Empathy **Wireframes**

Designed by

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A design constraint is that the video and audio chat window has to be separate from the chat. Ideally they would be brought together but that would require a somewhat deeper redesign.

In this design the audio chat window is a special case of a video chat. Throughout the document it will be referred to as the "video chat window" although audio chats can also take place there.

There are a number of entry points to the video chat window:
* From the contact menu of a text chat, with either audio or audio and video enabled.
* From the contacts list, with either audio or audio and video enabled.
* From the File -> New call menu, with either audio or audio and video enabled.
Redesigning these entry points is not within the scope of this document, although they do need a redesign ;-)

Towards the end of the document the current state of the empathy UI is being documented with minor changes which are hoped to land in the 3.4 timeframe.

NOT A VISUAL REFERENCE

1. Video chat window - not yet in call.

2. Video chat window - in call.

Empathy calls ✕

Edit Help

Mel
● Available

Empathy calls ✕

Edit Help

Mel
● Available

i

i

i

i

on ⏸ 🔊 🎤 ▨ Duration - 01:12
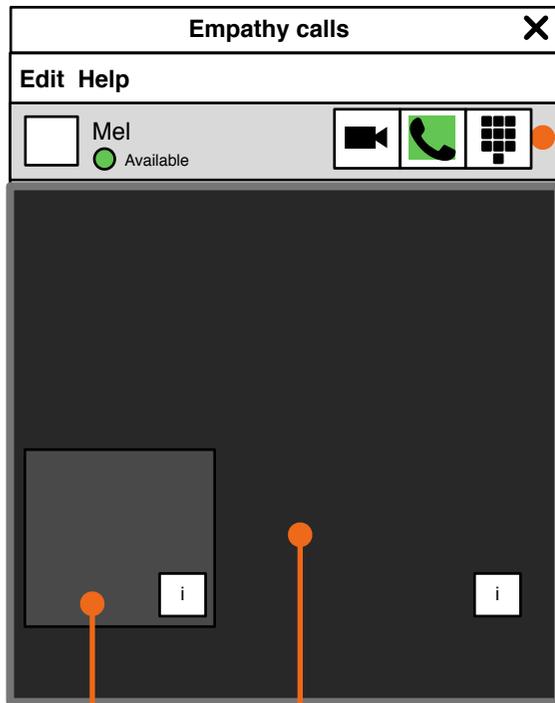
Your video stream

Contacts video stream. Before connection their buddy picture is shown.
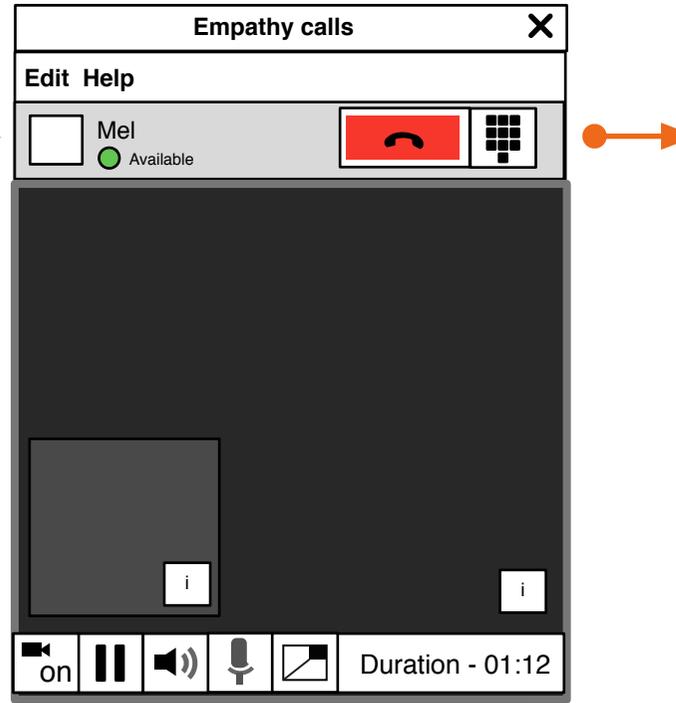
The in video controls should fade in after mouse movement within the call and fade out after 3 seconds, much like video playback controls. They are drawn within the chat window and are fixed width.
In the event of a failed call or inactive call window the toolbar is always shown. Fade out only operates when in call.

NOT A VISUAL REFERENCE

1.0 Video options

2.0 Minimised Video

Empathy calls ✕

Edit Help

Mel
● Available

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Switch camera

Video effects

Minimise me

on

ration - 01:12

My video options
Rotates through all available cameras.
Should only be shown if there's >1 camera.

Empathy calls ✕

Edit Help

Mel
● Available

i

i

Swap camera

Video effects

Maximise me

on

Stop receiving video

Video effects
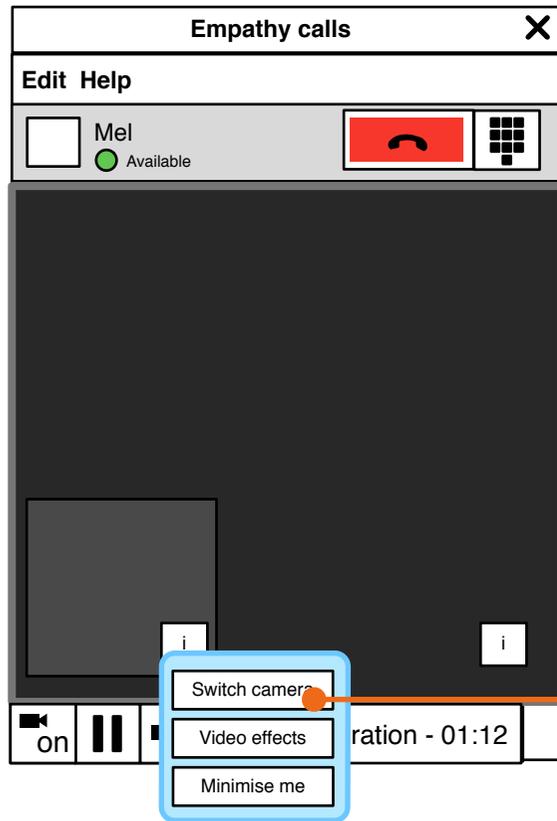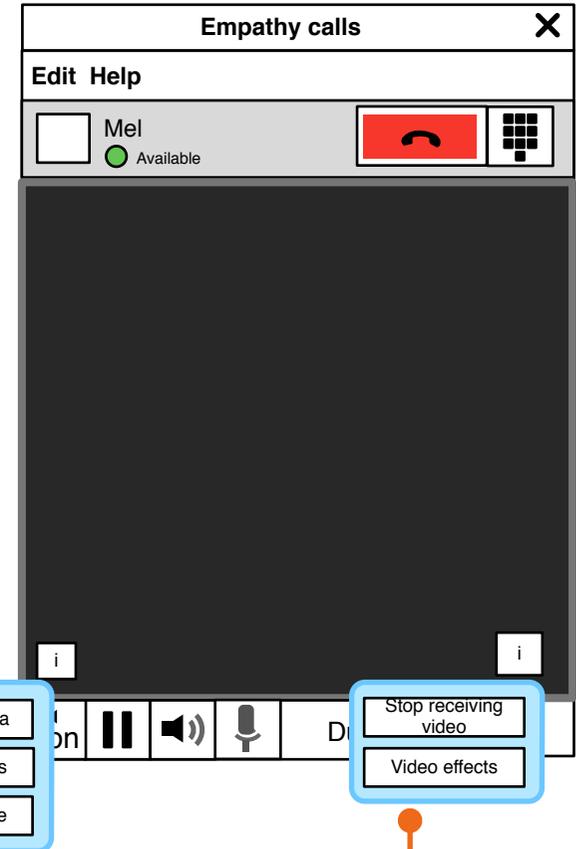
Contacts video options
Rotates through all available cameras.
Should only be shown if there's >1 camera.

NOT A VISUAL REFERENCE

1.0 On hover, video is highlighted. On drag, three other drop zones are shown and other controls are hidden.

Empathy calls ✕

Edit Help

Mel
🟢 Available

📞 ⌨

i

📹 on   ⏸   🔊   🎤   ▱   Duration - 01:12

2.0 On drag, three other drop zones are shown and other controls are hidden.

Empathy calls ✕

Edit Help

Mel
🟢 Available

📞 ⌨

📹 on   ⏸   🔊   🎤   ▱   Duration - 01:12
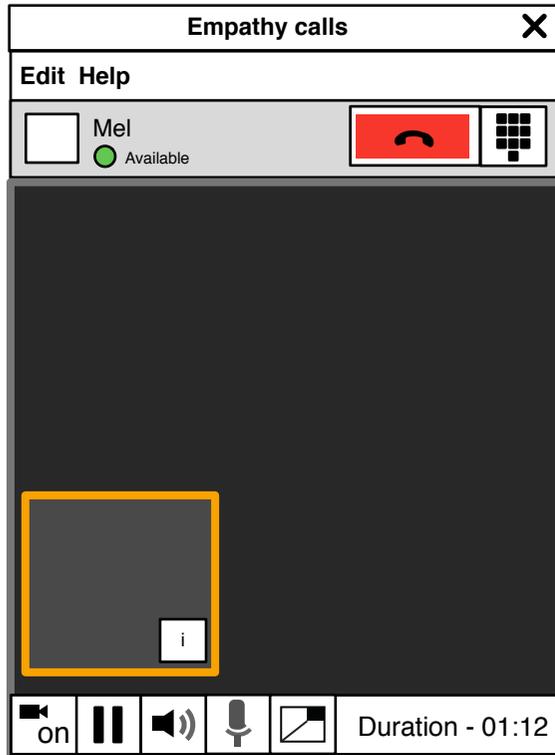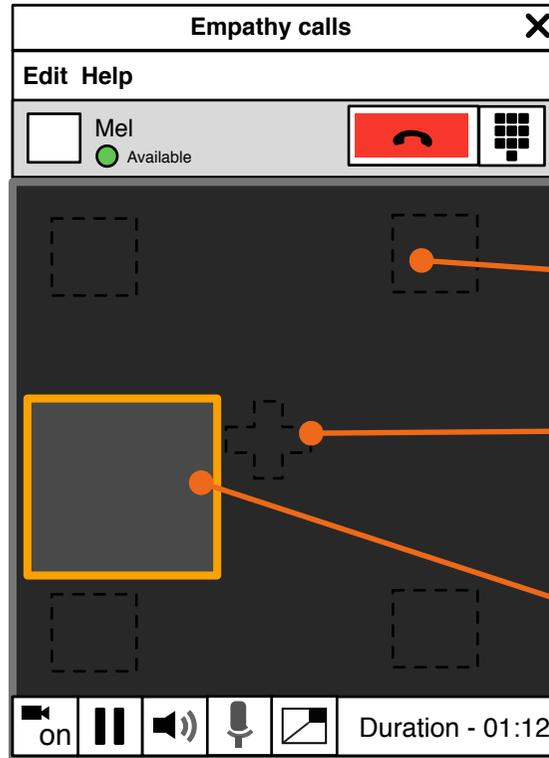
Video locations are highlighted to provide clear indication of new locations.

