

Loaders

Loaders are animated progress indicators to inform users of the status of ongoing progress, recommended to use if the page takes up to 3000ms to load the content.

The loader component appears in a centered position when a web page or its content takes too long to load.

Loaders sit on top of a white overlay. The overlay will cover the loading content area and it fades out when the page is 100% loaded, revealing the content.

Emerald has two design variations for loaders, the **Progress bar loader**, and the **Orbit loader**. The designer will recommend the loader variation (progress bar loader or the Orbit loader).

Page-level loader usage:

Use a page-level loader when loading the full content of the page at once.

Loader in a section(s) of the page usage:

Using microservices when loading a content (breaking the load in sections) makes the waiting time more pleasant to the user, so that the user has a visual representation of what is being loaded by sections. The design variation (progress bar loader or orbit loader) is the same in case there are more than 2 sections loading on the page - for consistency. Different instances, but using the same visual elements.

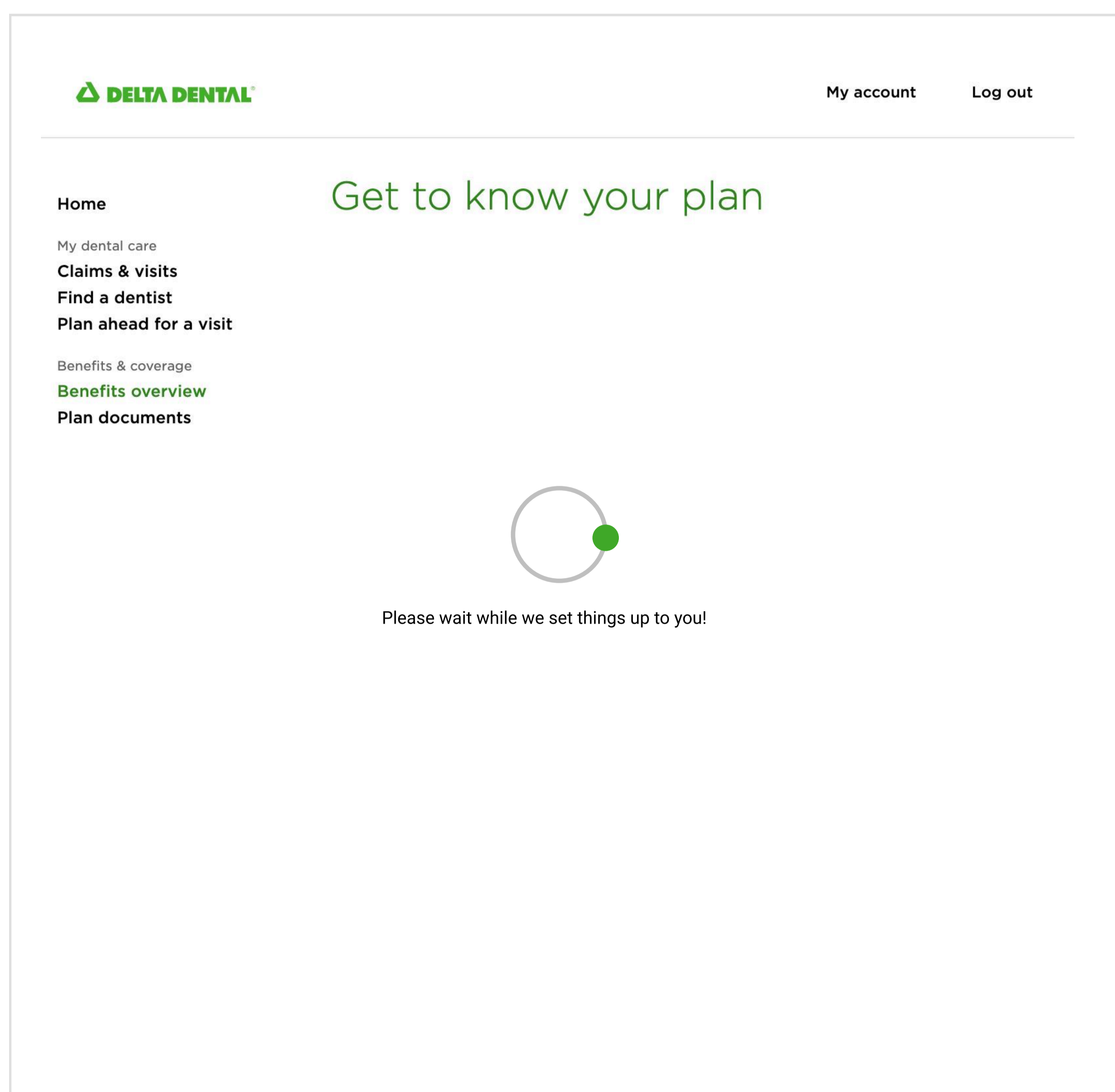
When to use a loader in a section(s) of the page:

