

Empathy Video chat

Designed by

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Date	Page number	Description
20.10.10	new document	document created.
23.10.10	pretty much all	add menus, audio calls, settings, fix fullscreen

A design constraint is that the video and audio chat window has to be separate from the chat. Ideally they would be brought together but that would require a somewhat deeper redesign.

In this design the audio chat window is a special case of a video chat. Throughout the document it will be referred to as the "video chat window" although audio chats can also take place there.

There are a number of entry points to the video chat window:

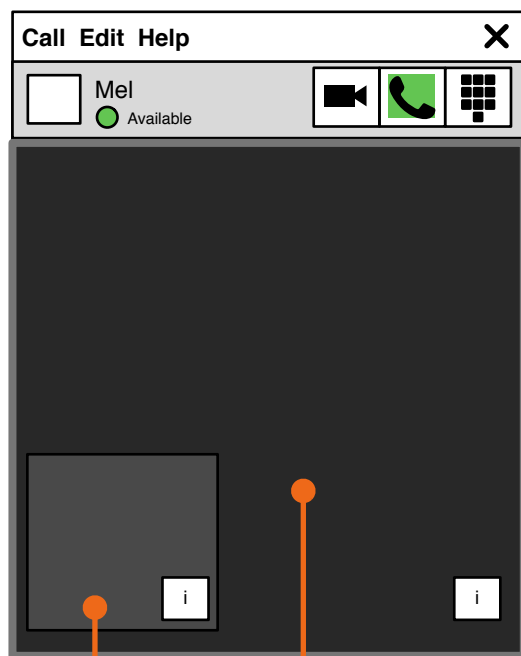
- * From the contact menu of a text chat, with either audio or audio and video enabled.
- * From the contacts list, with either audio or audio and video enabled.
- * From the File -> New call menu, with either audio or audio and video enabled.

Redesigning these entry points is not within the scope of this document, although they do need a redesign ;-)

Still todo:

- * incoming call notification

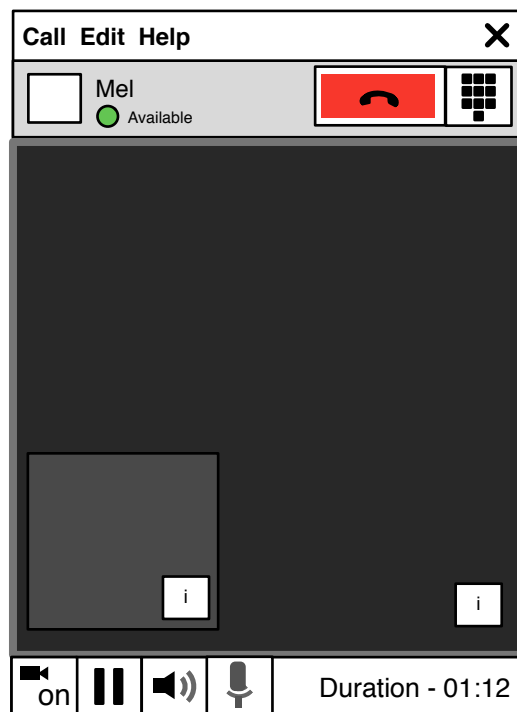
1. Video chat window - not yet in call.



Your video stream

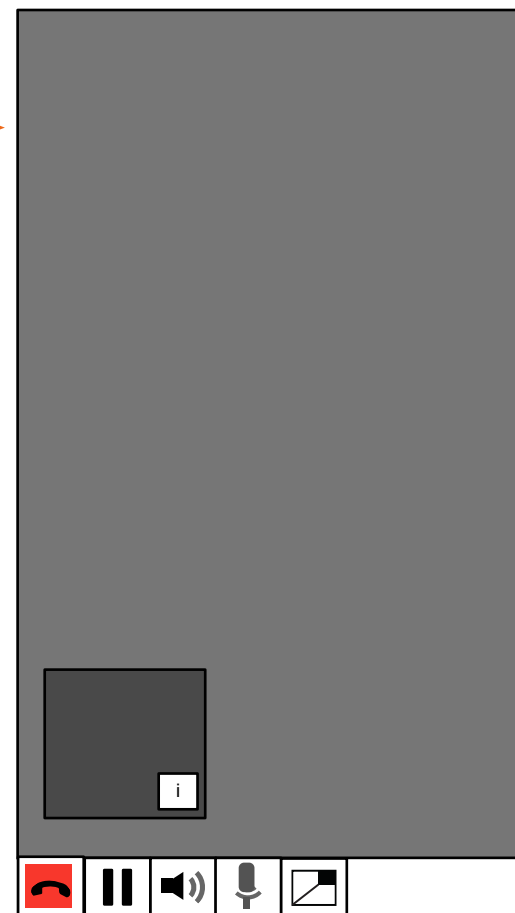
Contacts video stream. Before connection their buddy picture is shown.