Swap main screen video. Toggles between users and respondent video feed in the main viewing panel.

As the element is being dragged, the information icon is removed, but replaced once dropped in its new location.

NOT A VISUAL REFERENCE

5. 0 Video and Fullscreen switch

3.0 Video drop zones

4.0 Zone highlight confirmation
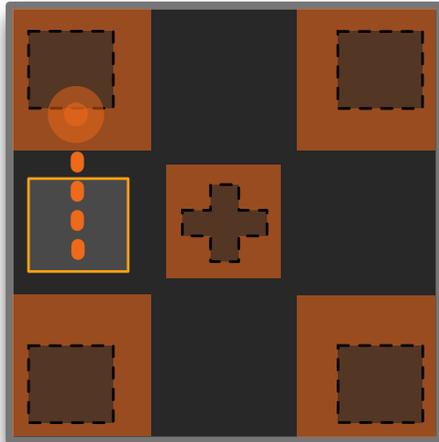
Drop zones act as a safety net for capturing the users activity.

If the user releases the element (drops it) before entering a zone, the element is returned to its original position (via a nice transition)
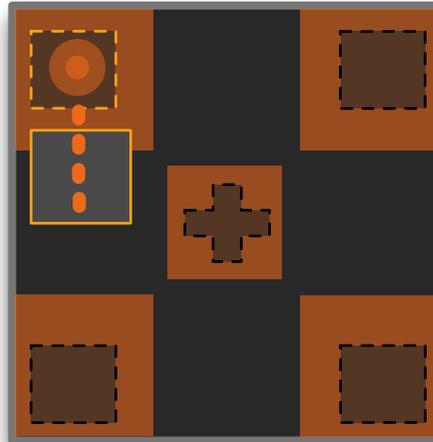
As the dragged element enters a drop zone, the Location is highlighted.

It is now safe to drop the element as it transitions to its new location.

Empathy calls

Call Edit Help

Mel

⬤ Available

i

i

on

Duration - 01:12

If the user drops the video on bottom right slot, the main view info button jumps to the left.

Dropping onto an already filled zone swaps the feeds.

NOT A VISUAL REFERENCE

1.0 Call menu

Empathy calls   ✕

Call Edit Help

Add contact to chat
Fullscreen
Record

i

2.0 Edit menu

Edit
Microphone ❯
Camera   ❯
Settings

◉ Internal Audio

◯ Bluetooth Mic

Edit
Microphone ❯
Camera   ❯
Settings

◉ USB Camera

◯ USB Camera 2

3.0 Help menu

Help
Contents
Debug call
About

Opens the empathy settings dialogue.

Microphone and camera switching should only be available if there's >=2 camera or microphones detected.

Add another contact:
Should work the same way as adding a contact to a group in text chat.
Fullscreen
Enters fullscreen mode (also, press F11)
Record:
Access to call recording functionality described in bug 590048

NB. Call menu will be disabled until mutli party chat and call recording are available. Fullscreen will be available in the toolbar.
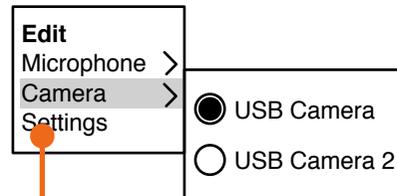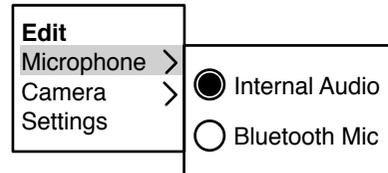
NOT A VISUAL REFERENCE

Edit
Microphone >
Camera >
Settings

◉ USB Camera

○ USB Camera 2

Opens the empathy settings dialogue.

Microphone and camera switching should only be available if there's >=2 camera or microphones detected.

Edit Help   ✕

Mel
🟢 Available

☎

Duration - 01:12
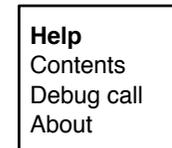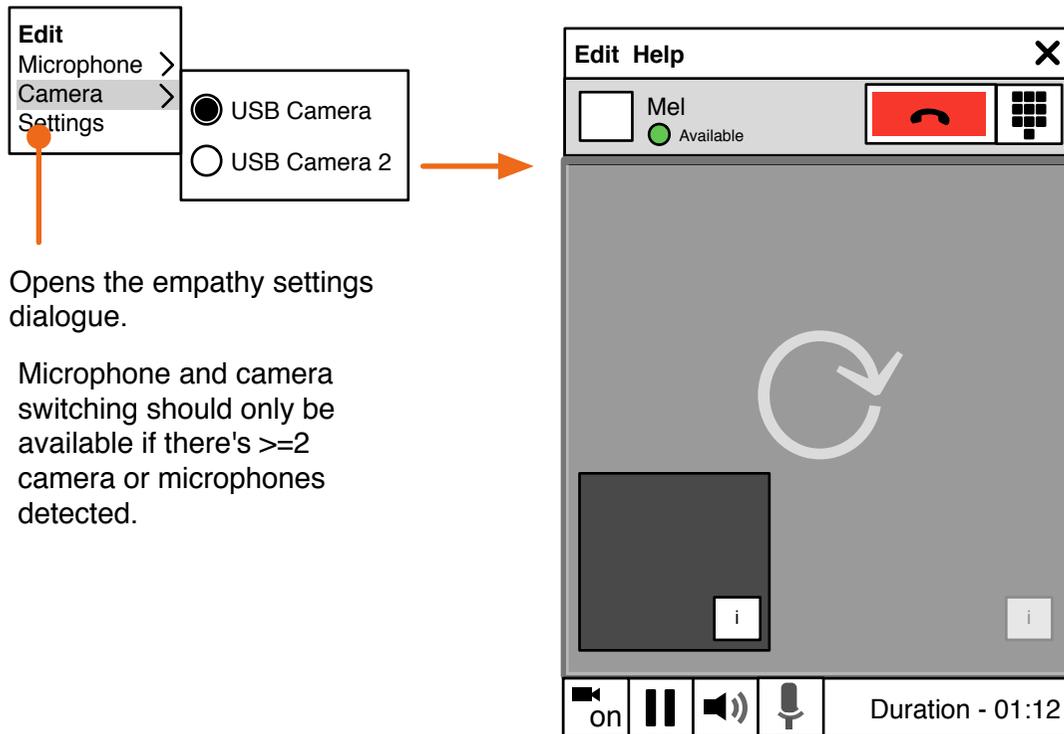
Whilst changing the camera we should dim the affected viewport and show a spinner after 500ms to give the user some feedback that the change is taking a while.

NOT A VISUAL REFERENCE

Edit Help   ✕

Mel
⬤ Available   📞   ⊞

on ❚❚ ▪ ration - 01:12

Switch camera

Video effects

Minimise me

i   i

Edit Help   ✕

Mel
⬤ Available   📞   ⊞

<   Preview   Preview   >
No Effect   Effect 1

Preview   Preview
Effect 2   Effect 3

on ❚❚ 🔊 🎤   Duration - 01:12
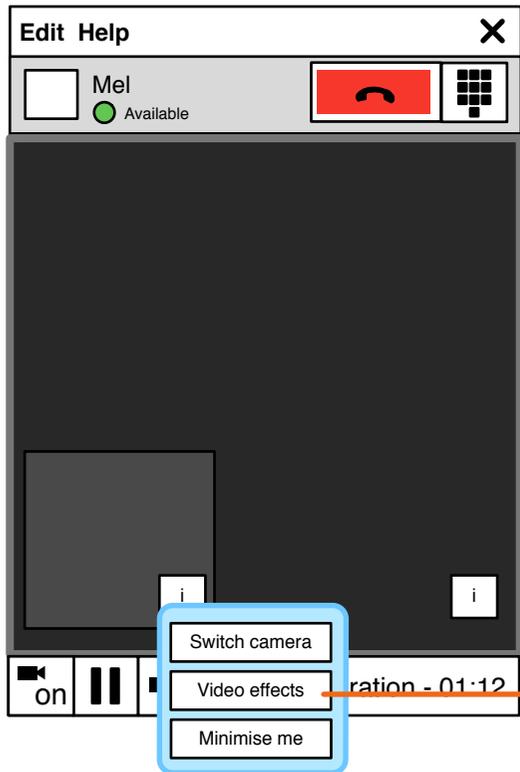
Open info button, then choose video effects from the menu
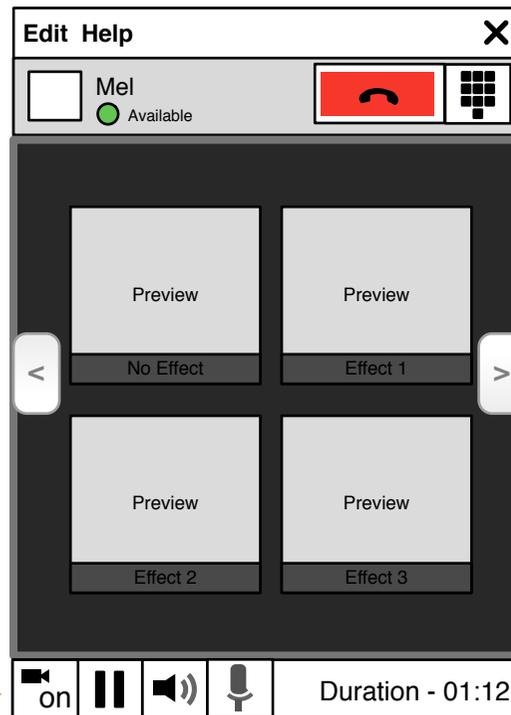
'No effect' is always the first item in the list. Click to select an effect. Effect paging should only be shown if there are more effects than can be seen in that direction.

