

Colors

- Solid Colors
- Colors in context
- Gradients

Typography

UI material properties

- UI elevations and layering
- UI hierarchies and shadows

Buttons & components

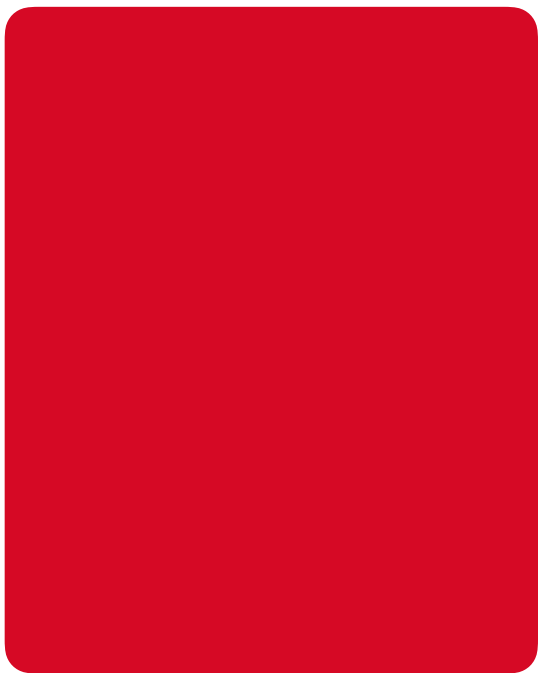
Responsive UI

COLORS

Element Colors

HA App introduces a new color palette to the interface. Mostly we use two primary colors, but we also have a variety of secondary and accent colors.

Primary Colors



#3340FF
RGB (51, 64, 255)



#08080D
RGB (8, 8, 13)

Secondary Colors



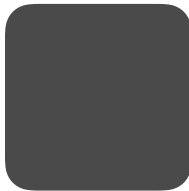
#D7D7D7
RGB (77, 172, 74)



#C6C6C5
RGB (252, 76, 129)



#8B8B8B
RGB (0, 202, 242)



#4A4A4A
RGB (0, 202, 242)

Accent Colors



#78B928
RGB (236, 55, 60)

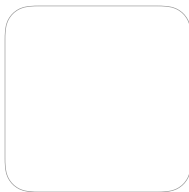


#F5A623
RGB (242, 145, 50)



#4A90E2
RGB (5, 0, 203)

Background Color



#FFFFFF
RGB (77, 172, 74)

Bars BG Color



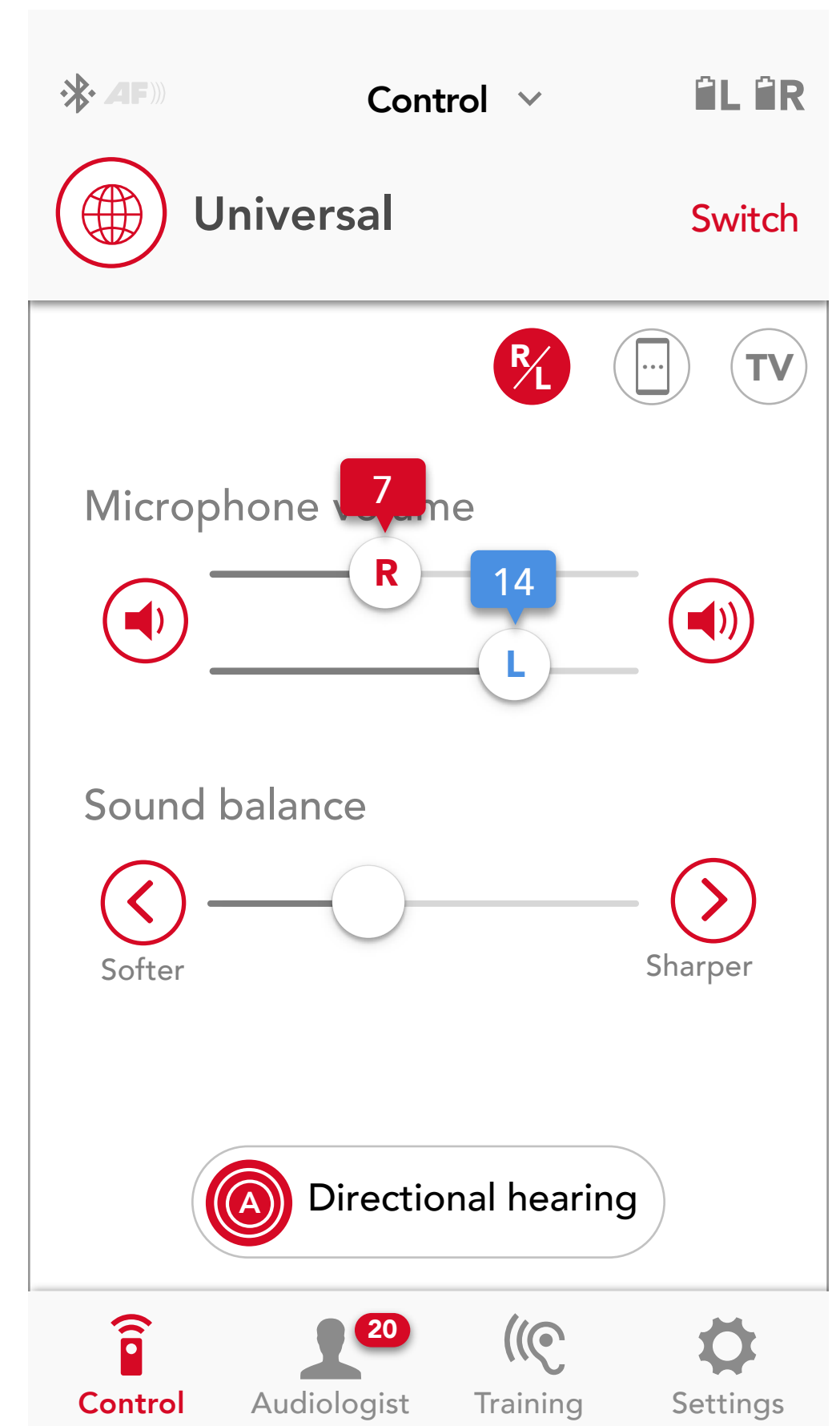
#F9F9F9
RGB (77, 172, 74)

Solid colors in context

The **Red color** is used to indicate actionable or active UI elements across the App.