2. Video chat window - in call.



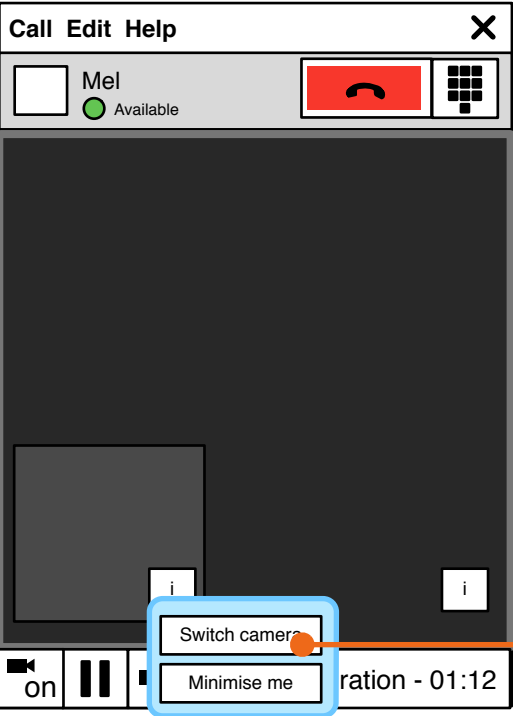
The in video controls should fade in after mouse movement within the call and fade out after 3 seconds, much like video playback controls.

3. Video chat window - in call.



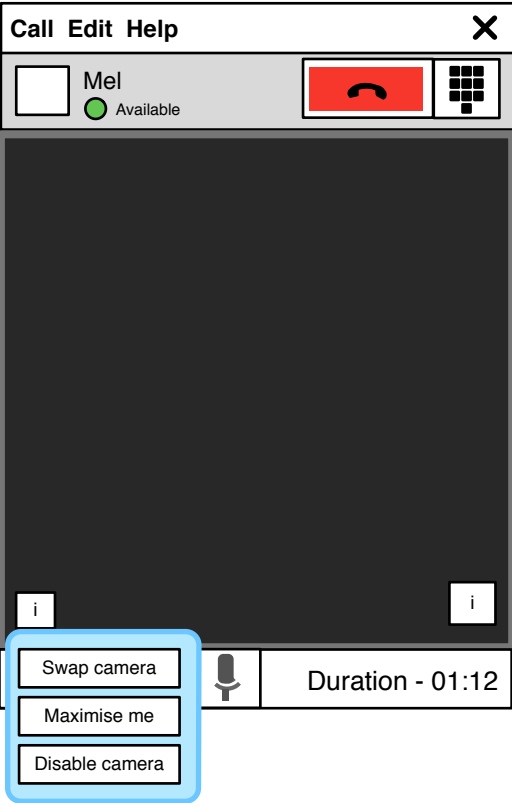
In full screen you don't currently get all the options. This may be changed.