The toolbar works the same way as it would otherwise do.

Paging requires an animation that shows that individual scrolling is not possible and that the whole page moves in the direction of selection.

If the furthest page in a particular direction has been reached the pager button for that direction should fade out.

NOT A VISUAL REFERENCE

Currently you can only have one active call at a time. In future
we would like to enable multiple calls. This is tracked in:
https://bugzilla.gnome.org/show_bug.cgi?id=623348

NOT A VISUAL REFERENCE

3. Video chat window - in call.

Text chat comes in whilst in full screen

i

i

Some text here in a semi transparent overlay which will fade out after 10 seconds.
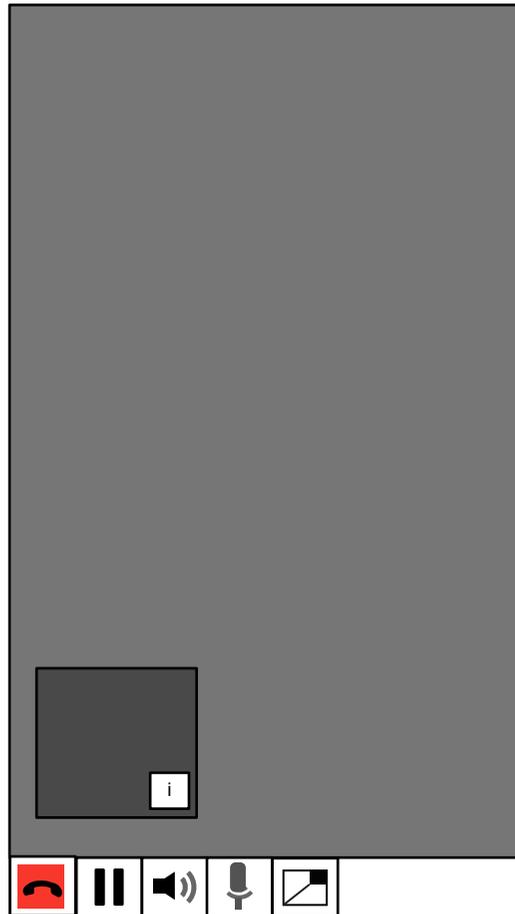
In full screen you don't currently get all the options. This may be changed.

NOT A VISUAL REFERENCE

1. Audio call window

Call Edit Help   ✕

Mel
🟢 Available

Contact's buddy picture

off ❚❚ 🔊 🎤   Duration - 01:12
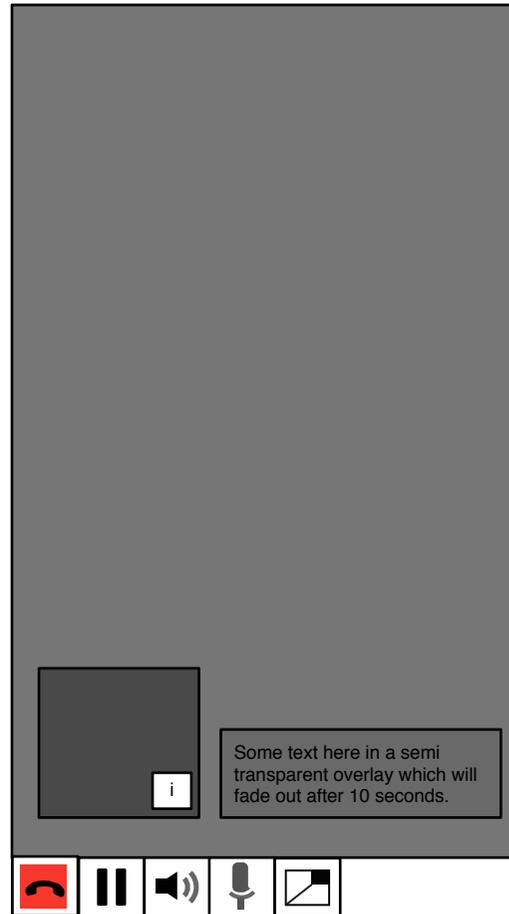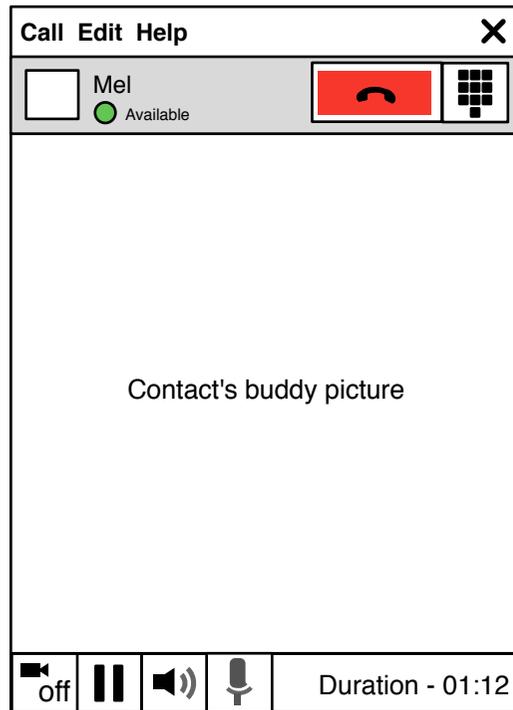
There is no way of making an audio only call in full screen.

There is no user preview window in audio calls.

2. Multi-party audio call

Call Edit Help   ✕

Mel
🟢 Available

Make primary

Disable audio

Contact's buddy picture

i

off ❚❚ 🔊 🎤   Duration - 01:12

Remote user's avatar

Swaps stream into centre

Mutes user

Another remote user's avatar
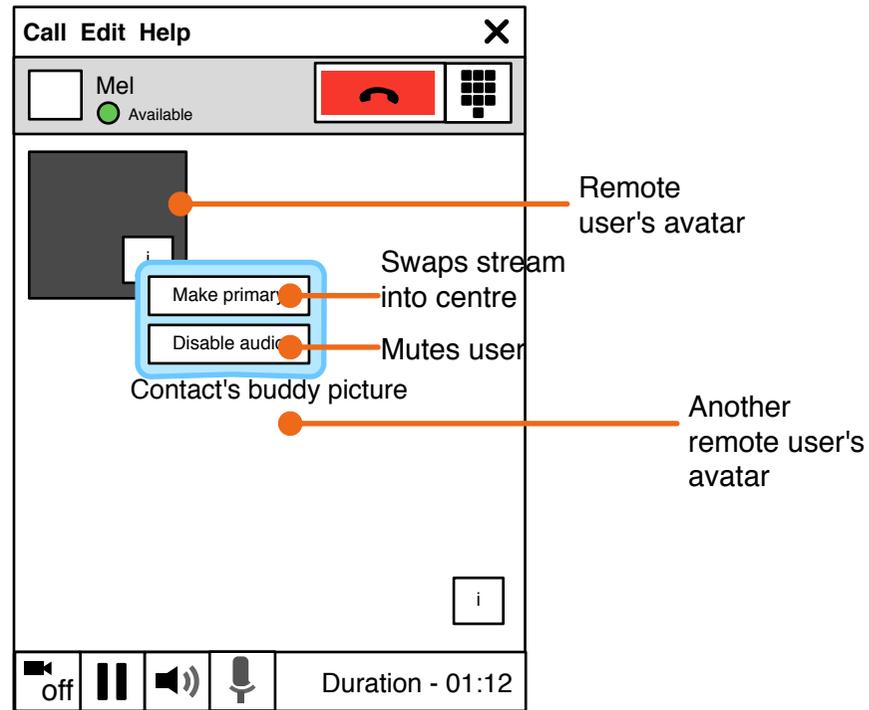
The user can manipulate multi party audio calls the same way as video calls.

1. Make a call - Select phone icon for audio call, select video icon for video and audio call. Select keyboard for keyboard popup

| | Mel |
| | ● Available |

2. Post call (buttons disabled for 2 seconds) before returning to 1.

| | Mel |
| | ● Available |

Once the type of call has been selected, the video and audio icons are merged to provide a single call to action.
NOTE: there should be a smooth transition between these different states

3. Calling - icon selectable to end the call

Call Edit Help   ✕

| | Mel |
| | ● Available |

Calling...
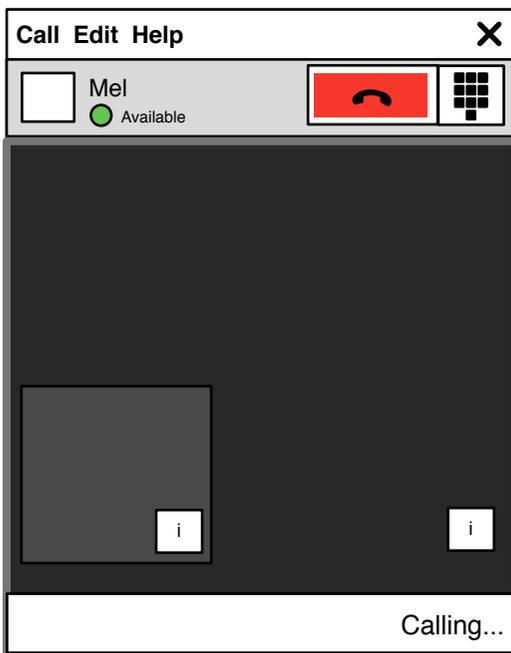
Status is shown in the message area of the toolbar. If the toolbar is hidden then it is shown on a state change, such as making a call.

