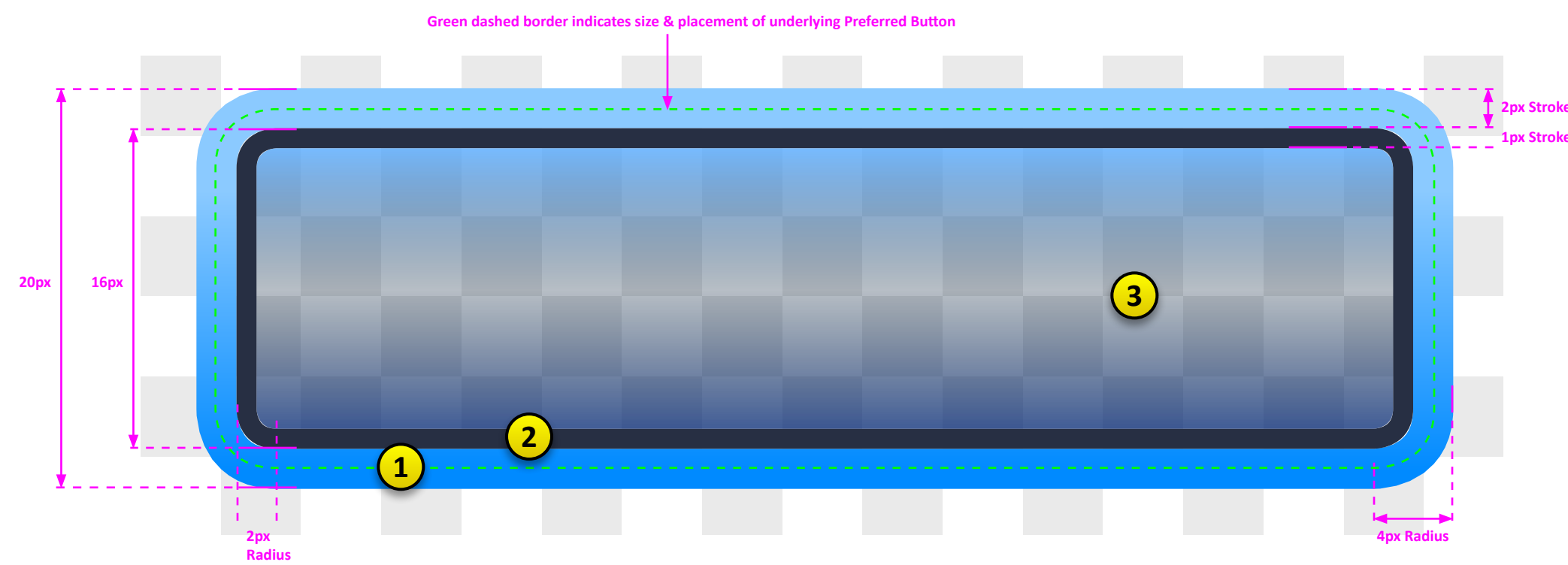
The Pressed shadow has changes to the Blur, Opacity and Depth parameters shown below.

- Blur: **2 (pixels)**
- Direction: **275 (degrees)**
- Opacity: **80% (MouseOver state)**
- Depth: **1 (pixel)**

- R: 89 Alpha: 100%  
G: 109 Position: n/a  
B: 126 Web #: FF-59-6D-7E

#### 5 Focus Overlay

The Pressed state also immediately becomes the Focus state as well, so the user will never see the Pressed state without the Focus overlay elements. Figure 6 shows the elements in context.



### Focused (Active)

This is the Focused overlay for a preferred button.

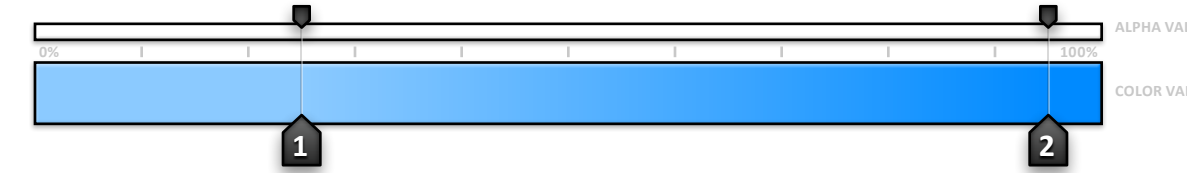
Note that the Focused state of Preferred buttons utilize a wider border that covers the outer and inner edge of the button border compared to the Standard focussed state. This is to compensate for the visual balance between the Standard and Preferred buttons. The Preferred button being darker and higher contrast requires a more prominent highlight.