1.0 Video options

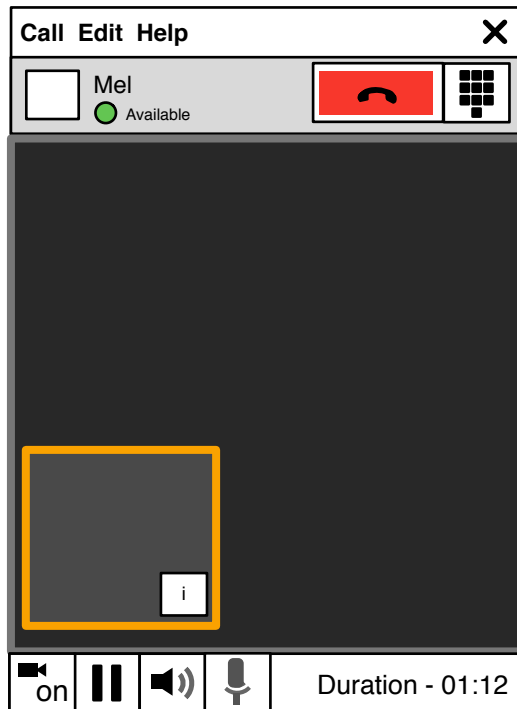


Rotates through all available cameras.
Should only be shown if there's >1
camera.

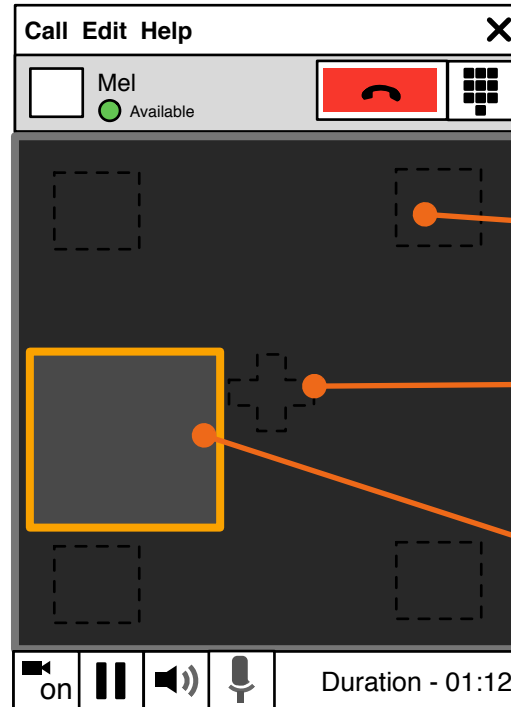
2.0 Minimised Video



1.0 On hover, video is highlighted. On drag, three other drop zones are shown and other controls are hidden.



2.0 On drag, three other drop zones are shown and other controls are hidden.

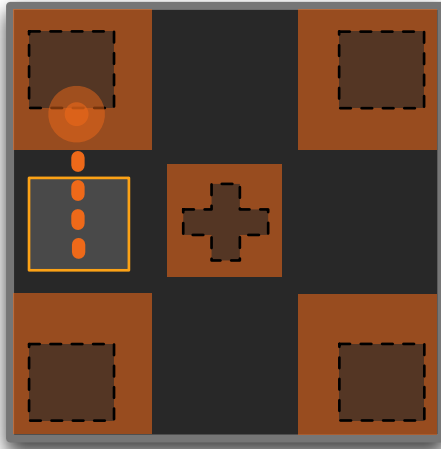


Video locations are highlighted to provide clear indication of new locations.

Swap main screen video. Toggles between users and respondent video feed in the main viewing panel.

As the element is being dragged, the information icon is removed, but replaced once dropped in its new location.

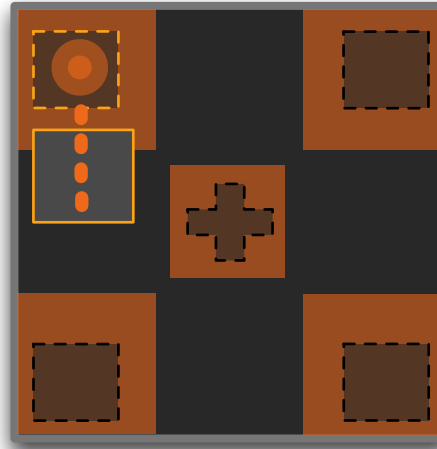
3.0 Video drop zones



Drop zones act as a safety net for capturing the users activity.