3a. Call times out or is cancelled by the user
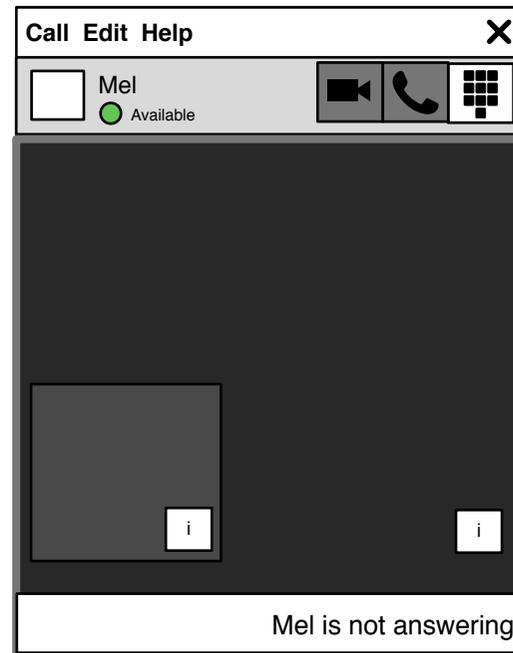
Call Edit Help   ✕

| | Mel |
| | ● Available |

Mel is not answering

In the event of a failed call or inactive call window the toolbar is always shown. Fade out only operates when in call.

3b. Call refused by contact

Call Edit Help   ✕

| | Mel |
| | ● Available |

Call refused

NOT A VISUAL REFERENCE

4. In video call

Empathy calls	✕

Call Edit Help

Mel	☎	▦
● Available		

Duration - 01:12
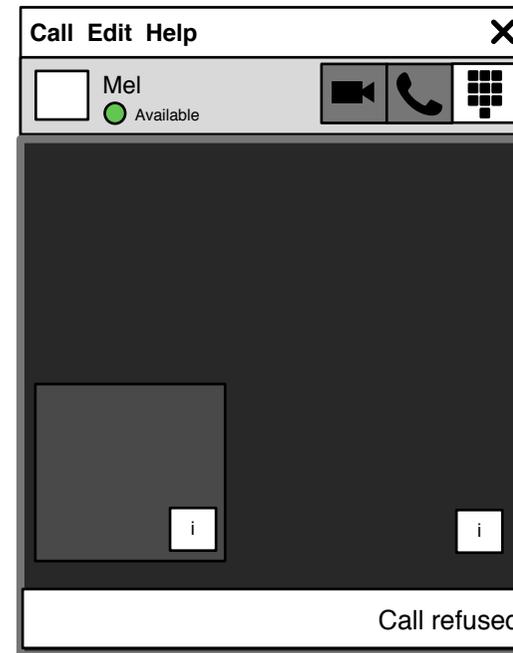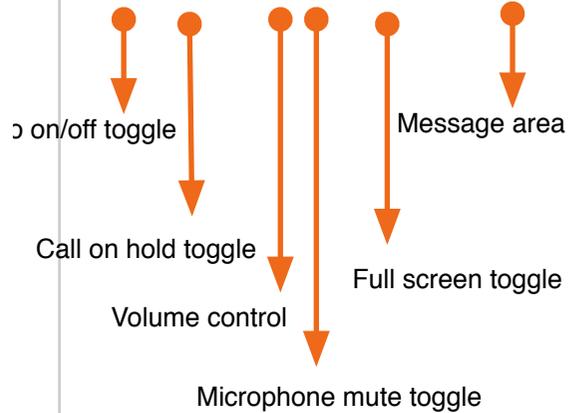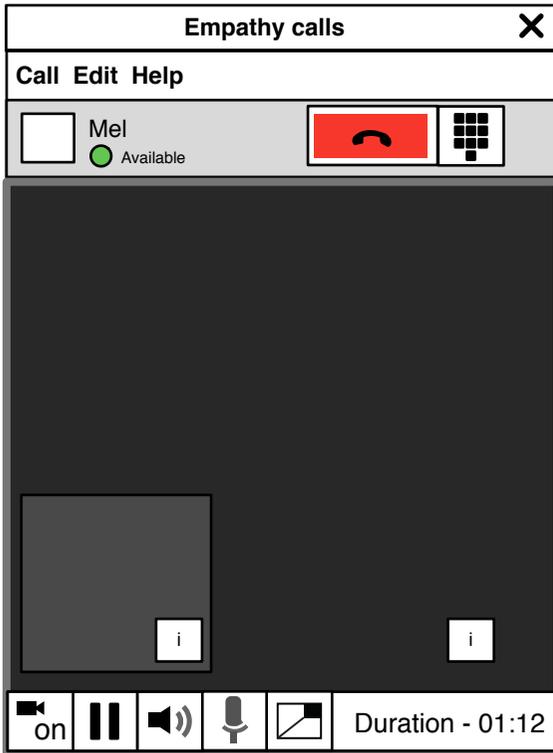
5. Adding video to an audio call).
Message disappears again when
connected

📹 on	❚❚	🔊	✗	◩	Duration - 01:12

6. Volume control

🔊

◀✕

📹 off	❚❚	🔊	🎤	◩	Duration - 01:12

7. Call on hold

📹 off	❚❚	🔊	🎤	◩	On Hold - 00:23

8. Mute toggle

📹 off	❚❚	🔊	✗	◩	Mute - 00:34

o on/off toggle

Call on hold toggle

Volume control

Microphone mute toggle

Full screen toggle

Message area
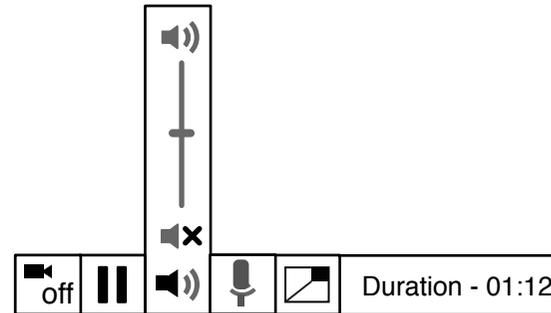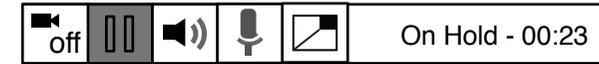
NOT A VISUAL REFERENCE

1. Keyboard toggled on

Empathy calls ✕

Call Edit Help

Mel
⬤ Available

| X
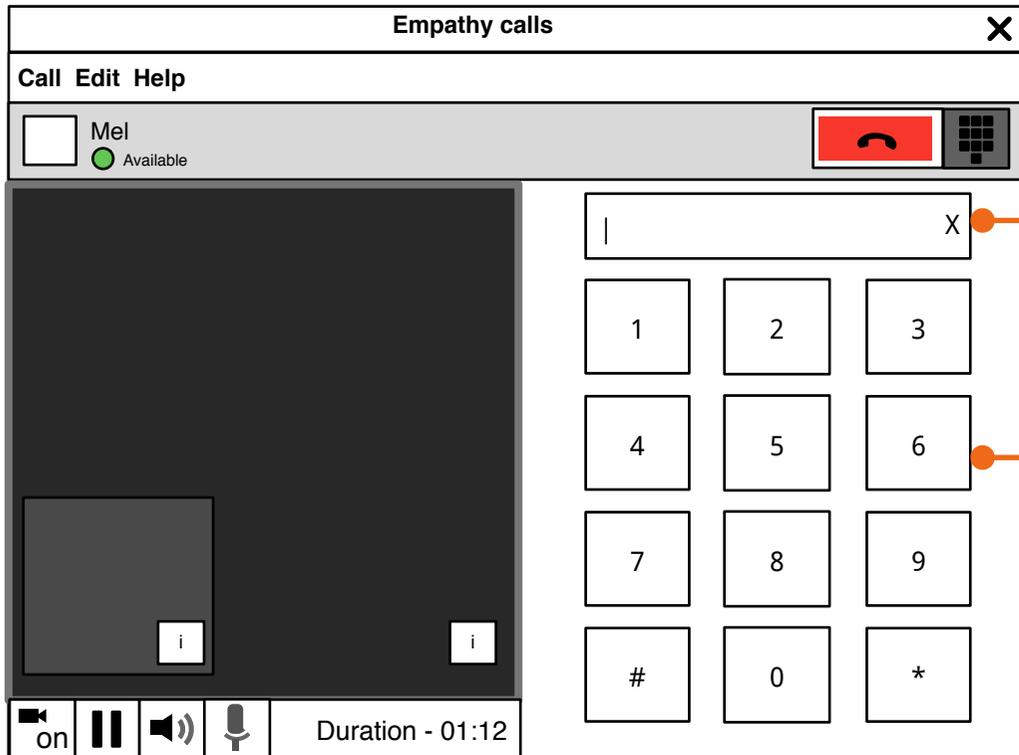
Shows entered numbers, non editable.

1	2	3
4	5	6
7	8	9
#	0	*

Of course the user should be able to just type on the keyboard as well.

i   i

on ⏸ 🔊 🎤   Duration - 01:12

If the service doesn't support DTMF and key entry stuff then it'd be really great if we could not show the whole keyboard activation thing.