### Animation

TBD.

#### 1 Focus Outer Border Gradient

The Focus Outer Border is a 2 pixel border that sits 1 pixel on the outside and 1 pixel on the inside of the normal button border with a 4 pixel radius. Gradient border defined below.



1	R: 139 G: 202 B: 255	Alpha: 100% Position: 25% Web #: FF-8B-CA-FF
2	R: 0 G: 138 B: 255	Alpha: 100% Position: 95% Web #: FF-00-8A-FF

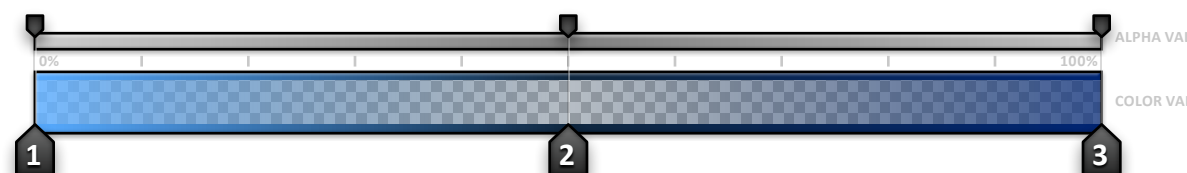
#### 2 Focus Inner Border

The Focus Inner Border is a 1 pixel solid border that sits 1 pixel on the inside of the normal button border with a 2 pixel radius. Solid color defined below.

R: 39 G: 47 B: 67	Alpha: 100% Position: n/a Web #: FF-27-2F-43
-------------------------	--

#### 3 Focus Inner Background Overlay Gradient

The Focus background overlay is the same size and radius as the normal background of the button. It is layered between the button background and the button text so as not to obscure the text. It utilizes alpha transparency as defined below.



1	R: 86 G: 170 B: 255	Alpha: 80% Position: 0% Web #: CC-56-AA-FF
2	R: 15 G: 39 B: 63	Alpha: 30% Position: 50% Web #: 7E-0F-27-3F
3	R: 0 G: 37 B: 116	Alpha: 75% Position: 100% Web #: C0-00-25-74