Grey is used to indicate a passive/inactive estate of elements.

Accent colors are used to emphasize a function or to differentiate between similar UI elements.



Design System 1.0

Colors

Solid Colors

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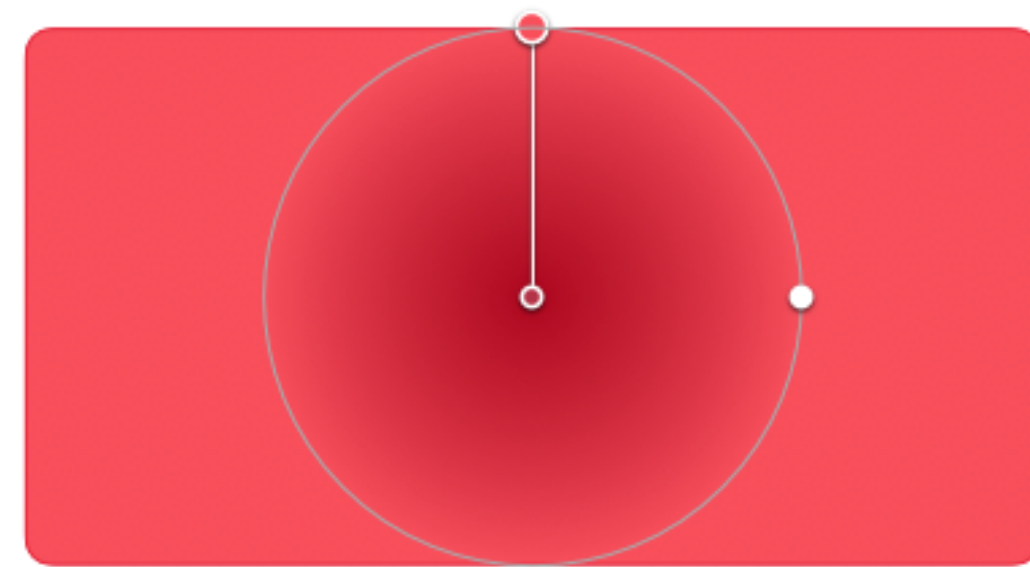
UI hierarchies and shadows

Buttons & components

Responsive UI

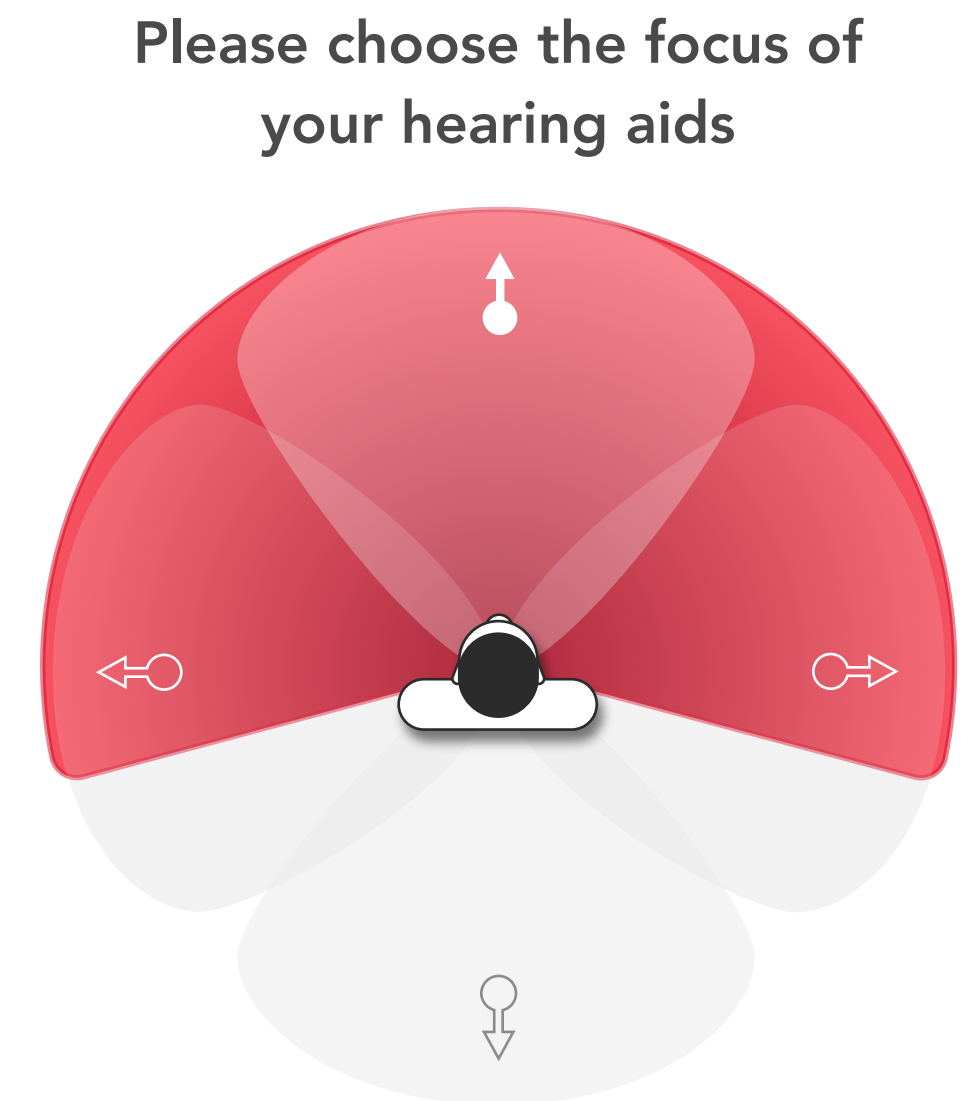
Gradient Colors

HA App introduces gradient color to accentuate and convey meaning of functionality in complex interaction elements like the Directional hearing control.