NOT A VISUAL REFERENCE

1. Multi party video call (up to 4 participants)

Call Edit Help   ✕

Mel
● Available

i   i

i   i   i

▶ on ❚❚ ◀» 🎤   Duration - 01:12
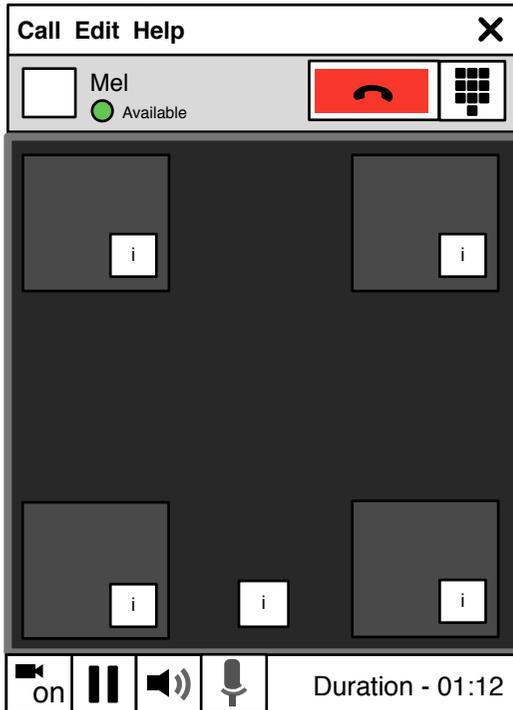
In a multi party call the drop zones around the edge of the video are used to show video streams until they are used up. Only one party can be in the main view at a time.

If all corner slots are taken the primary party's information is shown in the middle at the bottom. In a multi-party call, the video previews may be slightly smaller.

2. Multi party video call (greater than 4 participants)

Call Edit Help   ✕

Mel
● Available

i

i

i

i   i

Make primary

Disable video

Disable audio

i

▶ on ❚❚ ◀» 🎤   Duration - 01:12
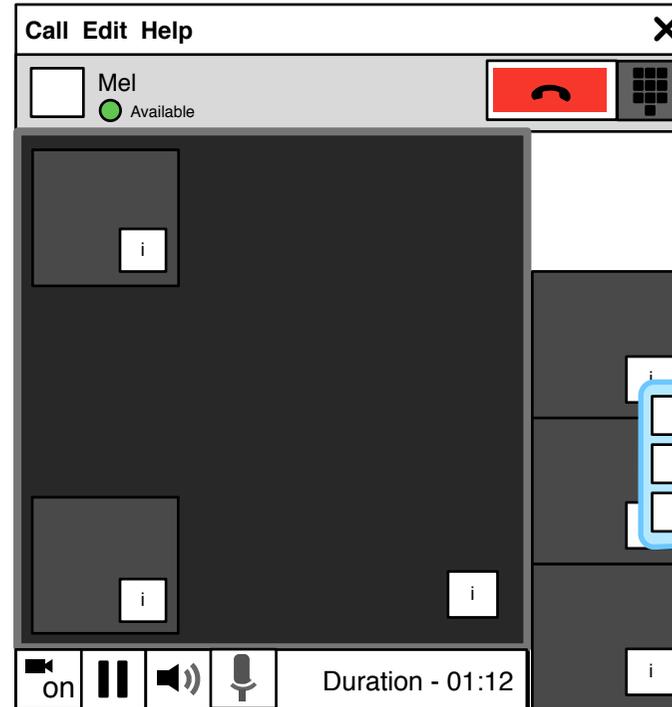
Swaps stream into centre

Stops showing users video

Mutes user

If there are more than 4 participants then video previews stack along the side of the screen. There are extra dropzones along each stacked column so you are not required to have fill the main area but when the last preview is removed from the extra column it should be hidden.

NOT A VISUAL REFERENCE

Empathy calls ✕

Call Edit Help

Mel
🟢 Available

Duration - 01:12
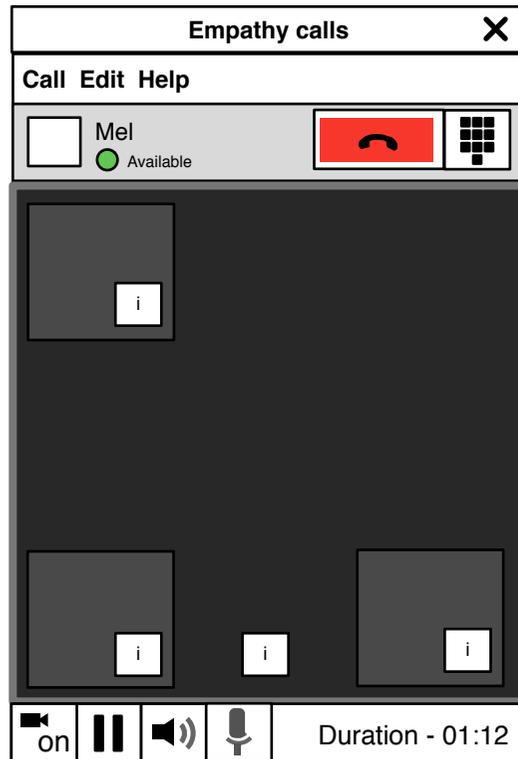
To setup a multi party call you can drag a contact from the buddy list onto the window. Or use the menu.

Call -> Add contact to chat

NOT A VISUAL REFERENCE

Preferences

General

Appearance

☑ Show smileys as images

☑ Show contact list in rooms

Behaviour

☐ Open new chats in separate windows

☑ Display incoming events in the notification area

☑ Automatically connect on startup

☑ Log conversations

Close

Preferences

Notifications

☑ Enable bubble notifications

☑ Disable notifications when away or busy

☐ Enable notifications when the chat is not focused

☐ Enable notifications when a contact comes online

☐ Enable notifications when a contact goes offline

Close

NOT A VISUAL REFERENCE

Preferences

Sounds

☑ Enable sound notifications

☑ Disable notifications when away or busy

Play sound for events

☐ Message sent
☑ New conversation
☐ Contact comes online
☐ Contact goes offline

☐ Account connected

Close

☐ Account disconnected

NOT A VISUAL REFERENCE

Preferences

Calls

Audio

Input volume

40%

Input level

Choose a device for sound input

● Internal microphone

○ Bluetooth mic

Choose a video device

● USB Camera

○ USB Camera 2

Test video

Close
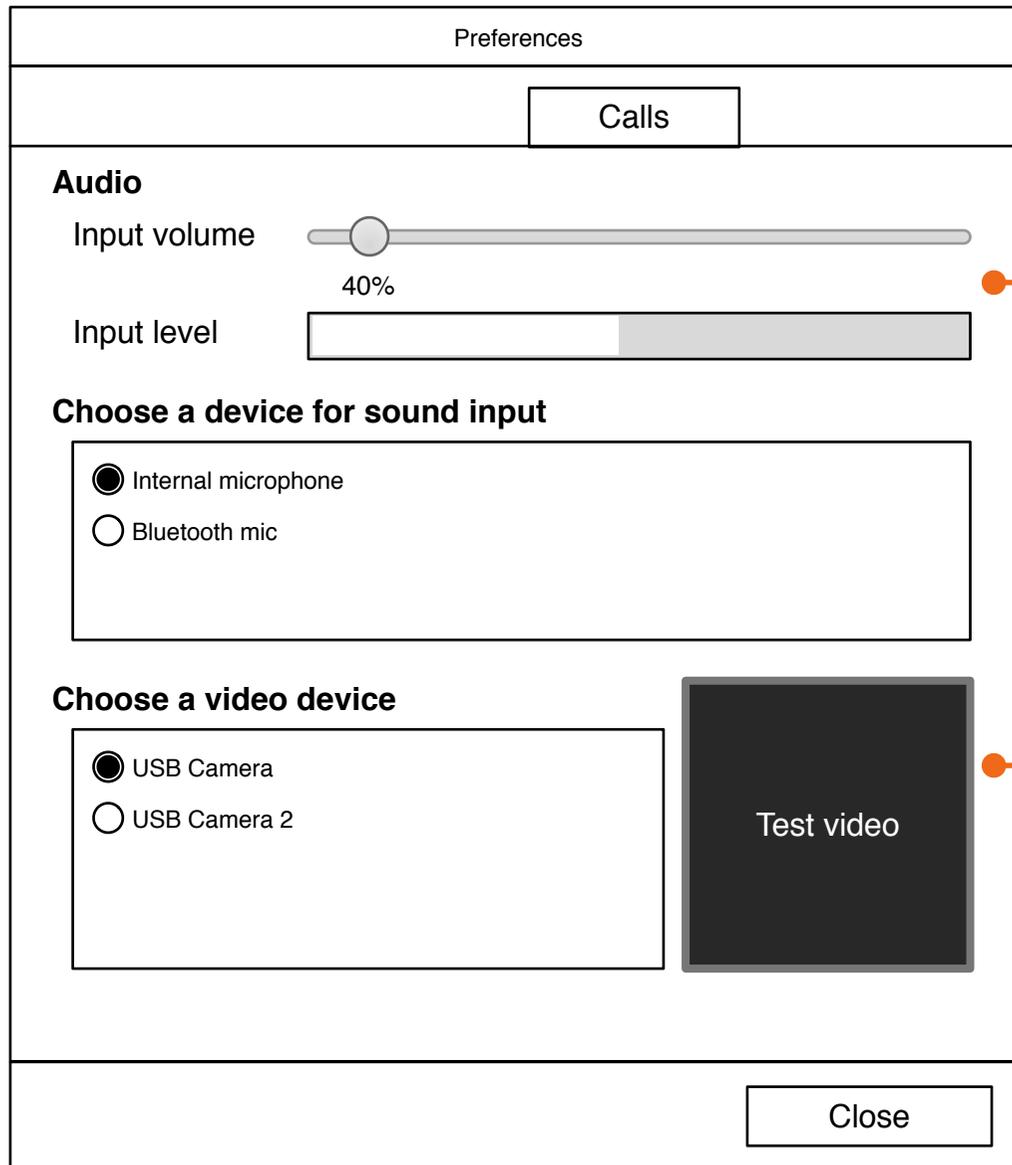
Echo cancellation should just be on and not exposed as a user setting.

Alternatively, this whole audio section could be replaced with a button saying:

Open audio settings
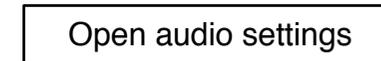
Which opens the sound capplet.

In future it'd be nice to have some preset tunables available for different lighting conditions e.g. Fluorescent lights, Outside etc. This might also be a nice place to bring some of the funky Cheese effects into the fold.

However for now, it's auto-adjust only.