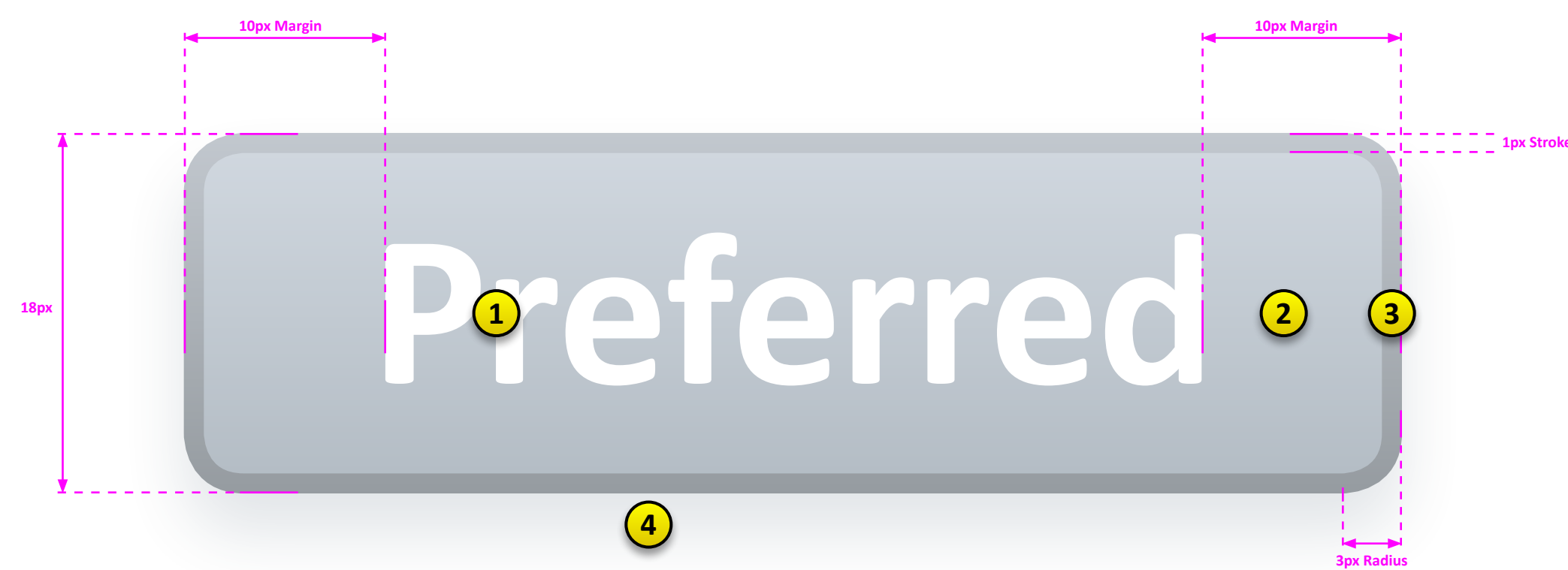
4 Preferred: Normal with Focus Overlay

5 Preferred: MouseOver with Focus Overlay

6 Preferred: Pressed with Focus Overlay



Preferred



### Disabled (Dim)

This is the Disabled state for a preferred button.

### Changes

*These are the changed parameters that differ from the Normal state*

*Opacity: Entire button grid change (to 45%)*

### Animation

*TBD.*

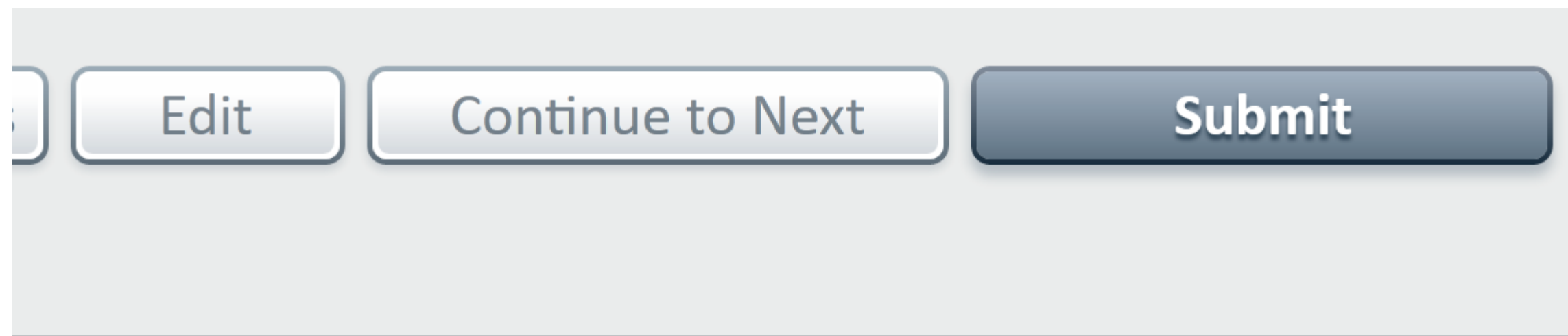
### 1 Based on Preferred: Normal

*The disabled state is based on the Preferred: Normal state at an overall 60% opacity.*



Disabled

Disabled



### Normal State

The Base Container is comprised of four persistent sections and always utilizes the entire browser real estate. Header and navigation always remain pinned to the top and the footer remains pinned to the bottom.

#### 1 Application Header

*The header contains the Sungard logo, functional navigation and contextual data depending on where you are in the application.*

#### 2 Navigation

*This is where the primary and secondary application navigation resides.*

#### 3 Application Canvas

*This is the primary content area of the application.*

#### 4 Footer

*Contains copyright information and colorbar graphic.*



## Alternate States

The Base Container is comprised of four persistent sections and always utilizes the entire browser real estate. Header and navigation always remain pinned to the top and the footer remains pinned to the bottom.

