FLOW

FIRST ROUND IDEAS ON SYNTAX / COLOR / DESIGN

❋ curve | **Flow - Documenting Middleware**
Version **1** published **October 15, 2014** by **Anna Mendoza** anna@curvecommunications.biz

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SYMBOLS syntax and meanings

tools

more tools and prompts

FLOW
visual documentation for
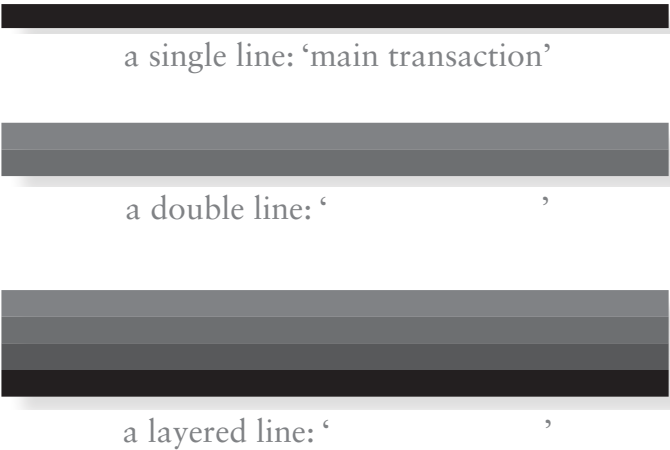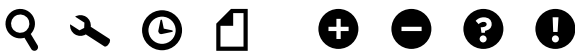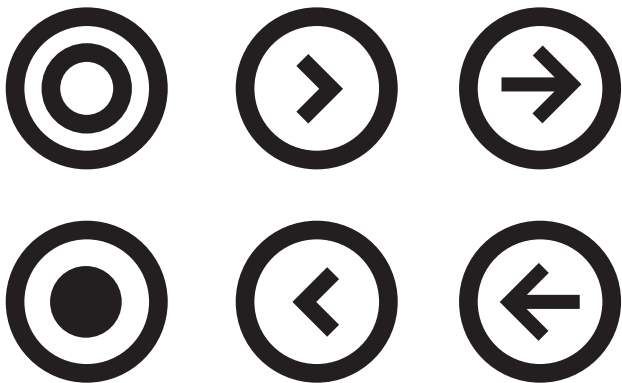**MIDDLEWARE**
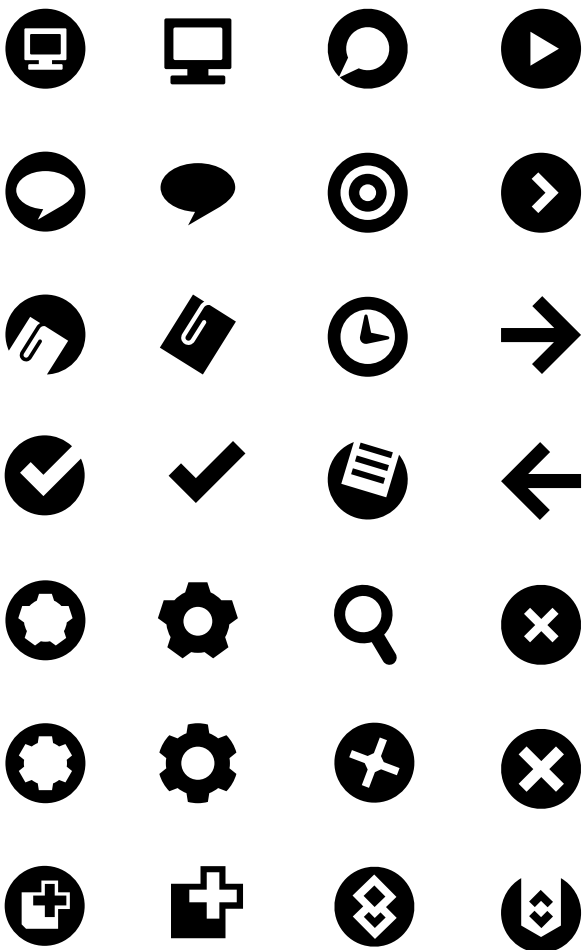
tags and placeholders

single dot
Start and End point

layered dots
2 transactions = 1 output

layered dots
3 transactions = 1 output

a single line: 'main transaction'

a double line: '   '

a layered line: '   '

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FLOW

r & r   middleware   journeys   about   languages

what just happened?

