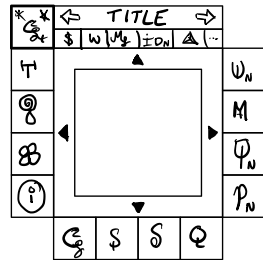


LEAF WINDOW USER INTERFACE

LEAF/FLOWER CUSTOMIZATION WINDOW



W = Wire
M = Metal
P = Placement
Q = Quality

user can select the [W] [M] [P] or [Q] Tab to

N	\$	W	ID _N	M _P	Δ
---	----	---	-----------------	----------------	---

N = Quantity
\$ = Price
W = Weight
M_P = Meta physical Properties
ID = Identification Number (ID)
Δ = Diagram
C_x = Crystal List

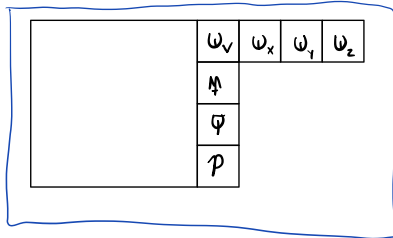
[W] They Click [W] Then Select a Number [1-4]

[W] [1] [2] [3] [4]

user selects... ① ② ③ ④

[W₁] [W₂] [W₃] [W₄]

EXAMPLE: user clicks [W] then clicks ④
Looks like this



- The user has now chosen how many leaves are in the group they're customizing
- Since They've Chosen ④ in this EXAMPLE, that implies that they're talking about a "FLOWER". These Exist in Sphere 1 or 2
- They will then select each [W] Tab and customize the 4 leaves individually
they can select more than one if they want to customize them to be exactly the same
- The Tab(s) they select will appear highlighted.

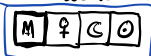
Then they will select the type of Metal they want as a Leaf Wire

Once the leaves are selected, they would then click one of the attributes to describe the leaves

In this EXAMPLE we'll customize the Leaf very specifically, starting with the Metal

To choose the Metal for the Leaf Wire, they click the [M] Tab

That would look like this:



W = Copper
C = Silver
O = Gold

Once they Select it, it appears highlighted

Now they'll select how many Sectors a Leaf will have
 When they click the **P** Tab,
 That will look like this:

P ① ② ③

They then select ① ② or ③
 Lets say they select ③
 That would look like this:

P 1 2 3

Now it is time to customize the placement of the Beads in the leaf Sectors
 The user selects which Sector their customization will apply to
 they can select one or multiple Sectors at a time
 Selected tabs will appear Highlighted

The user would then select the **P** Tab. P denotes "placement"

That will look like this

P -3 -2 -1 0 +1 +2 +3

Theres 7 places because its a 3 SECTOR Leaf
 If the leaf/leaves had 1 Sector, it would go from -10 to +10
 (as stated earlier)

The user will then select the places that the bead (that they're about to select) will be
 they can select one or multiple places
 Lets say they select 0, +3, and -3

Now they select the Bead that they want in those locations

To do this they use these tabs:

C **S** **Q**

C = Crystal Material
S = Style
Q = Quality

They can select either of the 4 Attributes in any order they want
 For this Example Lets say they start with the Bead Material
 They click **C**

That will pull up a list of Bead Materials from the data base
 Grayed out ones are unavailable
 I can gray options out from the back end to indicate to users that the bead is not currently in stock

Looks like this

C **S** **Q**
 Crystal 1
 2
 3
 ...