---

### 1 Application Header

*The header contains the Sungard logo, functional navigation and contextual data depending on where you are in the application.*

---

### 2 Navigation

*This is where the primary and secondary application navigation resides.*

---

### 3 Application Canvas

*This is the primary content area of the application.*

---

### 4 Footer

*Contains copyright information and colorbar graphic.*

## Split Buttons

This layout includes the header area, primary navigation and footer for each screen within L2G. All applications screens will have this basic container as a canvas.

## Specifications

The Base Container is comprised of four persistent sections and always utilizes the entire browser real estate. Header and navigation always remain pinned to the top and the footer remains pinned to the bottom.

---

### 1 Application Header

*The header contains the Sungard logo, functional navigation and contextual data depending on where you are in the application.*

---

### 2 Navigation

*This is where the primary and secondary application navigation resides.*

---

### 3 Application Canvas

*This is the primary content area of the application.*

---

### 4 Footer

*Contains copyright information and colorbar graphic.*

## Dropdown Menu

This layout includes the header area, primary navigation and footer for each screen within L2G. All applications screens will have this basic container as a canvas.

## Specifications

The Base Container is comprised of four persistent sections and always utilizes the entire browser real estate. Header and navigation always remain pinned to the top and the footer remains pinned to the bottom.

---

### 1 Application Header

*The header contains the Sungard logo, functional navigation and contextual data depending on where you are in the application.*

---

### 2 Navigation

*This is where the primary and secondary application navigation resides.*

---

### 3 Application Canvas

*This is the primary content area of the application.*

---

### 4 Footer

*Contains copyright information and colorbar graphic.*

## Check-boxes

This layout includes the header area, primary navigation and footer for each screen within L2G. All applications screens will have this basic container as a canvas.

## Specifications

The Base Container is comprised of four persistent sections and always utilizes the entire browser real estate. Header and navigation always remain pinned to the top and the footer remains pinned to the bottom.

---

### 1 Application Header

*The header contains the Sungard logo, functional navigation and contextual data depending on where you are in the application.*

---

### 2 Navigation

*This is where the primary and secondary application navigation resides.*

---

### 3 Application Canvas

*This is the primary content area of the application.*

---

### 4 Footer

*Contains copyright information and colorbar graphic.*

## Radio Buttons

This layout includes the header area, primary navigation and footer for each screen within L2G. All applications screens will have this basic container as a canvas.

### Specifications

The Base Container is comprised of four persistent sections and always utilizes the entire browser real estate. Header and navigation always remain pinned to the top and the footer remains pinned to the bottom.

---

#### 1 Application Header

*The header contains the Sungard logo, functional navigation and contextual data depending on where you are in the application.*

---

#### 2 Navigation

*This is where the primary and secondary application navigation resides.*

---

#### 3 Application Canvas

*This is the primary content area of the application.*

---

#### 4 Footer

*Contains copyright information and colorbar graphic.*



## Combo Box

This layout includes the header area, primary navigation and footer for each screen within L2G. All applications screens will have this basic container as a canvas.

## Specifications

The Base Container is comprised of four persistent sections and always utilizes the entire browser real estate. Header and navigation always remain pinned to the top and the footer remains pinned to the bottom.

---

### 1 Application Header

*The header contains the Sungard logo, functional navigation and contextual data depending on where you are in the application.*

---

### 2 Navigation

*This is where the primary and secondary application navigation resides.*

---

### 3 Application Canvas

*This is the primary content area of the application.*

---

### 4 Footer

*Contains copyright information and colorbar graphic.*

## List Box

This layout includes the header area, primary navigation and footer for each screen within L2G. All applications screens will have this basic container as a canvas.

## Specifications

The Base Container is comprised of four persistent sections and always utilizes the entire browser real estate. Header and navigation always remain pinned to the top and the footer remains pinned to the bottom.

---

### 1 Application Header

*The header contains the Sungard logo, functional navigation and contextual data depending on where you are in the application.*

---

### 2 Navigation

*This is where the primary and secondary application navigation resides.*

---

### 3 Application Canvas

*This is the primary content area of the application.*

---

### 4 Footer

*Contains copyright information and colorbar graphic.*

## Popup

This layout includes the header area, primary navigation and footer for each screen within L2G. All applications screens will have this basic container as a canvas.