#D60925
RGBA (245, 81, 95, 1)

#3340FF
RGBA (159, 04, 27, 0.8)

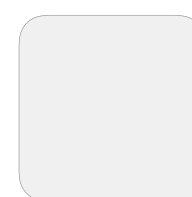


Overlay Color



#FFFFFF
RGB (255, 255, 255, 0.3)

Underlay Color



#A1A1A1
RGB (161, 161, 161, 0.15)

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Responsive UI

TYPOGRAPHY

Text styles

Typography is optimised for contrast and accesibility

AaBbCcDdEeFfGgHhIiJjKkLlMmNnOoPpQ
qRrSsTtUuVvWwXxYyZz123456789!@#\$\$%

Control

Aa Zz

Avenir-Heavy 17pt
#000000 - Title case

Section Titles



Universal

Switch

Aa Zz

Avenir-Heavy 22pt
#4A4A4A - Title case

Headings

Aa Zz

Avenir-Medium 18pt
#D60925 - Title case

Action

Sound balance



Softer



Sharper

Aa Zz

Avenir-Medium 22pt
#8C8C8C - Sentence case

Function

Aa Zz

Avenir-Medium 14pt
#8C8C8C - Title case

Support text



Directional hearing

Aa Zz

Avenir-Medium 18pt
#000000 - Sentence case

Text button

- Solid Colors
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TYPOGRAPHY

Text styles

Typography is optimised for contrast and accessibility

AaBbCcDdEeFfGgHhIiJjKkLlMmNnOoPpQ
qRrSsTtUuVvWwXxYyZz123456789!@#\$\$%



Universal

Suitable for the most common daily life situations

Aa Zz

Avenir-Heavy 22pt
#D60925 - Title case

Program active

Aa Zz

Avenir-Medium 16pt
#D60925 - Sentence case

Prog. Active support txt



Tinnitus

Relaxing sounds to increase hearing comfort

Aa Zz

Avenir-Heavy 22pt
#4A4A4A - Title case

Program passive

Aa Zz

Avenir-Medium 16pt
#7C7C7C - Sentence case

Prog. passive support txt



Control

Aa Zz

Avenir-Heavy 14pt
#D60925 - Title case

Main menu active



Training

Aa Zz

Avenir-Medium 14pt
#8C8C8C - Title case

Main menu passive



Audiologist

Aa Zz

Avenir-Black 12pt
#FFFFFF - Upper case

MAIN MENU COUNTER



Back

Aa Zz

Avenir-Heavy 18pt
#D60925 - Title case

Main menu active



Design System 1.0

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Typography is optimised for contrast and accessibility