NOT A VISUAL REFERENCE

Preferences

Location

☑ Publish location to my contacts

Privacy

Reduced location accuracy means that nothing more precise than your city, state and country will be published. GPS co-ordinates will be accurate to 1 decimal place.

☑ Reduce location accuracy

Location sources:

☐ GPS

☑ Cellphone

☑ Network (IP, WiFi)

Close

NOT A VISUAL REFERENCE

Preferences

Spell Checking

Enable spell checking for languages

The list of languages reflects only the languages for which you have a dictionary installed.

Close

Preferences

Themes

Chat Theme: Classic V

Example

Close

Incoming video call from Mel.

| Reject | Answer |
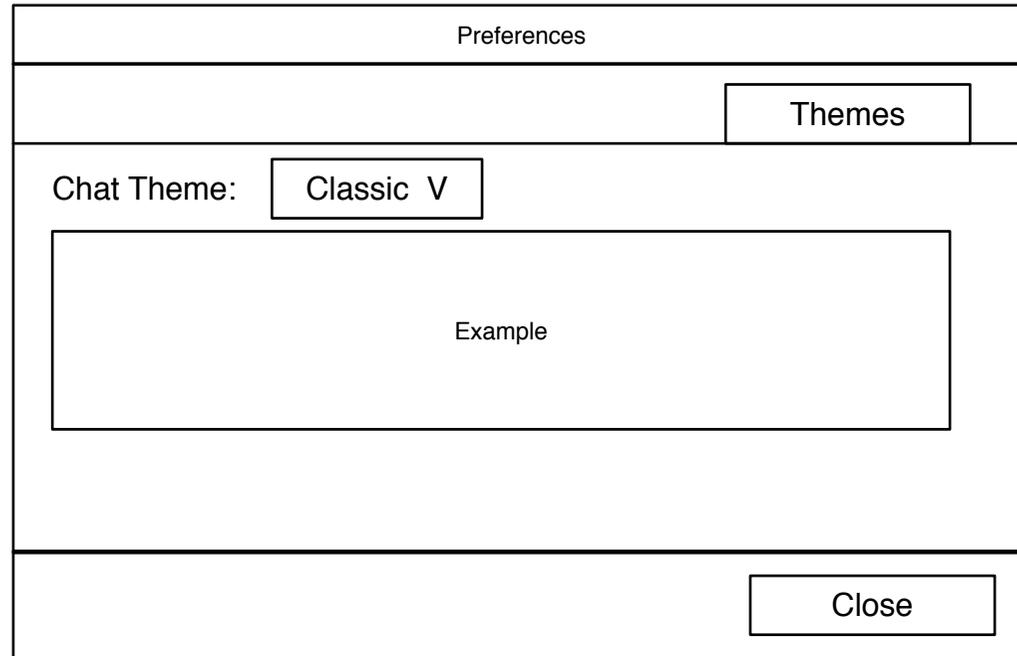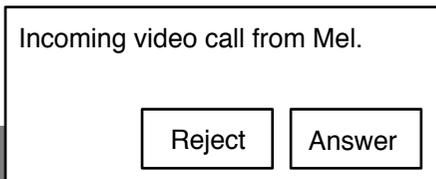
A system modal dialogue is the primary means of receiving a call. This is shown on all workspaces. Accepting will open a video chat window or reuse an existing window

Incoming call from Mel.

| Reject | Answer |

Audio chat version

Incoming video call from Mel.

Experiment

| Reject | Answer without video | Answer |
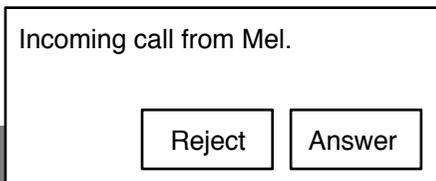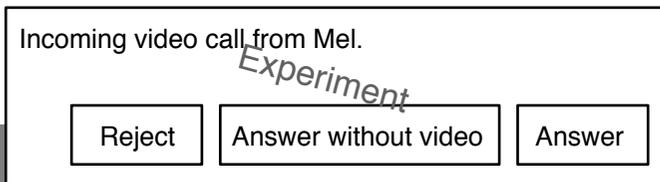
A video chat only version of the system modal dialogue may be experimented with.

Empathy calls ✕

Ca | Incoming call from Mel

| Reject | Answer |

i   i

Empathy calls ✕

Ca | Incoming video call from Mel.

| Reject | Answer |

i   i
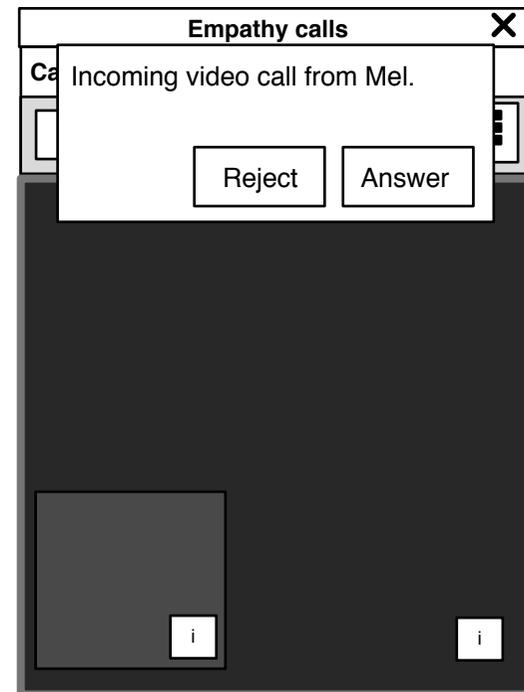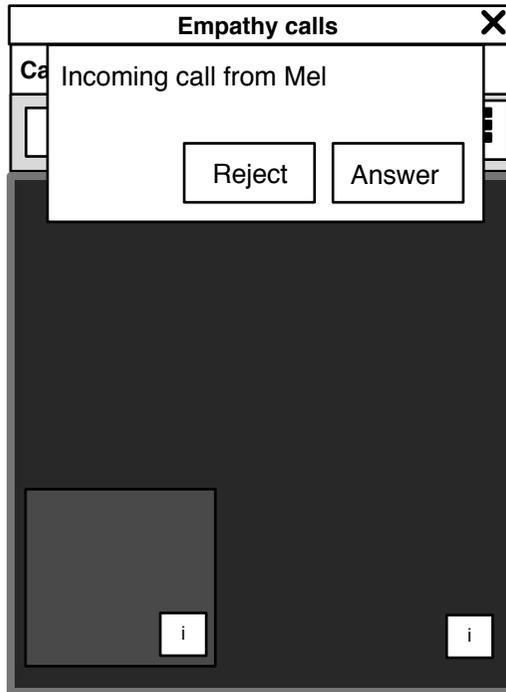
If the empathy call window is already open and on the same workspace, then a modal dialogue is shown for an incoming call. This is in addition to the normal shell dialogues for incoming calls and can be dropped if it's too difficult to implement.

Mel

📞

Hi there

Hi

See you soon

This is a textbox

Incoming call from Mel.   Reject   Answer

icn

Ongoing conversation with incoming call

NOT A VISUAL REFERENCE

Empathy calls ✕

Incoming call from Mel

| Reject | End current call and answer |

Incoming call from Mel

| Reject | Merge calls | End current call and answer |

If it is possible to merge the two calls, the option should be offered. This would make it a multi party call as dealt with elsewhere.

i   i

This design and application can only support one simultaneous video session. If you are already in a call when another one comes in then a window modal dialogue is shown. The options within will depend on the networks that both parties are on.

NOT A VISUAL REFERENCE

Example system state:

1

Workspace 1 is currently active

2

Workspace 2 has an existing empathy call window

Event	Workspace 1	Workspace 2
Incoming call	Notification	Notification
Incoming chat	Notification	Notification

NOT A VISUAL REFERENCE

Mel	📞 3:27

When the call window is not focused an urgent shell notification is shown. The time of call is shown.

Mel	🎥 3:27

Look! A video call.

Mel	📞 3:27

Hi there

Hi

See you soon

This is a textbox

Open

icn

Mel	🎥 3:27

Hi there

Hi

See you soon

This is a textbox

Open

icn

NOT A VISUAL REFERENCE
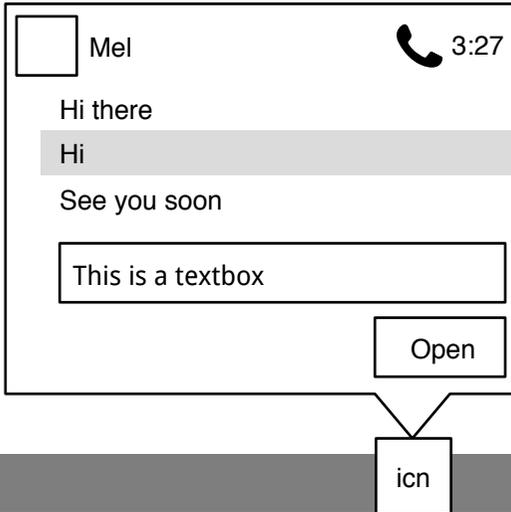
| icn | Mel |
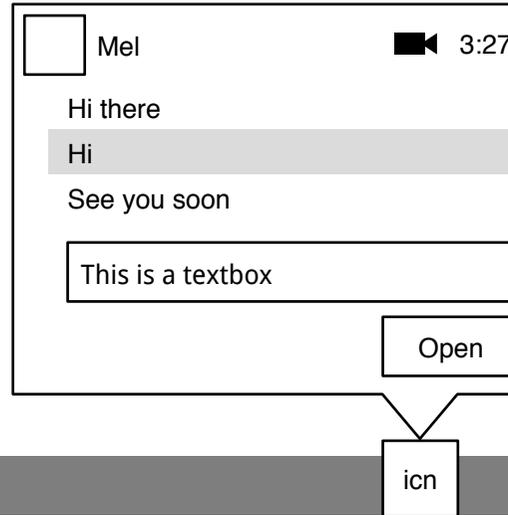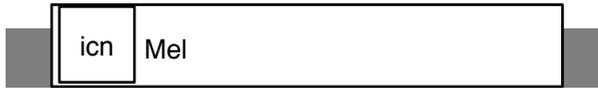
Incoming chat, new conversation.

| icn | Mel |
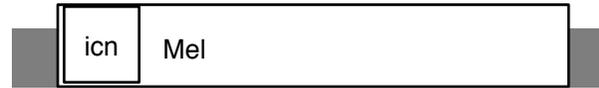
Incoming chat, existing conversation.

| icn | icn |

Incoming chat, notification timeout.

| icn | Mel |

Hi there

Hi

See you soon

This is a textbox

Open

icn
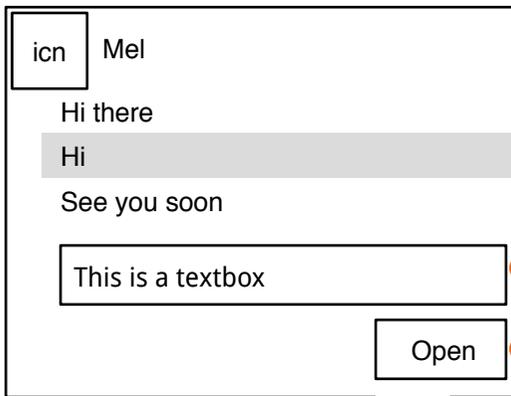
Allows the user to type messages, enter to send.