If the user releases the element (drops it) before entering a zone, the element is returned to its original position (via a nice transition)

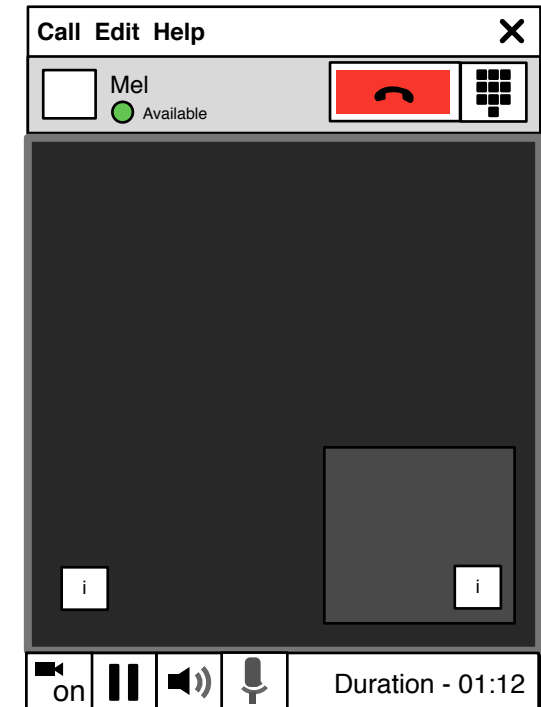
4.0 Zone highlight confirmation



As the dragged element enters a drop zone, the Location is highlighted.

It is now safe to drop the element as it transitions to its new location.

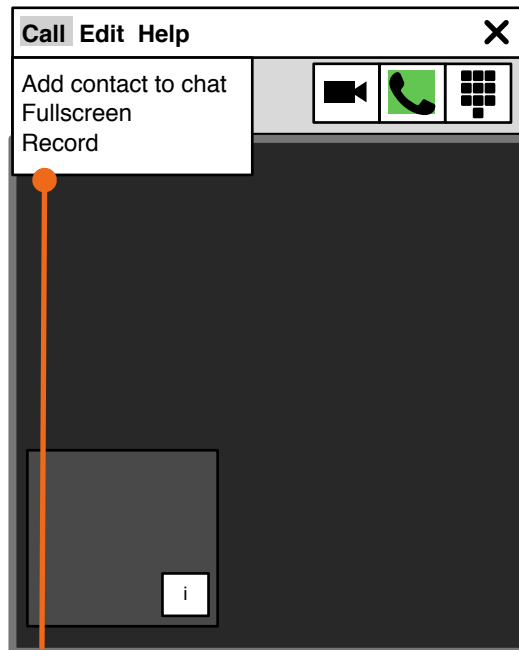
5.0 Video and Fullscreen switch



If the user drops the video on bottom right slot, the main view info button jumps to the left.

Dropping onto an already filled zone swaps the feeds.

1.0 Call menu



Add another contact:

Should work the same way as adding a contact to a group in text chat.

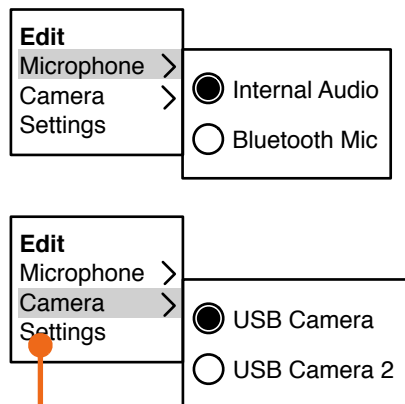
Fullscreen

Enters fullscreen mode

Record:

Access to call recording functionality described in bug 590048

2.0 Edit menu



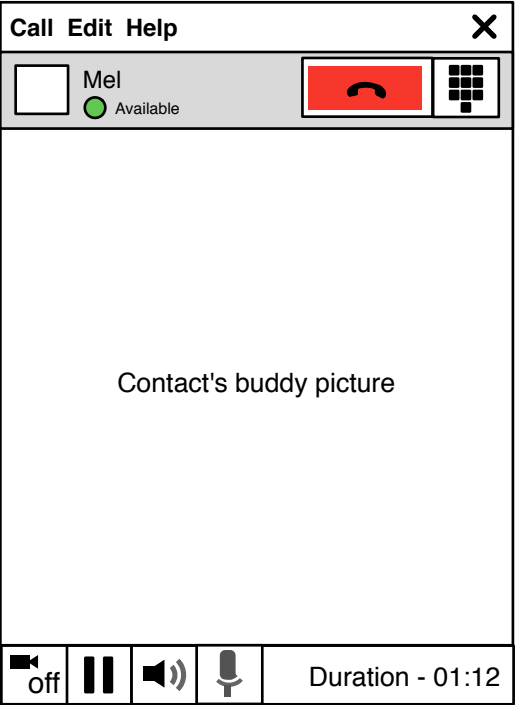
Opens the empathy settings dialogue.

