Community Questions

Collected prior to broadcast
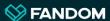
Article
Comments
(and Replies)

"I dislike that you can't reply to comments in mobile."

We've made some improvements to this recently with Blog posts.

We're looking into ways to better integrate comments for a mobile audience.

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Responsive Tables

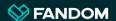"The engine removes the display of data & makes tables broken, if not completely gone."

"I would love tables that are crammed with statistics or data to render differently - and this may mean having some way to vertically wrap table columns. Or the option of a fixed first table column, then replacing horizontal scrolling with column swiping."

"I've never noticed a problem with tables that use rowspan or colspan. I don't get why we're told not to use those when they render tables well enough."

It's really difficult to predict the final results of tables when individual parts (like rows) are made with templates that compose at different stages.

`rowspan` and `colspan` themselves compound this irregularity.

There's not a good way to freeze columns or rows in CSS alone, so some JavaScript would be involved. We may yet find a way to do this. In the meantime, `scope="col"` and `scope="row"` are future-proof and portable.

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Navboxes
(and other elements)

I think there should be more portable products like navboxes (the issue with this example being that the usual desktop design is not touch friendly).

More portable features like portable navboxes, portable notices, and the like.

FANDOM would like these, too! But as mentioned, these classic ideas do not always fit well in the mobile / modern era.

Portability is as much about finding the best way to approach something on all platforms. That takes time to develop and the best solution isn't always a 1:1 identical product.

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Tabbers

"Are there plans for tabbers in Mercury? Or some way of dividing tabbed content?"

Tabbers have never been a very mobile-friendly solution, for various reasons (both technical and functional). One is that there are many home-grown variations. Another is that they're just not very practical without a fine-tipped pointing device (in other words, not fingers).

The tabbers in Portable Infobox for multiple images become a swiping-capable gallery in the mobile version. While that's easier to do with an image with regular dimensions, it's not really possible with text that can have varying lengths to have dynamically replaced content without redrawing the screen using JavaScript.

Design patterns like Google's Material Design influence how we would handle content like this in a future product, but there are no current plans for such.

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Inline CSS

"Anything that can be done with changing a CSS class, let us do that, as ideally I'd like to **match** lots of the desktop CSS."

"If local customization was to be implemented, what degree of control might local admins expect to have?"

Much like the last answer, we've found that using the same CSS across multiple platforms isn't always the best way to do it.

Redefining the styling of individual items is something that can easily go badly at full scale.

Fine grain customization and user-generated mobile CSS is not something on our roadmap.

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Color themes in Mercury

Maybe the Theme Designer can have something like a "theme manager" where you can add/remove/edit new "themes" which basically consist of a set of colors for table headers and body. These themes would then translate in CSS classes loaded for Mercury.
"Custom CSS isn't allowed and/or the skin isn't stylized to fit a wiki's design on desktop (it won't change colors to match their desktop design)."

There's nothing on the roadmap for this right now, but it's something we often think about how to do properly.

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Ogg
(and other audio)

"I can't see a way to get the audio player on Mercury to render properly."

The Ogg container has long failed to work with MediaWiki on iOS devices in general — and has issues with Android in Mercury as well. We're currently working on a solution, but there's no ETA.

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