## Specifications

The Base Container is comprised of four persistent sections and always utilizes the entire browser real estate. Header and navigation always remain pinned to the top and the footer remains pinned to the bottom.

---

### 1 Application Header

*The header contains the Sungard logo, functional navigation and contextual data depending on where you are in the application.*

---

### 2 Navigation

*This is where the primary and secondary application navigation resides.*

---

### 3 Application Canvas

*This is the primary content area of the application.*

---

### 4 Footer

*Contains copyright information and colorbar graphic.*

## Progress Bar

This layout includes the header area, primary navigation and footer for each screen within L2G. All applications screens will have this basic container as a canvas.

## Specifications

The Base Container is comprised of four persistent sections and always utilizes the entire browser real estate. Header and navigation always remain pinned to the top and the footer remains pinned to the bottom.

---

### 1 Application Header

*The header contains the Sungard logo, functional navigation and contextual data depending on where you are in the application.*

---

### 2 Navigation

*This is where the primary and secondary application navigation resides.*

---

### 3 Application Canvas

*This is the primary content area of the application.*

---

### 4 Footer

*Contains copyright information and colorbar graphic.*

## Scrolling

This layout includes the header area, primary navigation and footer for each screen within L2G. All applications screens will have this basic container as a canvas.

## Scroll Bar

The Base Container is comprised of four persistent sections and always utilizes the entire browser real estate. Header and navigation always remain pinned to the top and the footer remains pinned to the bottom.

---

### 1 Application Header

*The header contains the Sungard logo, functional navigation and contextual data depending on where you are in the application.*

---

### 2 Navigation

*This is where the primary and secondary application navigation resides.*

---

### 3 Application Canvas

*This is the primary content area of the application.*

---

### 4 Footer

*Contains copyright information and colorbar graphic.*



## Scroll Buttons

The Base Container is comprised of four persistent sections and always utilizes the entire browser real estate. Header and navigation always remain pinned to the top and the footer remains pinned to the bottom.

---

### 1 Application Header

*The header contains the Sungard logo, functional navigation and contextual data depending on where you are in the application.*

---

### 2 Navigation

*This is where the primary and secondary application navigation resides.*

---

### 3 Application Canvas

*This is the primary content area of the application.*

---

### 4 Footer

*Contains copyright information and colorbar graphic.*

## Text Box

This layout includes the header area, primary navigation and footer for each screen within L2G. All applications screens will have this basic container as a canvas.

## Scroll Buttons

The Base Container is comprised of four persistent sections and always utilizes the entire browser real estate. Header and navigation always remain pinned to the top and the footer remains pinned to the bottom.

---

### 1 Application Header

*The header contains the Sungard logo, functional navigation and contextual data depending on where you are in the application.*

---

### 2 Navigation

*This is where the primary and secondary application navigation resides.*

---

### 3 Application Canvas

*This is the primary content area of the application.*

---

### 4 Footer

*Contains copyright information and colorbar graphic.*

## Toggle Button

This layout includes the header area, primary navigation and footer for each screen within L2G. All applications screens will have this basic container as a canvas.

## Scroll Buttons

The Base Container is comprised of four persistent sections and always utilizes the entire browser real estate. Header and navigation always remain pinned to the top and the footer remains pinned to the bottom.

---

### 1 Application Header

*The header contains the Sungard logo, functional navigation and contextual data depending on where you are in the application.*

---

### 2 Navigation

*This is where the primary and secondary application navigation resides.*

---

### 3 Application Canvas

*This is the primary content area of the application.*

---

### 4 Footer

*Contains copyright information and colorbar graphic.*

## Disclosure Triangle

This layout includes the header area, primary navigation and footer for each screen within L2G. All applications screens will have this basic container as a canvas.

## Scroll Buttons

The Base Container is comprised of four persistent sections and always utilizes the entire browser real estate. Header and navigation always remain pinned to the top and the footer remains pinned to the bottom.

---

### 1 Application Header

*The header contains the Sungard logo, functional navigation and contextual data depending on where you are in the application.*

---

### 2 Navigation

*This is where the primary and secondary application navigation resides.*

---

### 3 Application Canvas

*This is the primary content area of the application.*

---

### 4 Footer

*Contains copyright information and colorbar graphic.*