AaBbCcDdEeFfGgHhIiJjKkLlMmNnOoPpQ
qRrSsTtUuVvWwXxYyZz123456789!@#\$\$%

Right battery 80%  R good

Aa zz
Avenir-Medium 18pt
#4A4A4A - Sentence case
L/R Battery title

AA ZZ
Avenir-Medium 18pt
#7F7F7F - Upper case
Battery %

aa zz
Avenir-Medium 18pt
#7F7F7F - Lower case
Battery status

Flight mode Off  Enable

Aa zz
Avenir-Medium 18pt
#4A4A4A - Sentence case
Flight mode title

AA ZZ
Avenir-Heavy 18pt
#7F7F7F - Title case
On / Off

Aa Zz
Avenir-Medium 18pt
#D60925 - Title case
Action

UI elevations & layering

Design System 1.0

Colors

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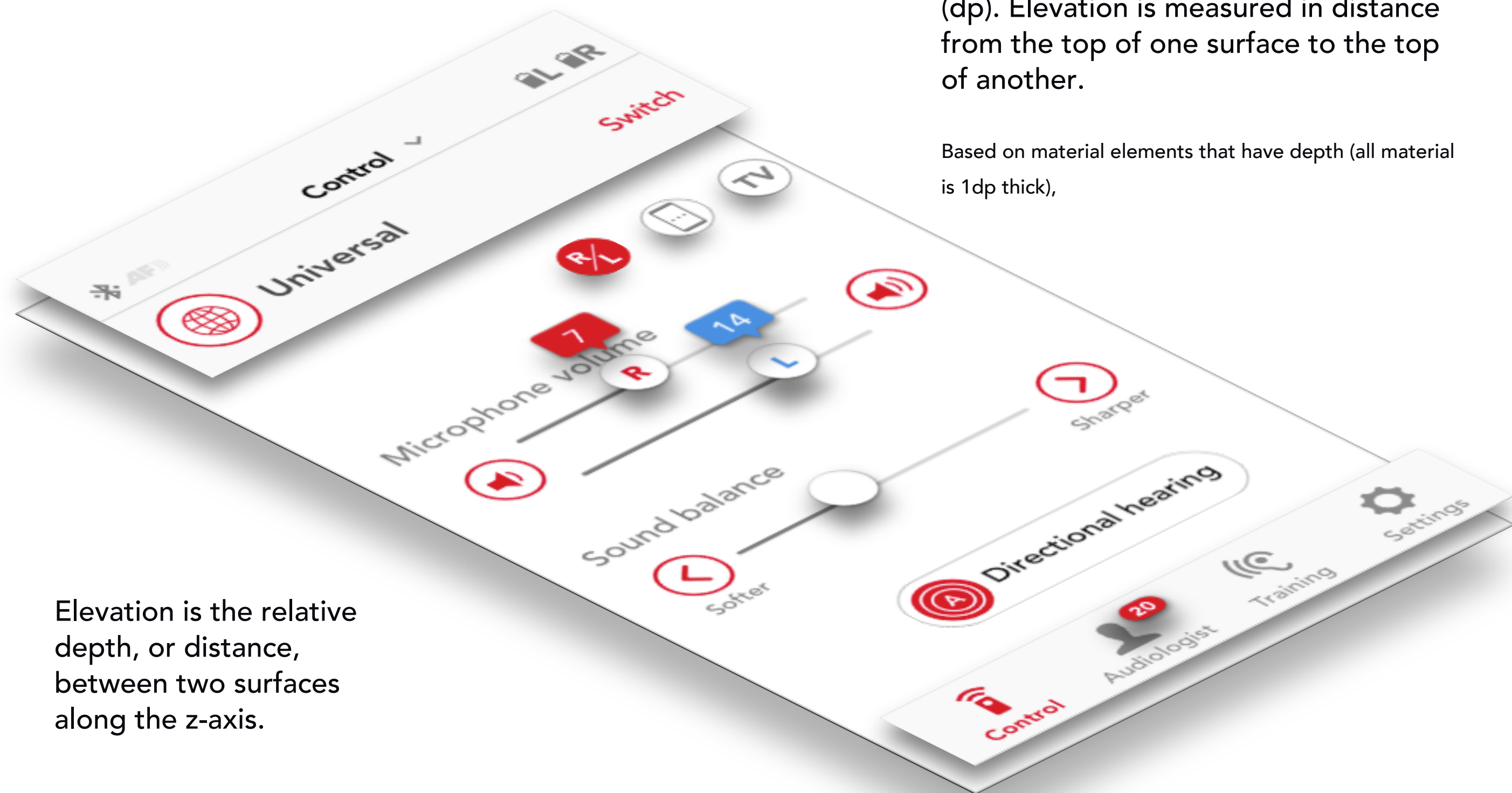
Typography

UI material properties

- UI elevations and layering
- UI hierarchies and shadows

Buttons & components

Responsive UI



Elevation is measured in the Z axis, typically in density-independent pixels (dp). Elevation is measured in distance from the top of one surface to the top of another.

Based on material elements that have depth (all material is 1dp thick),

Elevation is the relative depth, or distance, between two surfaces along the z-axis.

The layering reflects these qualities to form a spatial model that is familiar to users and can be applied consistently across the app.

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Buttons & components

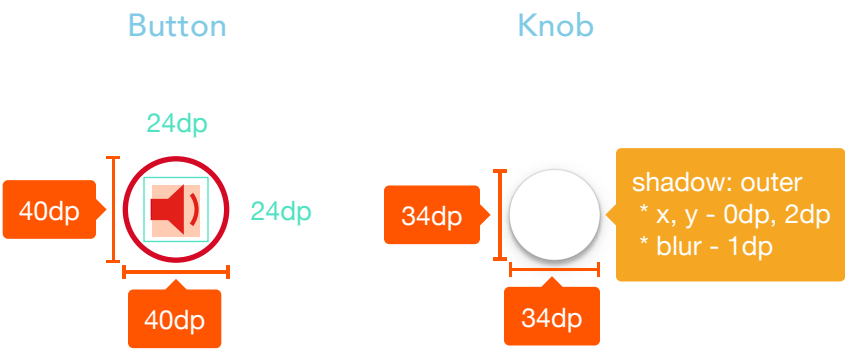
Responsive UI

BUTTONS & COMPONENTS

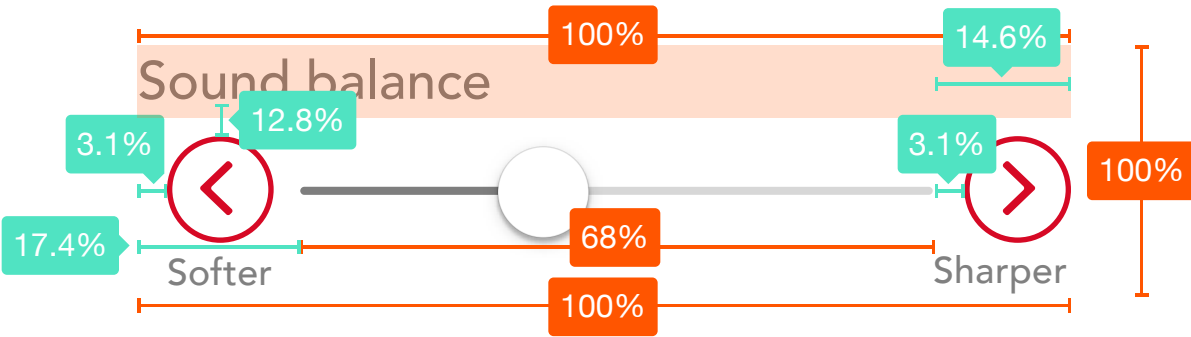
Control section

Primary action buttons and slider control component

They represent the primary actions like increasing or decreasing a value within the control component.