Takes the user to the conversation window and focuses it, on whichever workspace it is.

NOT A VISUAL REFERENCE

icn	Mel
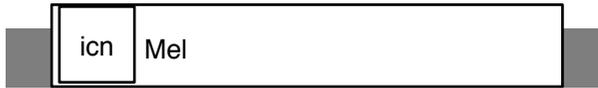
Incoming file transfer offer. Invitation should remain until acknowledged or removed by the other party.

icn	Mel	

Ongoing file transfer

icn	Mel	Filename complete	icn

File transfer complete

	Mel	

Hi there

Hi

See you soon

This is a textbox

Accept transfer of XYZ.jpg?   Reject   Accept

icn
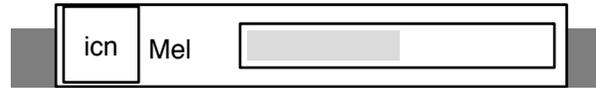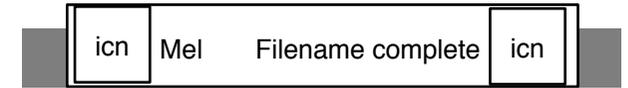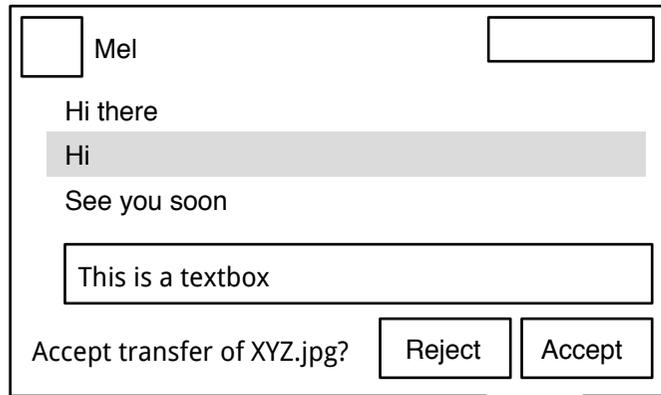
Ongoing conversation with incoming file transfer

	Mel	

Hi there

Hi

See you soon

This is a textbox

Open

icn
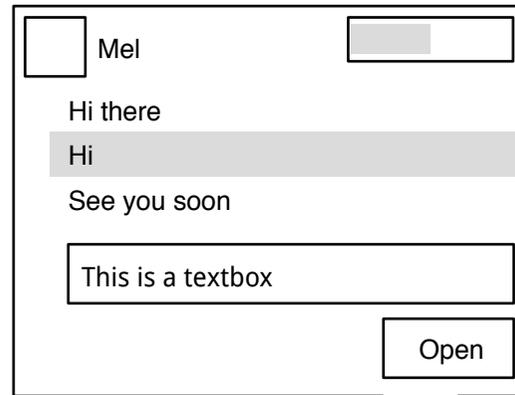
Ongoing conversation with ongoing file transfer

NOT A VISUAL REFERENCE

Mel

Hi there

Hi

See you soon

This is a textbox

Incoming call from Mel. | Reject | Answer |

Accept transfer of XYZ.jpg? | Reject | Accept |

icn
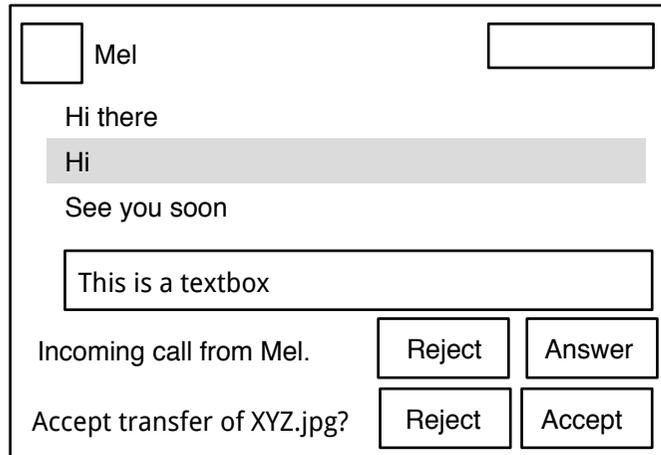
Multiple events should stack with the latest at
the bottom

NOT A VISUAL REFERENCE

All accounts connected

One account connected, one in error
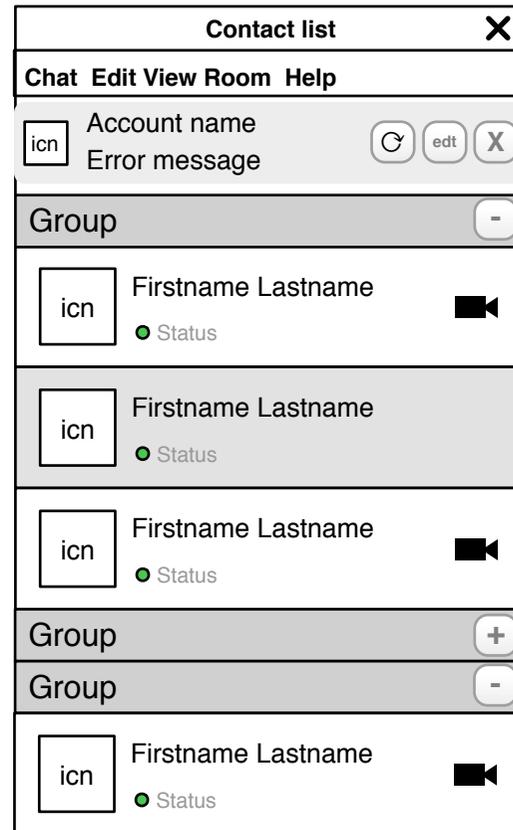
No accounts configured or enabled.

Contact list	✕
Chat Edit View Room Help	

Group −

icn | Firstname Lastname
● Status | ◼◣

icn | Firstname Lastname
● Status | ◼◣

icn | Firstname Lastname
● Status | 📞

Group +

Group −

icn | Firstname Lastname
● Status | ◼◣

Contact list	✕
Chat Edit View Room Help	

icn | Account name
Error message | ↻ edt X

Group −

icn | Firstname Lastname
● Status | ◼◣

icn | Firstname Lastname
● Status |

icn | Firstname Lastname
● Status | ◼◣

Group +

Group −

icn | Firstname Lastname
● Status | ◼◣

Contact list	✕
Chat Edit View Room Help	

generic
contact
icon

You need to setup an account to
see contacts here.

**Account
settings**

This contact card is more similar to those
used elsewhere within GNOME to refer to
people. However in the short term it's OK
to use the current one.

NOT A VISUAL REFERENCE

Accounts configured but not enabled.

Online, no online or offline contacts

Online, no online contacts, but offline contacts

Contact list	✕
Chat Edit View Room Help	

generic
contact
icon

You need to enable $account-name to see contacts here.

Account settings

Contact list	✕
Chat Edit View Room Help	

generic
contact
icon

You haven't added any contacts yet

Add a friend

Account | icn | $account name ▼

Username | Your contacts username

A username looks like an email address

Name | Your contacts real name

Add

Contact list	✕
Chat Edit View Room Help	

generic
contact
icon

You don't have any contacts online to chat to right now.

Always show offline contacts

For multiple accounts use the string:

"You need to enable one of your accounts to see contacts here."

Terminology, formatting and tip should change depending on the type of account selected.

NOT A VISUAL REFERENCE

All accounts in error

Contact list	✕

Chat Edit View Room Help

icn	Account name Error message	⟳	edt	X
icn	Account name Error message	⟳	edt	X

generic
contact
icon

Loading state

Contact list	✕

Chat Edit View Room Help

Group   −

icn	Firstname Lastname ● Status	▇▶

generic
contact
icon

The spinner and contact icon should be
fixed to the bottom of the list until all
contacts are loaded, at which point they
should be removed. The viewport should
be fixed to the top of the contact list until it
is moved by the user. This way an attentive
user will see that not all the contacts have
loaded whilst also being able to enjoy
snappy response.

NOT A VISUAL REFERENCE

The current state of Empathy's contact list hover state - this should
be much more actionable or go away.

Contact list	✕

Chat Edit View Room Help

Group   −

icn	Firstname Lastname
	🟢 Status

icn	Firstname Lastname
	🟢 Status

Account: [icn] account name
Identifier: username
Alias: Firstname Lastname
🟢 Status

icn	Firstname Lastname
	🟢 Status

Group   +

Group   −

icn	Firstname Lastname
	🟢 Status

NOT A VISUAL REFERENCE

The current state of Empathy's contact list hover state - this should
be much more actionable or go away.