- If the page has multiple data sources to load within a page (APIs or third party sources). Example: Dashboard page.
- When the page doesn't have repeated blocks/patterns layout. *For layouts displaying repeated block/patterns layout, use a skeleton instead..

See the example below:

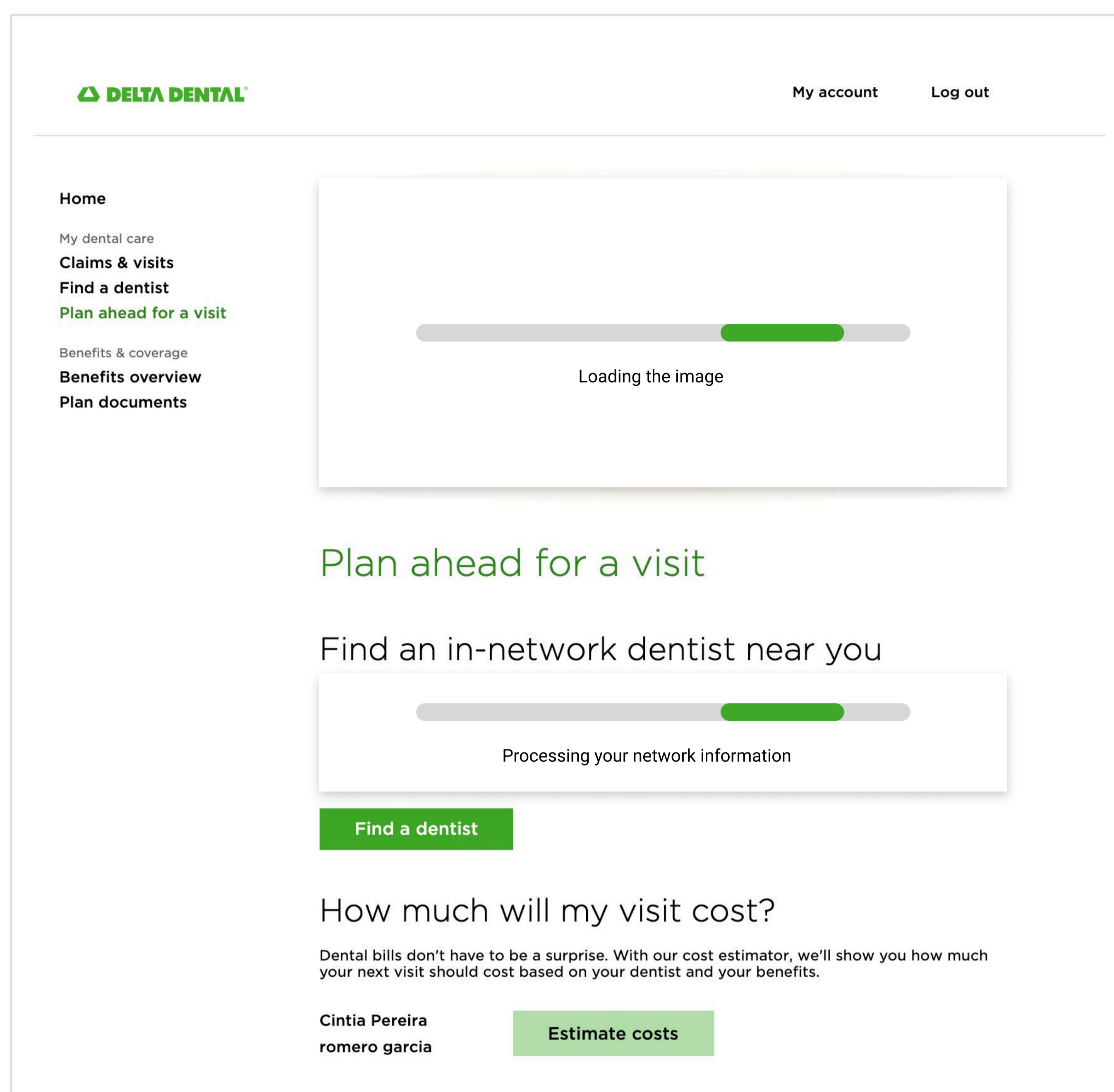
Level-page loader

Member online account / ESS application / Benefits overview page



Loader in sections of the page

Member online account / ESS application / Plan ahead for a visit page



Determinate loader

Loader indicator that displays how long an operation will take. Determinate loaders should be used when the APIs or third parties can display a granular progress of the loading activity. Example: Use a determinate inside a section of the page while processing payment, and the API can return the wait time it will take to complete.

Indeterminate loader

Loader indicator that doesn't display how long an operation will take. Indeterminate loaders should be used when the progress of the page/content has an unspecified wait time. Example: A page-level content (API or third party) that can't give a time estimate of the loading progress.