1dp = 1px @ 1x (where 1x on Android is 160dpi)



disabled

Icon: #C6C6C5 100%
fill: #FFFFFF 100%
border: 2px inside
* #C6C6C5 100%
* opacity: 100%

passive

Icon: #D60925 100%
fill: #FFFFFF 100%
border: 2px inside
* #D60925 100%
* opacity: 100%

active

Icon: #FFFFFF 100%
fill: #D60925 100%
* opacity: 100%

with support text

Softer 4dp
Avenir-Medium 14pt
#000000 - Title case
* opacity: 50%
Aa Zz

The components described should be used as references. If there are any differences between components found elsewhere within the specs and assets, defer to those references.

Control section

Directional hearing component

Visualizes and gives access to the directional hearing component.

Design System 1.0

Colors

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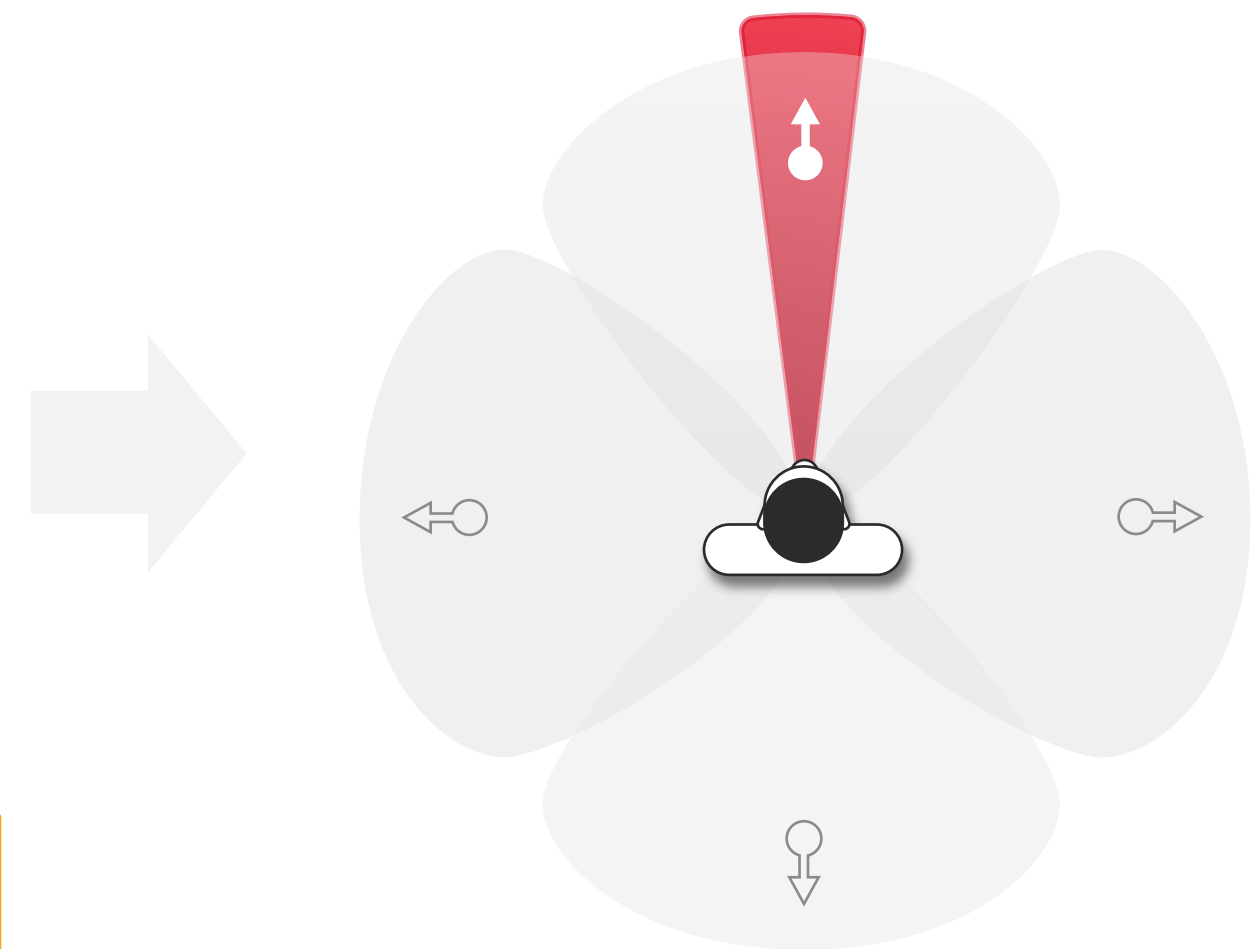
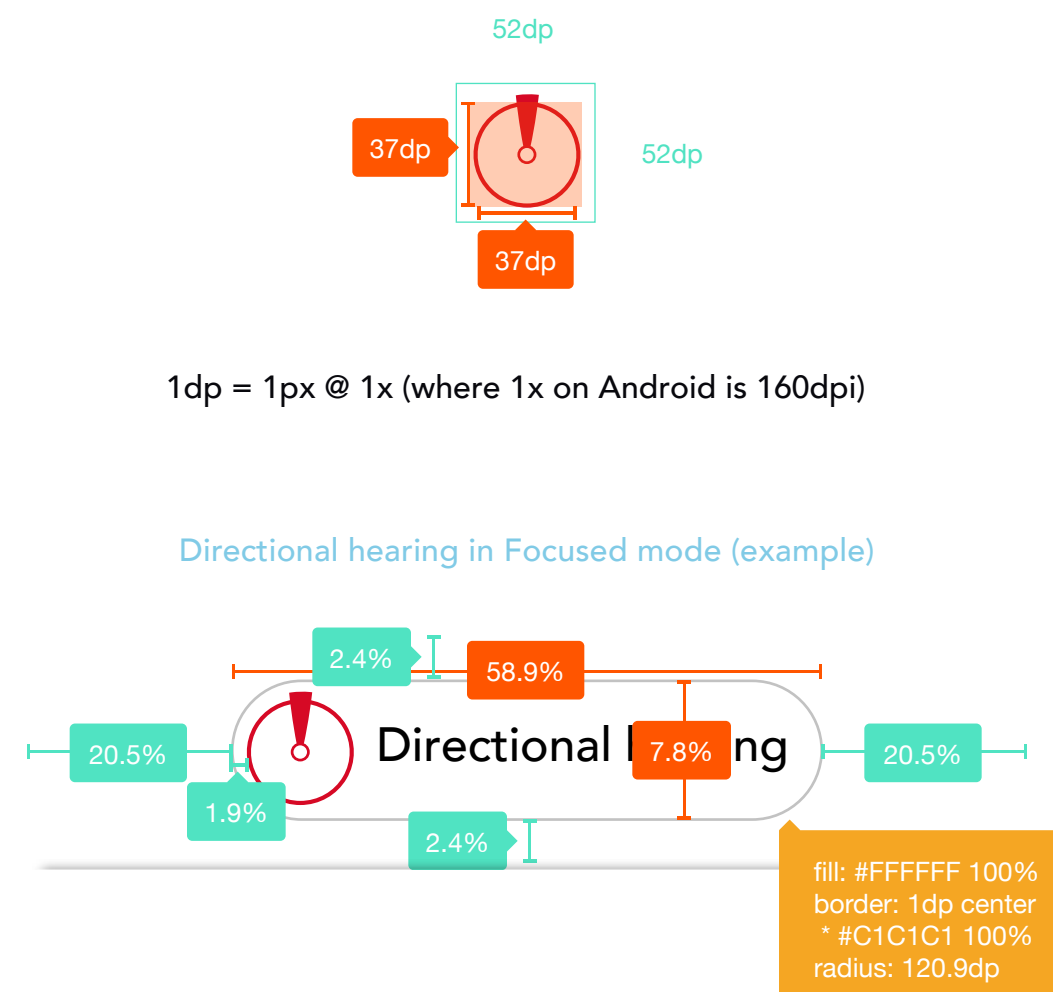
Typography

