

### File Menu

- Standard File Menu Functions  
File, Edit, View, Controls, Advanced, Window,  
Library, Tools, Help
- Player Controls
- Login / Logoff (not in global UI - but in file menu)
- Search / Advanced Search

All property windows that are not contextual menus can be accessed via settings dialogue in the file menu.

### Active Library

- Categories  
(Music, Video, Photos, Files, Contacts, Games,  
Podcasts, Radio Stations)
- Filters  
(Party Shuffled, 70's, 80's, 90's, 25 Top Rated,  
Recently Added, Recently Played)
- External Devices  
(iPod, Hard Drives, CD Drives / Burners, etc.)
- Preview / Playback Module  
pop-out of interface. Pop-in.
- Contextual Actions  
Minimize, lock, unlock, sync, etc.

When comparing an external library and your own the library is displayed in the left column under external devices with a preview in the preview pane. To see both libraries in a view a "split pane" function would split the view so a user would drag and drop content between the libraries.

Any visual media or metadata could be displayed here.

Application Window  
2-column layout with  
the file menu

### Global Methods

- Contextual Menus  
Anywhere in the application the user can pull up a menu with a right-mouse click with functions that are contextual.
- Drag and Drop

### Library Views (Explore / iTunes View)

- Explore View  
Structured layout based on physical storage on drive.
- iTunes View (Flat View)  
Flat layout based on metadata associations.
- Auxillary View  
All editors would be here.
- Split Pane (Horizontal or Vertical)  
When comparing 2 or more libraries you can split the pane to view at the same time.
- Contextual Actions  
Sort, Sync, Split, etc ...

Peepshow, Photo, Podcaster, Contacts, Burner, Copypod, Email, Crawler, Loopback, Advanced Search, Results, Wizard, etc ...