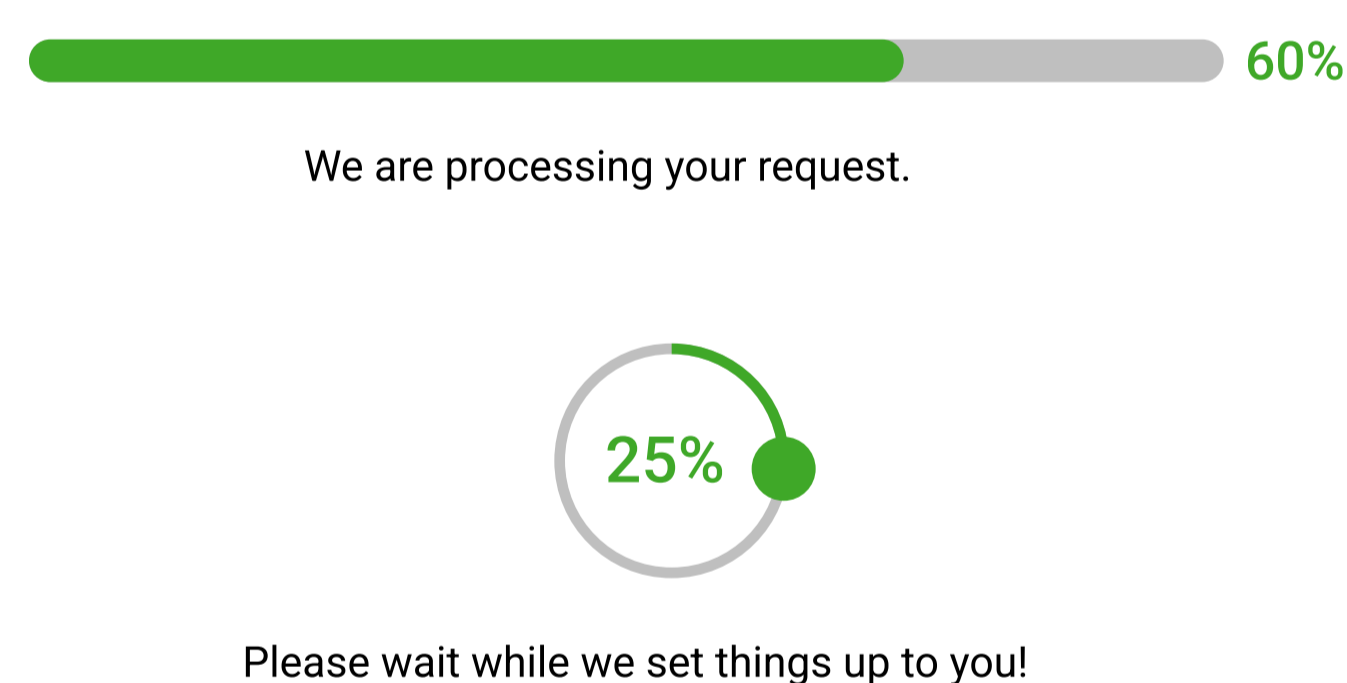
Usage guidelines

- Only use a loader when it is necessary. If the page takes less than 3 seconds to load, showing a loading animation isn't relevant.
- Centered-aligned inside a parent container for desktop.
- Center-aligned inside a parent container for mobile.
- Loader icon will have the attribute aria-label, and it can have a aria-live when the content is loaded (for voice accessibility tools).
- Colors used in all loaders: neutral-3 (BFBFBF) and green-2 (40A828).
- A customized message is required to appear 20px and centered below the loader to minimize the user frustration of waiting. The designer will provide the text for the loading message. Displaying a loading message creates an user expectation, reducing anxiety of waiting.

The loading message should not exceed one line and font-size should be 16px, Gotham-Book (400).