3.0 Help menu



Yes folks, it's debug view. Feel free to remove this if there is any way we can possibly not have it available by default.

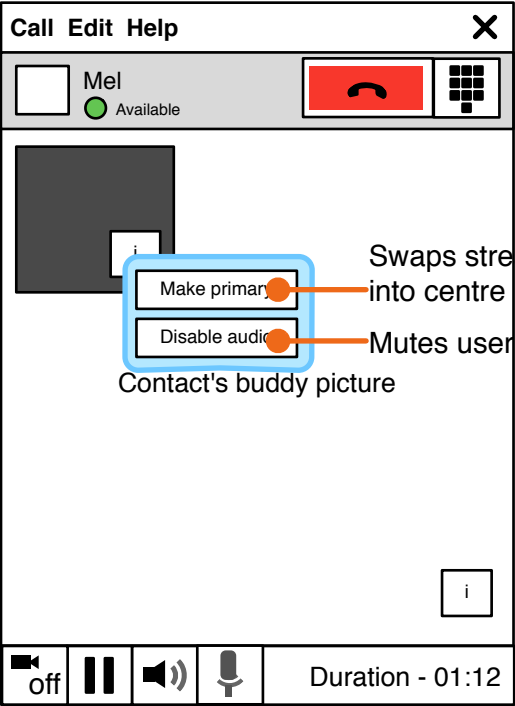
1. Audio call window



There is no way of making an audio only call in full screen.

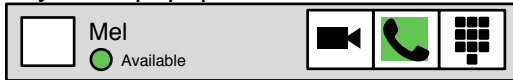
There is no user preview window in audio calls.

2. Multi-party audio call



The user can manipulate multi party audio calls the same way as video calls.

1. Make a call - Select phone icon for audio call, select video icon for video and audio call. Select keyboard for keyboard popup



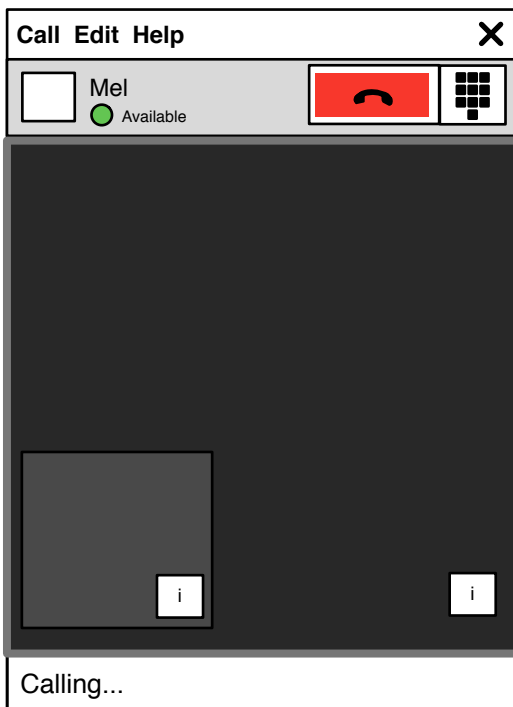
2. Post call (buttons disabled for 2 seconds) before returning to 1.



Once the type of call has been selected, the video and audio icons are merged to provide a single call to action.