* They would then select one

Now they need to select the Style

Lets say they select Rose Quartz

QR = the Abbreviation will appear like so:

QR **S** **Q**

Now they select Another Bead Attribute
 (lets say its the Style)
 The user selects the **S** tab

That pops up a list of Styles Available for that Crystal Bead Material
 Looks like this:

QR **S** **Q**
 style 1
 2
 3
 ...

they would then select one of the Available Styles
 * Grayed out Styles are out of stock but they can still select it
 for the sake of viewing pictures

Lets say they select orb

That would look like this:

QR	S	S	Q
orb			
Smooth			
Faceted			

orb is shown as selected already
(its perimeter is Bolded to indicate that)

beneath it are the sub style options

Lets say the User Selects the Faceted option

That would look like this:

QR	S	S	Q
orb			
Faceted			
Style A			
B			
C			

its Now Shown that So far the user has selected

Rose Quartz Faceted Orbs

Now theyre Selecting the Facet Style

Lets say they select "Style A"

That would look like this:

QR	S	S	Q
orb			
Faceted			
Style A			

Now its time to describe the other 2 Attributes

They could select either of the Remaining 2 First

Lets say they select **S** (Size)

Then a list of available sizes will appear like so:

QR	S	S	Q
orb		2mm	
Faceted		3mm	
Style A		4mm	

Lets say they select 6mm

That would look like this:

QR	S	S	Q
orb		6mm	
Faceted			
Style A			

Now its time to select the last Remaining Attribute (Quality)

The user selects the **Q** tab:

That would look like this:

QR	S	S	Q
orb		6mm	1
Faceted			2
Style A			3
			4
			5

Lets say the user wants the Highest Quality

Bead Available, they would select **5**

That would look like this

QR	S	S	Q
orb		6mm	5
Faceted			
Style A			

The user can customize the Leaf to any level of Precision & in any order of the attributes

For Example, Lets say a User Knows Exactly what they want for a group of 3 leaves in Sphere & Wing B II

They would First select that location on the Tree in the First Window,

Then Build their Leaf in the 2nd Window

When they Search Leaves & Trees that fit the criteria, pictures come up for them to Browse

Another Example is if the user wants to search for Leaves of Trees that contain Faceted Orb Beads

Then they would NOT select a location in the Tree from the first Window

And in the 2nd window They would only Select the **S** (style) Tab Select Orb then Faceted and not select the Facet Style

When they Search, what comes up for them to Browse would be All leaves /leaf groups with Faceted Beads

OR Trees that contain at least one Faceted Bead.

They Will be Shown in order of their Creation date which is a piece of data attached to each Component

They also appear in order of which one satisfies the most criteria,

and if theres multiple those are shown in order of most Recent → Oldest

-EVENTUALLY I will come up with what I call the "Linearization"

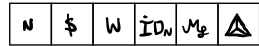
which will describe the order of the List more specifically,

But for Now, there are very few Trees, so this Simple System is Sufficient

The user can only search for Trees containing their designed Leaf, as well as view that Leaf on a Tree, when they select the [T] Tab
If No Tab from that Strip is Selected, then it will be recognized as unspecified and could show a leaf of any form

Now that we have gone over customizing a Leaf / Leaf Group

Lets talk about the Strip of Tabs on the Top of the Window



- N = Quantity

The user can click there and type any Number
This Number describes the Quantity of Leaves
That will affect the [P] and [W] cells

For Example, User Enters (4) into [N] Tab
The [P] Tab, by default, displays the Price for 1 Leaf (for the Leaf that is Displayed)

So when the user clicks the Tab and Replaces that (1) with a (4),
Then the Number displayed in the [P] and [W] cells will be multiplied by (4)
That way, the user can easily see what it would cost to have that many leaves on their Tree.

If The user already has selected one or multiple Locations on the Tree
Then the [N] Tab will display the Number of Locations they Selected.

Conversely, If the user is unsure of the Locations their desired Leaf will Exist,
Then they can enter a Quantity into [N] and make sure the [T] Tab is selected and
click * Search Trees
For Example: a user designs a leaf and thinks they want a total of 3 of them on their Tree.
They would customize their Leaf in that 2nd Window, then Enter (3) into [N] make sure [T] is Selected
Then Search Trees
They will be shown Trees that contain 3 of those leaves somewhere
(or the closest thing to it if theres no Trees that Satisfy those Criteria.

The user can also input a Range

For Example [1-3] in the [N] Tab is saying theres between 1 and 3 leaves on the Tree
(Assuming the [T] Tab is Selected for Trees)
When theres a Range in [N] theres a Range in [P] and [W] accordingly.