*If the designer doesn't provide a custom text, the standard text will be: Please wait while we set things up to you!

Example of a customized message:

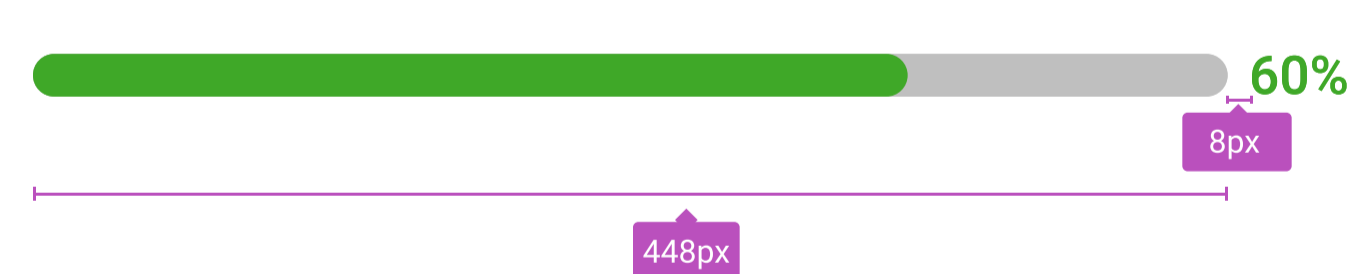


Progress bar loader

Emerald uses the Linear progress bar based on Material UI; only the visual style changes to match Delta Dental components standards and branding. The progress component accepts a value in the range 0-100. It facilitates for screen-readers, where these are the default min/max values. Linear animation from left to right.

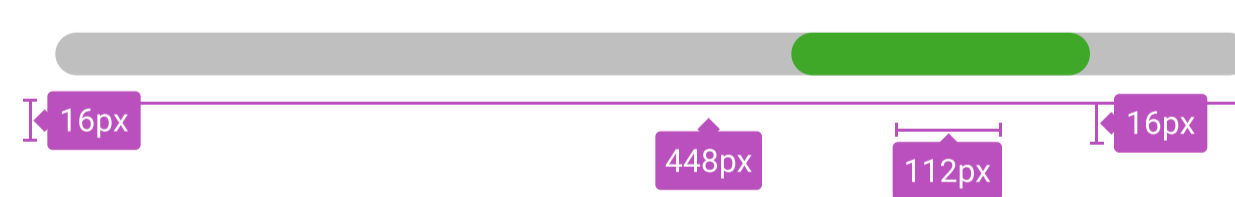
*Please check MUI for code implementation, size, animation and responsive behavior references.

Determinate loader



- Determinate progress indicators fill from 0 to 100%.
- A percentage indicator appears as the progress indicator fills.
- The percentage indicator type is 20px.

