

## TextCritical.net - Task #2767

Task # 2674 (Closed): Responsive design

### Popup dialogs are off of the screen (like the word parse dialog)

05/25/2020 05:15 PM - Luke Murphey

<b>Status:</b>	Closed	<b>Start date:</b>	05/25/2020
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Luke Murphey	<b>% Done:</b>	100%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	4.0		
<b>Description</b>			

### History

#### #1 - 05/29/2020 07:18 AM - Luke Murphey

I think the solution is to statically fix the position of the dialog in the top half or bottom half

Qs:

- Where is the logic for positioning the dialog?
  - Popup
- How do I detect that I need to enter mobile mode?
- Where should the logic go for resizing it for mobile?
  - screen media query
- What is the style to make this work?

```
top: 55px;
left: 5px;
width: calc(100% - 10px);
position: fixed;
```

```
top: 55px;
left: 5px;
width: calc(100% - 10px);
```

- What are the test cases?
  - Click on the top half
  - Click on the bottom half
  - Click word with a long definition
  - Click word with a short definition (like vuv in John 8)
    - Fails on mobile for short defs
- What is the difference between absolute and fixed?
  - I think I want to support both fixed (non-scrolling for mobile) and absolute (for desktops)
  - See <https://css-tricks.com/absolute-relative-fixed-positioning-how-do-they-differ/>
  - The problem is that it needs to be within Sidebar.Pushable for the normal scrollable mechanism but needs to be outside of it in order to appear in a fixed position
- Can I inject the popup at the top level like modals do?  
\*\*Yes: <https://react.semantic-ui.com/addons/portal/#types-portal>

Obs:

- **[Done]** I need to set the z-index to put the popup over the paginators.
- This could be done better using media queries (would allow the UI to be dynamically responsive)
- The dialog is now always fixed

**#2 - 05/29/2020 05:07 PM - Luke Murphey**

- *Status changed from New to Closed*

- *% Done changed from 0 to 100*