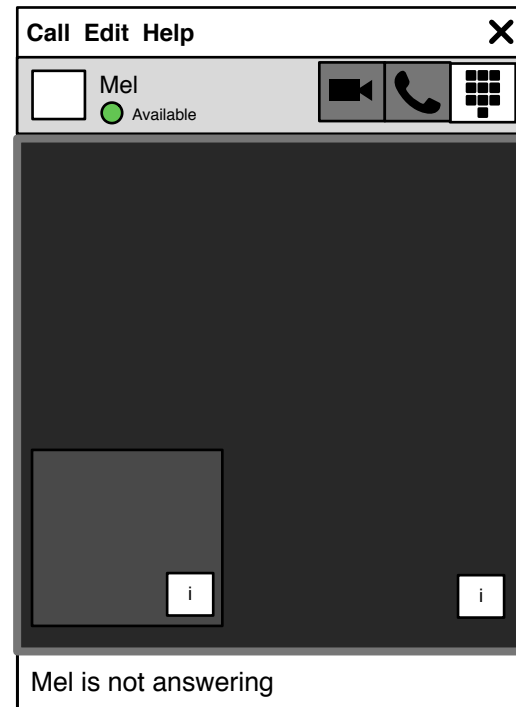
NOTE: there should be a smooth transition between these different states

3. Calling - icon selectable to end the call



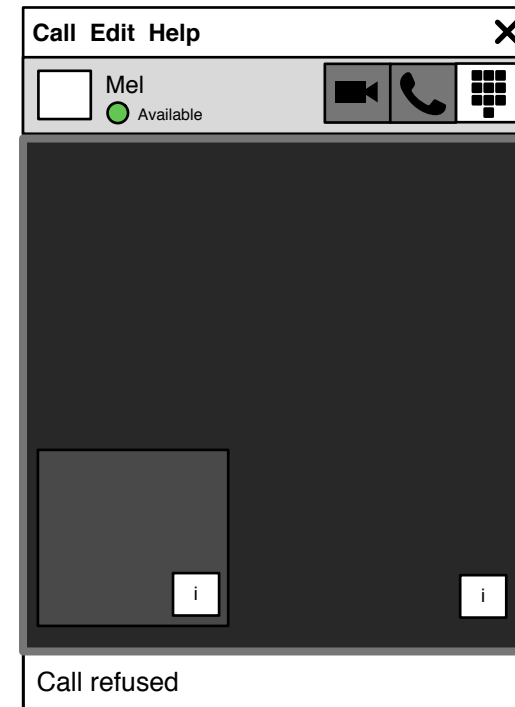
↓ Status bar expands

3a. Call times out or is cancelled by the user



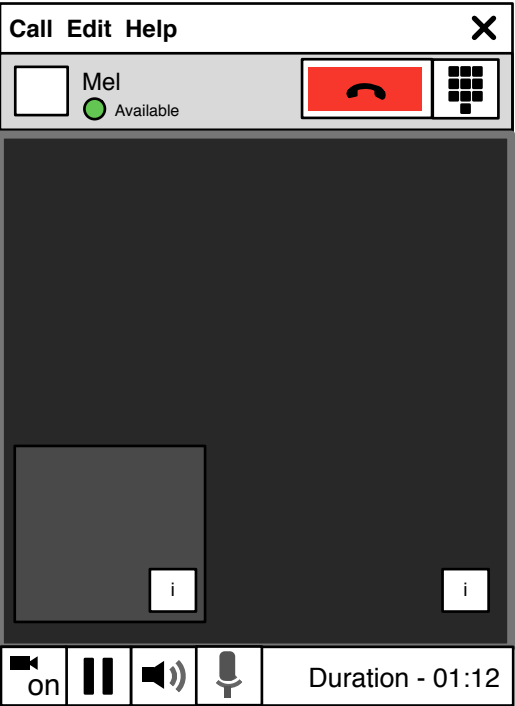
↑ After 5 seconds the message is dismissed and the status bar contracts