Indeterminate loader



- Green movement indicator is 25% of the fixed track length.
- The Indeterminate loader doesn't show a percentage indicator.

*Refer to MUI for animation style.

Orbit loader

The orbit loader is the Emerald replacement for the traditional spinner loader.

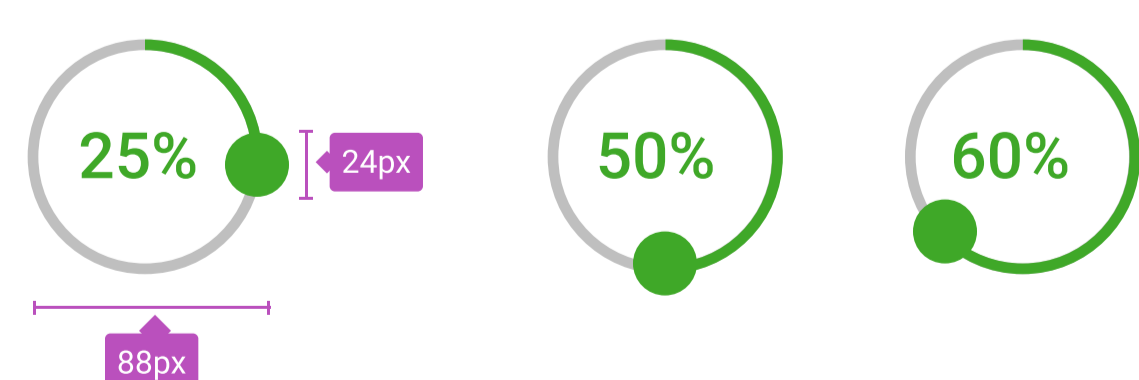
The progress component accept a value in the range 0-100. It facilitates for screen-readers, where these are the default min/max values.

The standard loader circumference is 88px and the percentage indicator type is 24px.

(NOT recommende, but the orbit loader can be resized if it is needed to fit the design – following a 4px grid, and for determinate loader the % can't be smaller than 20px).

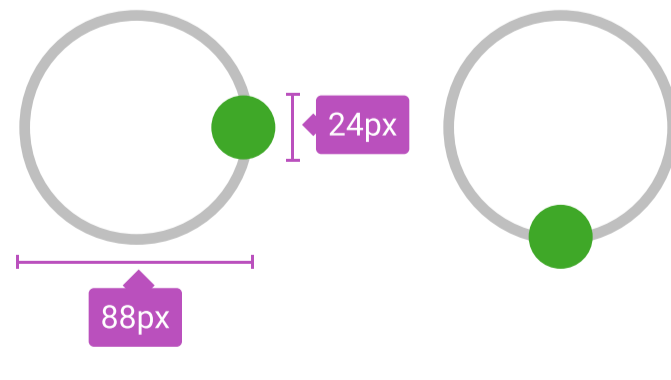
A circular progress animation happens while the page loads. See details of the animation below:

Determinate loader



- The large gray stroked circle is static.
- The dot moves along the circumference of the gray stroked circle in a clockwise motion stopping at the apex when the content loads.
- The dot is followed by a filler green line (same color as the dot) that indicates the % loaded.
- A percentage loaded is displayed inside of the gray stroked circle matching the position of the dot/filler line.
- The stroke is 4px, and the percentage indicator type is 24px.
- The percentage is centered inside the gray stroked circle.

Indeterminate loader



- The large gray stroked circle is static.
- The dot moves along the circumference of the gray stroked circle in a clockwise motion in a loop behavior until the page loads.
- The stroke is 4px.

*Indeterminate orbit loader doesn't show a green path and % indicator.

Displaying a check mark | Determinate Orbit loader in a section(s) of the page

There is a variation of the determinate orbit loader that displays a checkmark icon replacing the % when the content is loaded.

When to use the check mark variation:

For a section in the page the user needs a confirmation status. Example: Payment flow progress, new account submission confirmation.

Determinate loader