UI material properties

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Buttons & components

Responsive UI



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Control section

Secondary action control button

They represent the secondary actions that have an effect on the behaviour of the control components.

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Buttons & components

Responsive UI

Volume controls are enabled when Mute-Mic is off



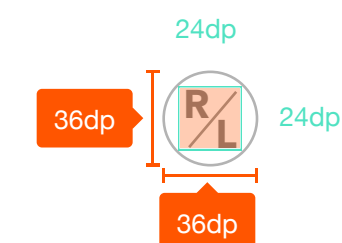
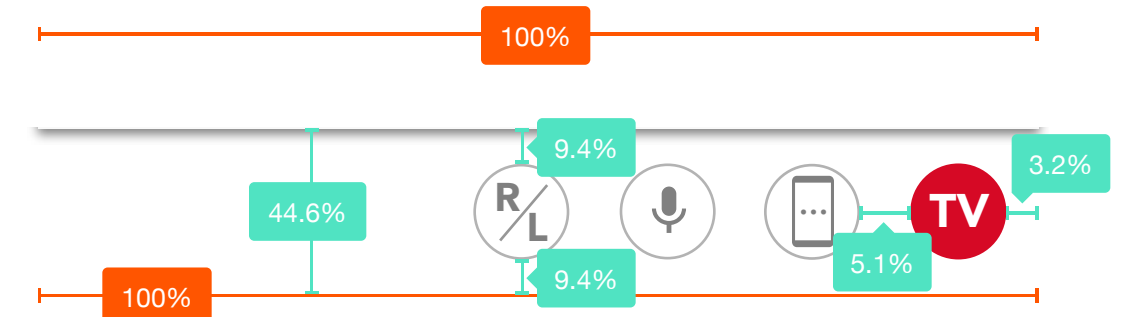
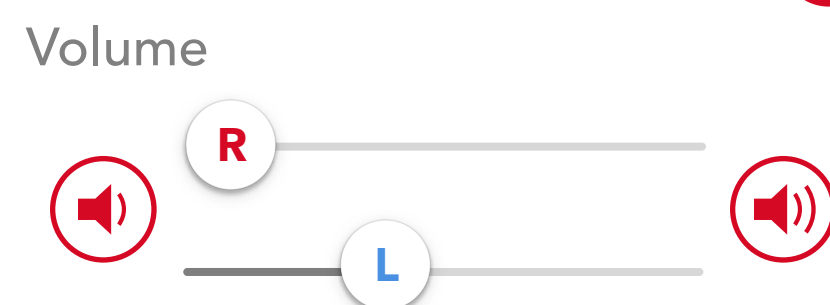
Volume controls disabled when Mute-Mic is on



Volume controls in coupled mode (default)