3b. Call refused by contact



↑ After 5 seconds the message is dismissed and the status bar contracts

4. In video call



on/off toggle

Call on hold toggle

Volume control

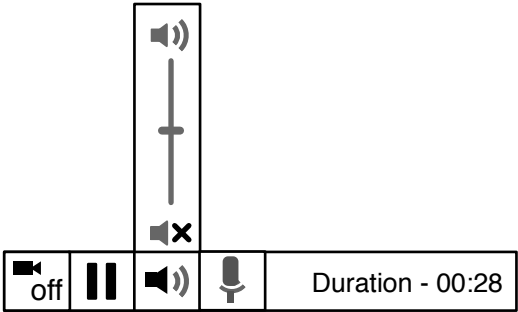
Microphone mute toggle

Message area

5. Adding video to an audio call).
Message disappears again when
connected



6. Volume control



7. Call on hold

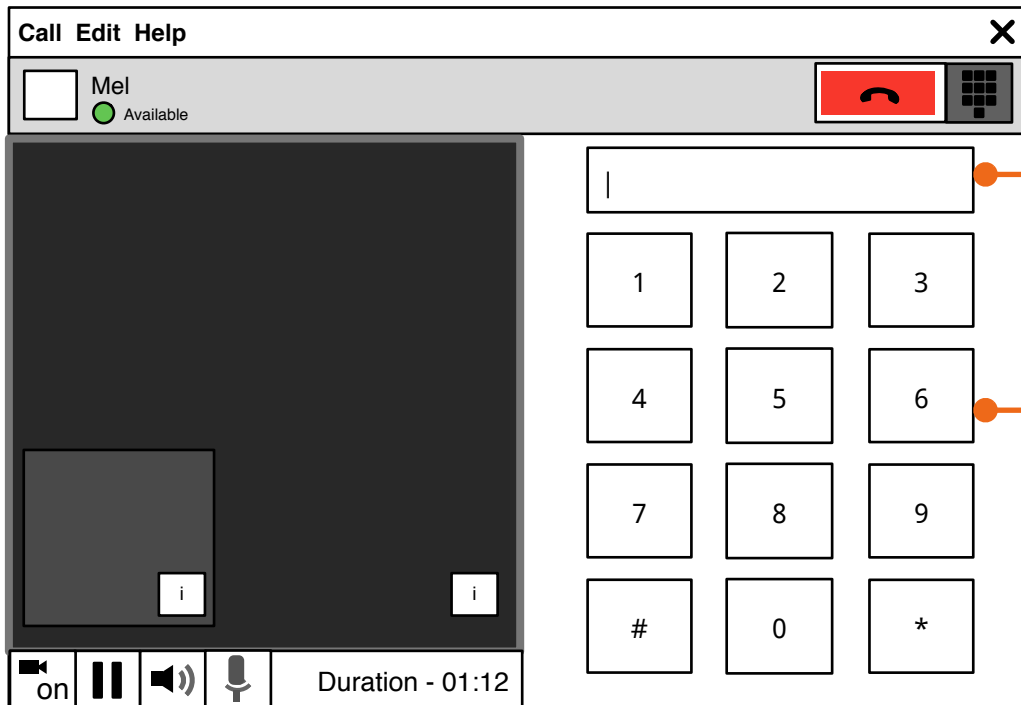


8. Mute toggle



NOT A VISUAL REFERENCE

1. Keyboard toggled on

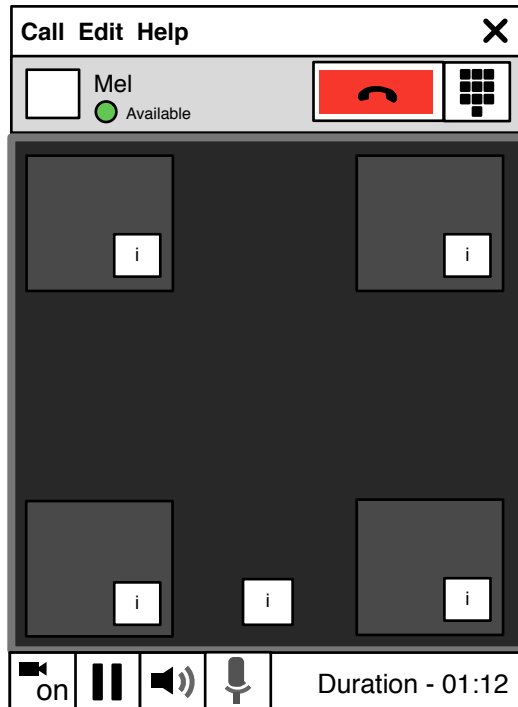


Shows entered numbers, non editable.

Of course the user should be able to just type on the keyboard as well.

