

Sorting tiles in tile view [feature]

Posted by hugly - 22 Feb 2021 08:10

The ability to sort clips in tile view together with the 'Make.Sequence from selection' is a powerful function. However, it's hard to sort tiles by drag&drop. To feel what I mean, please try: On a bin like the one below, try to move the second tile (here 'pink') to the first position (here 'BYAM cam1'), with a single move of the second tile.

If you haven't been able to do that or, if this obviously very simple task took quite a while and some trials, consider redesigning it, for regular and multicam bins, please.

My suggestion: While the user moves the clip X to reposition, highlight the tile X is hovering over with a coloured rectangle (e.g. orange). If the user releases the button, replace the highlighted tile with X and move the formerly highlighted tile to the right, together with all subsequent tiles. If the user drops X without a highlighted tile present, restore the sort order the action started with (prior to left-button-down to drag).

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Re: Sorting tiles in tile view [feature]

Posted by Great White - 23 Feb 2021 08:55

I've improved the behaviour of this in the next build

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Re: Sorting tiles in tile view [feature]

Posted by hugly - 23 Feb 2021 09:05

Thank you.

I'll give it a try and tell how it feels to me, with the next build.

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Re: Sorting tiles in tile view [feature]

Posted by Great White - 26 Feb 2021 09:48

Actually, I'm thinking of making further changes to this; at the moment, the 'drop' logic is expecting tiles to be dropped *between* other tiles, but it may well make sense to have it take the amount of overlap into consideration when deciding *where* to insert (ie. if a tile is placed almost directly on top of another one, you're probably wanting the dropped tile to occupy the position of the one underneath it, and not be placed to the right of it if it happened to be slightly to the right.. tricky..)

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Re: Sorting tiles in tile view [feature]

Posted by hugly - 26 Feb 2021 10:01

Thank you for the update.

Highlighting the whole target position (tile or line) to replace (and move) has the advantage that it's more obvious than the gaps to insert (which are necessarily small lines).

However, I believe, to find the most intuitive approach, letting people with no editing experience, including children and grandmas, test some prototypes would be the best.

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Re: Sorting tiles in tile view [feature]

Posted by hugly - 26 Feb 2021 10:24

In any case, I believe that highlighting related to the position of the mouse pointer, instead of to the edges of the moved objects would improve ergonomics.

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Re: Sorting tiles in tile view [feature]

Posted by hugly - 05 Mar 2021 07:47

Is the assumption correct that the change isn't fully implemented yet?

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Re: Sorting tiles in tile view [feature]

Posted by Great White - 05 Mar 2021 09:19

Correct

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