RAILS

starts here   name   name   name   name   name   name   name   name

FLOW

r & r   middleware   journeys   about   languages

what just happened?

LEGEND

out **m** in

| nodes and paths: | startpoint | m.protocol | endpoint | actions: | traveller | events | forward | backward | found | lost | comments: | gps tip | comment | hover | idea! |

💻 CLIENT SIDE

☺ MIDDLEWARE

RAILS SIDE

starting node: node 0

node 1

node 2

node 3

3
The MIDDLEWARE CODE:
*Samples of the code can
be listed here in code mark-up
explaining what is truly
happening in this
first Node.*

*Rationale Tip:
Why this step might be common
in this middleware could be
noted here as well. For instance
why would the first node record
a start time? Because its
tracking performance issues.*

http://tympanus.net/Development/
ButtonComponentMorph/index2.html

5

RAILS

1
JOURNEY
BEGINS

2
FIRST NODE
VISITED

3
MODAL
WINDOW

4
NOT FOUND
☹

5
IF TRULY
NOT FOUND

WHAT KIND OF JOURNEY:
A '**GET**' REQUEST
A GLOBAL FUNCTION WILL BE CALLED ON
EACH STEP THE ICON MAKES TRAVERSING
THE PATH BETWEEN EACH NODE

The Raphael var path will be defined by
the length between node 0 to node1,
where the var circle will be animated along.

The Modal Window will animate the
grey Path to a white Box which
loads a sample copy above.

The copy in this White Box may
describe that the request
or query for the asset is Not Found.

IF after proceeding from the last
node... then the application continues
onward after each activation...

WHEN a User clicks the Play Button
(a 'click-function') this calls a
global function: 'nextNode();

which dictates the cycles
of the animated dot from node-to-node
with distinctive logic that is defined by the
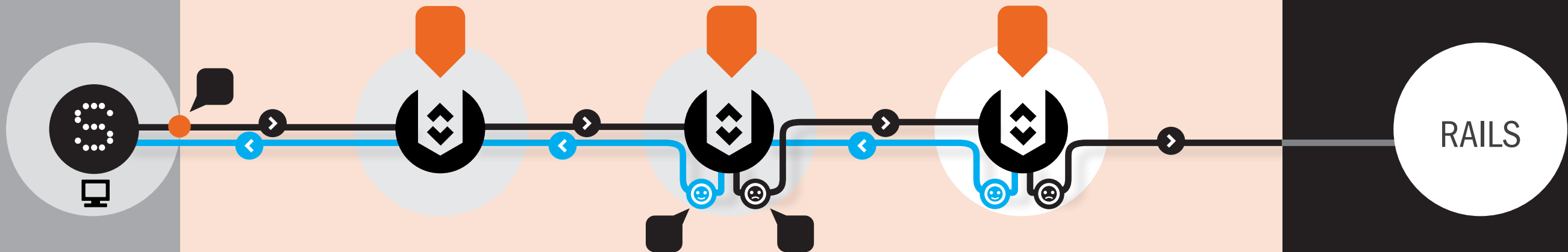kind of middleware journey

WHEN the icon reaches the end of the
path to Node1, then another function is
called to animate the white line
into a box displayed in a modal window.

THE HTML inside the box is not visible
and a click function will close the box
which after 5 seconds calls the global
function to continue the journey
of the icon.

On the click-function that closes
the White Box, reactivates
the Raphael animation
allowing for the user
to read the content
at their pace.

Once the box is closed, the global function
is called and the icon continues
on it's journey forward.

On the click-function that closes
the White Box, the muted icons
then get visible with a 100% opacity
• The Unhappy Face gets visible
• The path forward is visible

On the click-function that closes
the White Box, reactivates
the Raphael animation
allowing for the user
to read the content
at their pace.

If the Middleware does not succeed
then it enters the Rails API...
TBD.