If the service doesn't support DTMF and key entry stuff then it'd be really great if we could not show the whole keyboard activation thing.

1. Multi party video call (up to 4 participants)

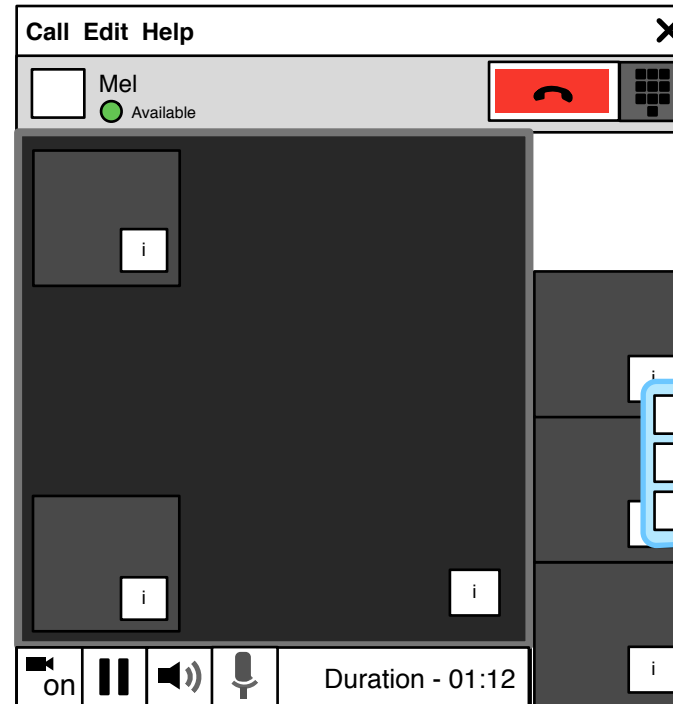


In a multi party call the drop zones around the edge of the video are used to show video streams until they are used up. Only one party can be in the main view at a time.

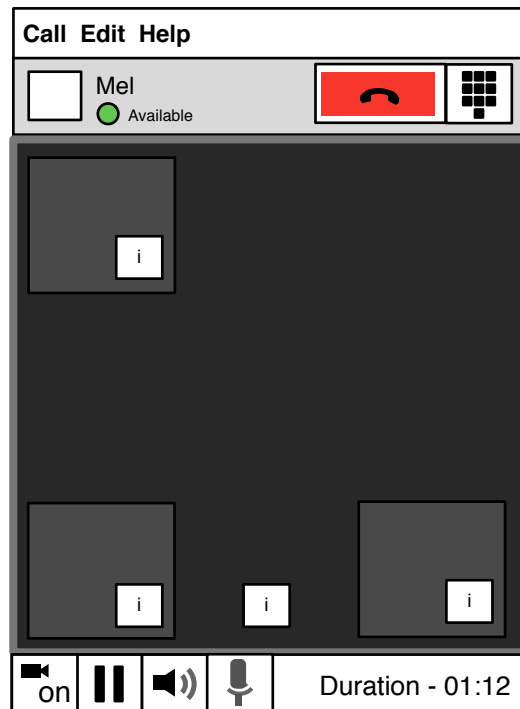
If all corner slots are taken the primary party's information is shown in the middle at the bottom.

In a multi-party call, the video previews may be slightly smaller.

2. Multi party video call (greater than 4 participants)



If there are more than 4 participants then video previews stack along the side of the screen. There are extra dropzones along each stacked column so you are not required to have fill the main area but when the last preview is removed from the extra column it should be hidden.



To setup a multi party call you can drag a contact from the buddy list onto the window. Or use the menu.

Call -> Add contact to chat

Calls

Audio

Input volume

40%

Input level

Choose a device for sound input

☒ Internal microphone

☐ Bluetooth mic

Choose a video device

☒ USB Camera

☐ USB Camera 2

Test video

Alternatively, the whole audio section could be replaced with a button saying:

Open audio settings

Which opens the sound capplet.

In future it'd be nice to have some preset tunables available for different lighting conditions e.g. Fluorescent lights, Outside etc. This might also be a nice place to bring some of the funky Cheese effects into the fold.

However for now, it's auto-adjust only.