Volume control in decoupled mode



1dp = 1px @ 1x (where 1x on Android is 160dpi)

disabled



Icon: #7F7F7F 100%
fill: #FFFFFF 100%
border: 1dp center
* #000000 30%
* opacity: 100%

active



Icon: #FFFFFF 100%
fill: #D60925 100%
* opacity: 100%

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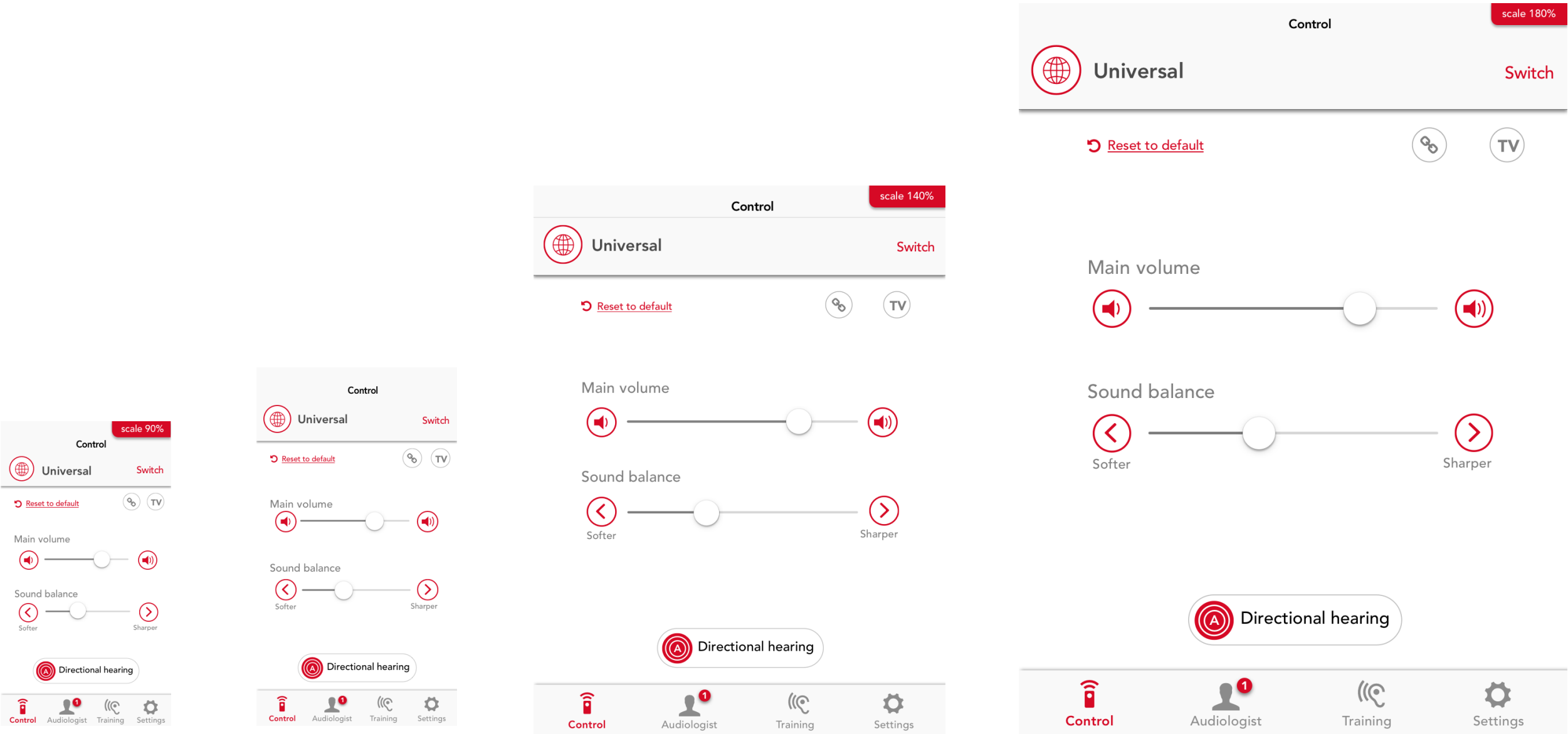
Buttons & components

Responsive UI

Responsive UI

General rules of positioning, scaling and alignment

This UI guidance ensures consistency across layouts, about how content reflows on different screens, from small to large screens in both Main and Edge use cases.