- \$ = Price in this Tab, the Price is displayed
as stated earlier is affected by [N]'s value

The user can input a price or price Range which can describe a single leaf or multiple leaves (depending on what they input into [N])

- W = Weight

The Weight is displayed in this Tab
its affected by [N]'s value
it can also be a Range

The user can also input a value or Range in [W]

- M_g = Meta physical Properties

The user Clicks the [M_g] Tab to view the document Explaining the Meta physical properties of the displayed Crystal Arrangement

- ID_n = Identification Number (ID)

Each Leaf / Leaf Group variation will have an ID Number

- △ = Diagram

The User Clicks the [△] Diagram Tab to Pull up the Leaf Diagram Window

- C_g = Crystal List

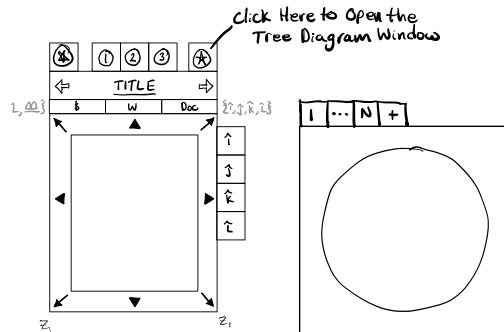
When the user clicks the C_g Tab

This pulls up the Crystal Database

So far, We've covered how the user customizes leaves/leaf Groups and Trees Using the Tabs on the Windows.

Now we'll go over how the user customizes these using the diagrams

* The user can Customize a Leaf/Leaf Group or Tree Using the Tabs only, the diagram only, or a combination of them



When the user Selects circles (Which Represent Leaf Locations)

The Tree Window Shows those tabs like they were selected in that Window

The Strip of Tabs at the Top are for different Leaf Variations

It starts off with none and just the C_g Tab, which the user clicks to add a leaf

When the user clicks that, it looks like this:



When the User Selects the C_g Tab, it appears highlighted

They can then select the Leaves on the diagram that will be Leaf Type 1 (which they'll design in the Leaf Customization Window)

Once they select All the places where they'll want that one Leaf type, they can click the C_g and select and select another Set of Leaves the ones that were previously selected will be 'grayed out', indicating that they've already been selected

The user can select those and override their earlier decision if they want to

- They can select the color they want it to appear highlighted on the tab strip & the Diagram

They can select from the List of 1 through 11

When they select one, next time they go to select one, the ones that they've already selected will not be available to be selected

If they are going to design more than 11 types of leaves, once the first list of 11 colors has gone to None, it will load the next list, and so on

(It's unlikely anyone will want more than 11 different types of Leaves on their Tree)

The Site will Go down the List Sequentially, By Default (unless the user selects the color Manually)

Default Order		11	21	33	44	55	66	77	88	99	110	121	132
1	1 Red	●	●	●	●	●	●	●	●	●	●	●	●
8	2 Pink	●	●	●	●	●	●	●	●	●	●	●	●
2	3 Gold	●	●	●	●	●	●	●	●	●	●	●	●
9	4 Orange	●	●	●	●	●	●	●	●	●	●	●	●
3	5 Green	●	●	●	●	●	●	●	●	●	●	●	●
10	6 Forest	●	●	●	●	●	●	●	●	●	●	●	●
11	7 Cyan	●	●	●	●	●	●	●	●	●	●	●	●
4	8 Blue	●	●	●	●	●	●	●	●	●	●	●	●
5	9 Purple	●	●	●	●	●	●	●	●	●	●	●	●
6	10 Silver	●	●	●	●	●	●	●	●	●	●	●	●
7	11 Brown	●	●	●	●	●	●	●	●	●	●	●	●

12 Black ● Used to "Black out" Leaves

will set Criteria of Tree Size & Fullness Condition

For Example, the user can select sphere $\hat{z}$ and Black it out That would indica