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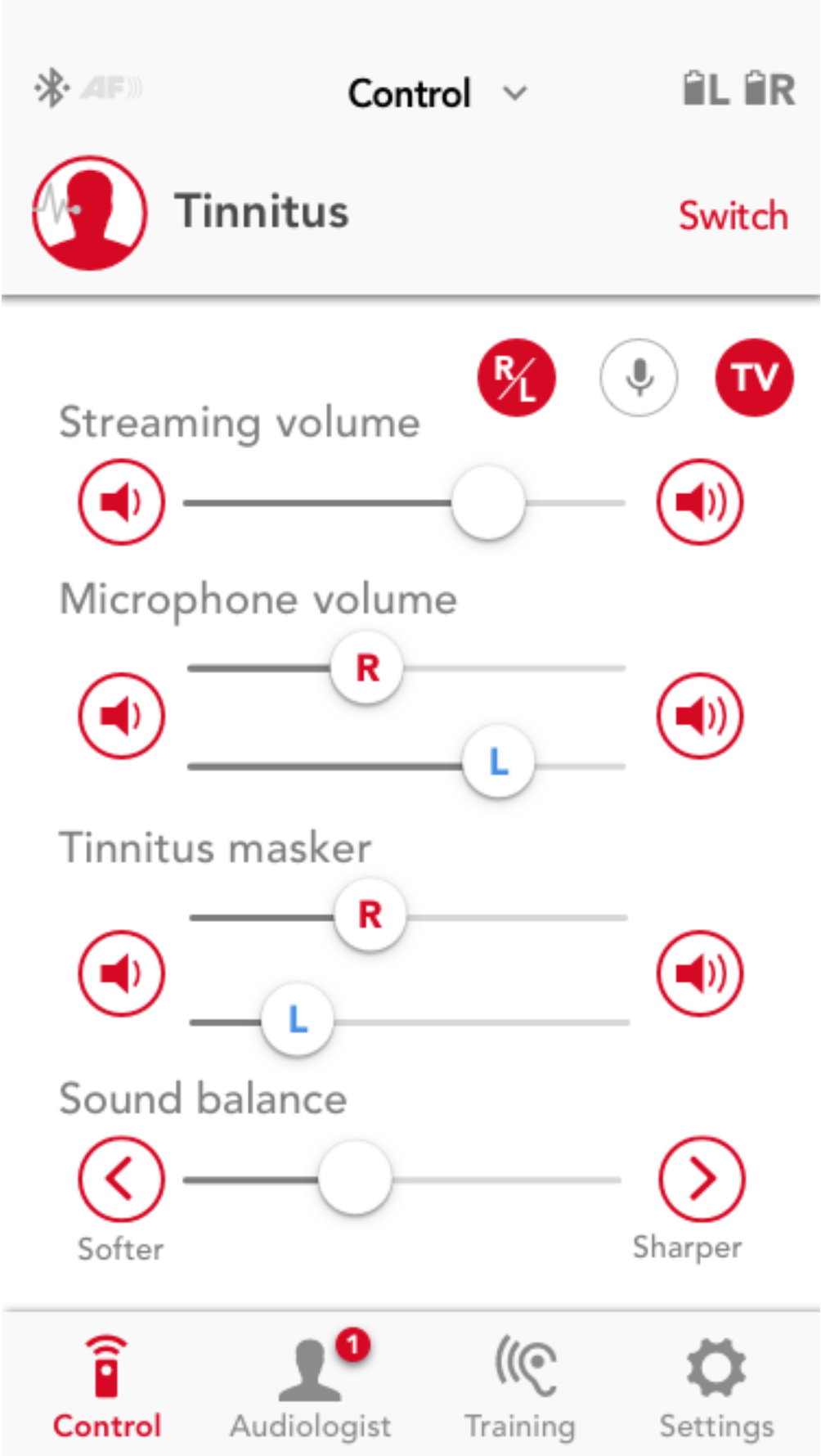
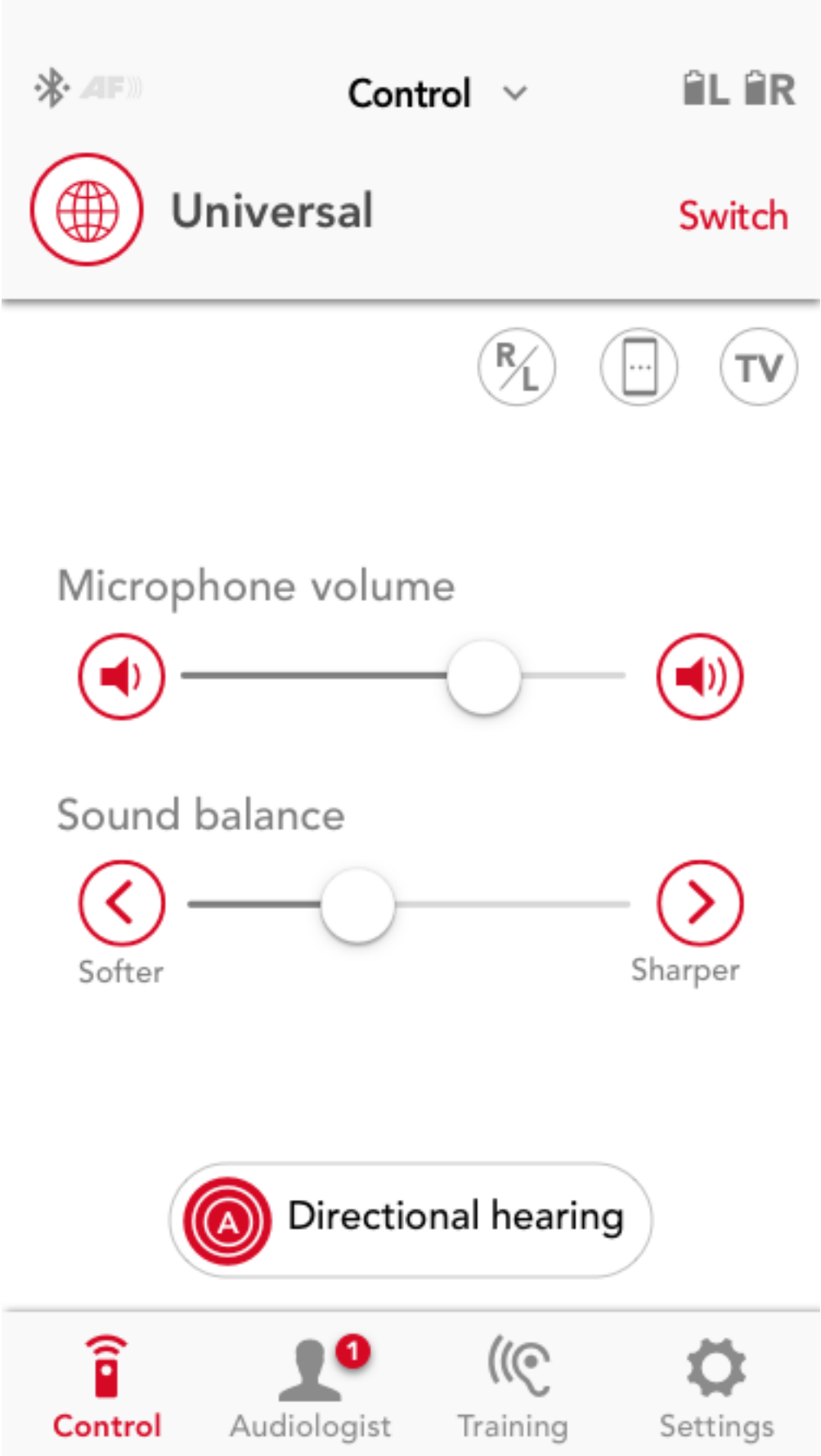
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