Contact list	✕

Chat Edit View Room Help

Group   [-]

| icn | Firstname Lastname
🟢 Status | 🎥 |

| icn | Firstname Lastname
🟢 Status | 🎥 |

Chat
SMS
Audio Call
Video Call
Call XXXXX (Work)
Invite to Chat Room
Send File
Share My Desktop

Edit Information
Link Contacts
Previous conversations
Favourite

Remove

| icn | Firstname Lastname
🟢 Status | |

Group

Group

| icn | Firstname Lastname
🟢 Status | |

NOT A VISUAL REFERENCE

The current state of Empathy's contact list menus.
In an ideal world there would be no menus here.

Contact list	✕

Chat Edit View Room Help

Group   -

icn	Firstname Lastname	🎥
	● Status	

icn	Firstname Lastname	🎥
	● Status	

icn	Firstname Lastname	
	● Status	

Group   +

Group   -

icn	Firstname Lastname	🎥
	● Status	

Chat
New Conversation...
New Call...

Add Contact...
Search for Contacts...

Quit

Edit
Contact   ⟩

Accounts
Personal Information
Find in Contact List
Blocked contacts

Preferences

Chat
SMS
Audio Call
Video Call
Previous Conversations
Invite to chat room
Send File
Share My Desktop

Edit
Link Contacts
Information
Favourite

Remove

View
Offline Contacts
Show Protocols

Sort by Name
Sort by Status

Normal size with Avatars
Normal Size
Compact Size

Previous Conversations
File Transfers
Contacts on a Map

Room
Join
Join Favourites

Manage Favourites

Help
Contents
Debug
About

NOT A VISUAL REFERENCE

The current state of Empathy's conversation window
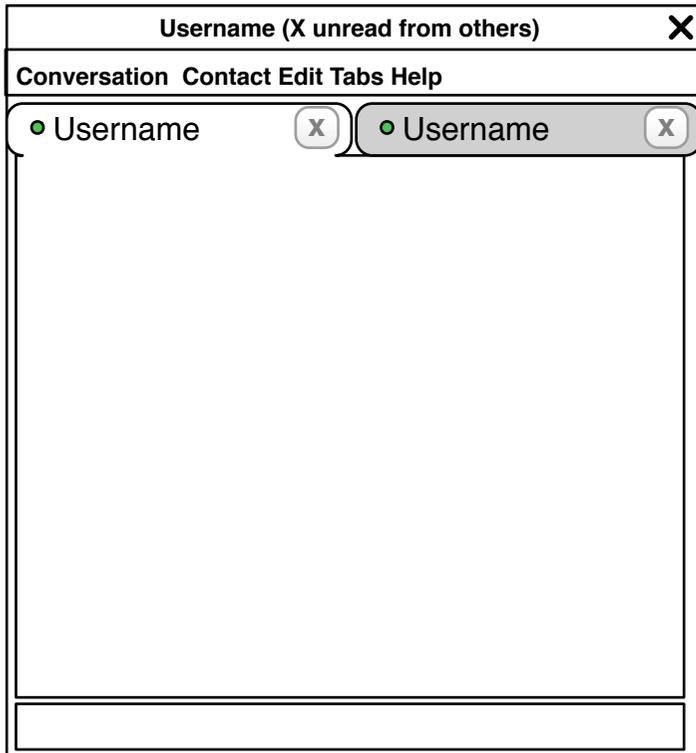
Username (X unread from others)   ✕

Conversation Contact Edit Tabs Help

◉ Username   [X]   ◉ Username   [X]

Chat
SMS
Audio Call
Video Call
Call XXXXX (Work)
Invite to Chat Room
Send File
Share My Desktop

Edit Information
Link Contacts
Previous conversations
Favourite

Remove

Chat
SMS
Audio Call
Video Call
Call XXXXX (Work)
Invite to Chat Room
Send File
Share My Desktop

Edit Information
Link Contacts
Previous conversations
Favourite

Remove

NOT A VISUAL REFERENCE

When the user visits the account settings dialogue we can assume that they have at least one account setup, thanks to the nice OOBE. As such there will always be a valid account we can focus on. Accounts should be ordered by date of creation, oldest first. We should focus on the first non Salut account if at all possible - if not then the default salut account.

Instant Messaging Accounts

✖

| Icon | People nearby |

Change People nearby account

First name: [   ]

Last name: [   ]

Nickname: [   ]

Account: [OFF   ]

⊕ Show advanced

+   -

The Salut account is always available, even if not enabled. It is the one account type that it is impossible to delete. The user can only have one People nearby account active a time. It should be primed with the users account details automatically.

NOT A VISUAL REFERENCE

Instant Messaging Accounts

✖

Icon	People nearby
Icon	New XMPP account

+ | -

Add new [XMPP ▼] account

Username: [   ]

Example: test@jabber.org

Password: [   ]

[**Cancel**] [**Log in**]

⊕ Show advanced

When the user presses the add new account button a new entry is created in the account list and focused. Until the user enters a username it is named "New $Protocol' account". The default protocol is XMPP/Jabber. Other protocols can be selected from the dropdown list, ordered in the same way as the OOBE.

When the user is ready they can press the log in button which should be disabled until the fields are filled in syntactically correctly. This creates the account and switches the view to the 'modify' account view. The account is enabled and attempts to log in.

NOT A VISUAL REFERENCE

Username: _____

Example: test@jabber.org

Password: _____

If focus leaves the "Screen Name"/"Windows Live ID"/etc field when it does not match the expected syntax, the "Example: <example>" caption should change to "Sorry, that's not a complete ID" (or appropriate for the protocol). When focus returns to the field, the caption should switch back to displaying the example.

NOT A VISUAL REFERENCE

Instant Messaging Accounts ✖

| Icon | People nearby |

| Icon | New XMPP account |

[+] [-]

Add new [XMPP ▼] account

Username: [   ]

Example: test@jabber.org

Password: [   ]

[Cancel]   [Log in]

(-) Hide advanced

Server
address: [   ]

☐ Encryption required (TLS/SSL)

☑ Ignore SSL certificate errors

☑ Use old SSL

Resource: [Telepathy]

Port: [5223]

Each account type may have advanced options.

NOT A VISUAL REFERENCE

Accounts can be toggled between enabled and disabled states.
An enabled account will attempt to login, a disabled account will not.
Accounts should be enabled by default when created.

Disabled accounts will be visually differentiated in the accounts list.

| Icon | People nearby |
| Icon | test@jabber.org |

+   -
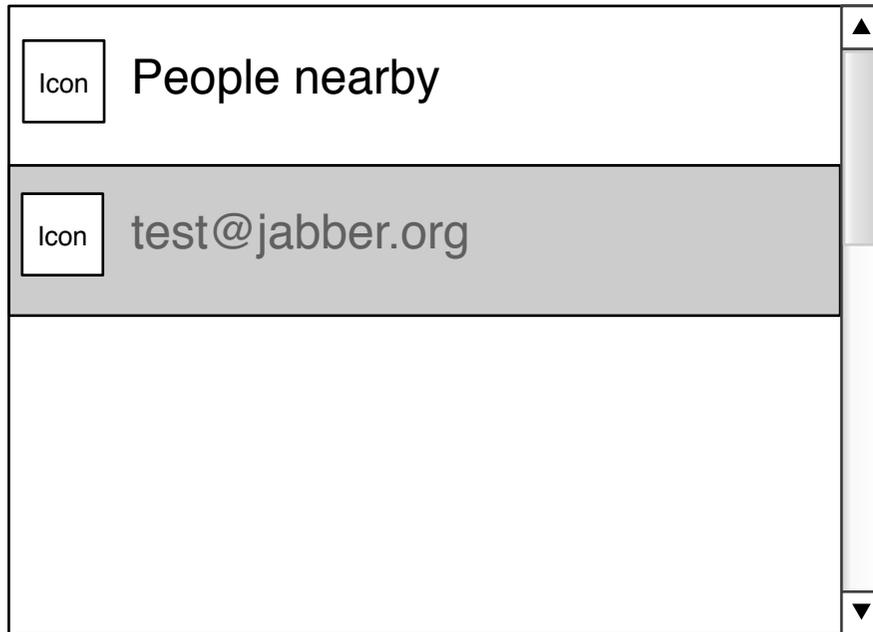
Change XMPP account

Username: test@jabber.org

Example: test@jabber.org

Password: ********

Account: OFF

Online

⊕ Show advanced

NOT A VISUAL REFERENCE

Instant Messaging Accounts

| Icon | People nearby |
| Icon | test@jabber.org |

+   -

Change XMPP account

Username: test@jabber.org

Example: test@jabber.org

Password: ********

Account: ON

Online

⊕ Show advanced

When an existing account is selected the user can modify it. Once an account has been setup, the protocol cannot be changed, only the username, password and other settings. The user can also enable and disable accounts from here.

The 'account name' is the user's username for the account. If the user changes their username in an existing account the account name should be updated in all places it is shown. The user should be prevented from having two accounts on the same service with the same account name.

NOT A VISUAL REFERENCE

Instant Messaging Accounts ✖

Icon	People nearby
Icon	test@jabber.org

▲
▼

+ -

Change XMPP account

Username: test@jabber.org

Password: ********

Server
address: jabber.org

Account: **ON**

Connecting

⊕ Show advanced

When the account is enabled the connection status text is shown.

The possible states are: "Online", "Connecting", "Not working because you are not connected to the Internet.", "Not working because the server is not responding. Try again later." and "Not working because your login details are incorrect." If the account is in any of the 'not working' states then the protocol icon in the accounts list should be replaced with a 'warning' icon like so: ▲

NOT A VISUAL REFERENCE

It is important to signal errors inline, as close as possible to the setting that can fix them. Below are some proposed error messages and their fix.

We should also visually differentiate an account that is in an error state so it can be easily identified.

NOT A VISUAL REFERENCE

Instant Messaging Accounts

✖

Icon	People near~~b~~	...~~:~~count

| Icon | test@jabber. |

Do you want to delete test@jabber.org from your computer? This will not remove your account on the server.

.org

No, save   Yes, delete

address:

Account: **ON**

Online

⊕ Show advanced
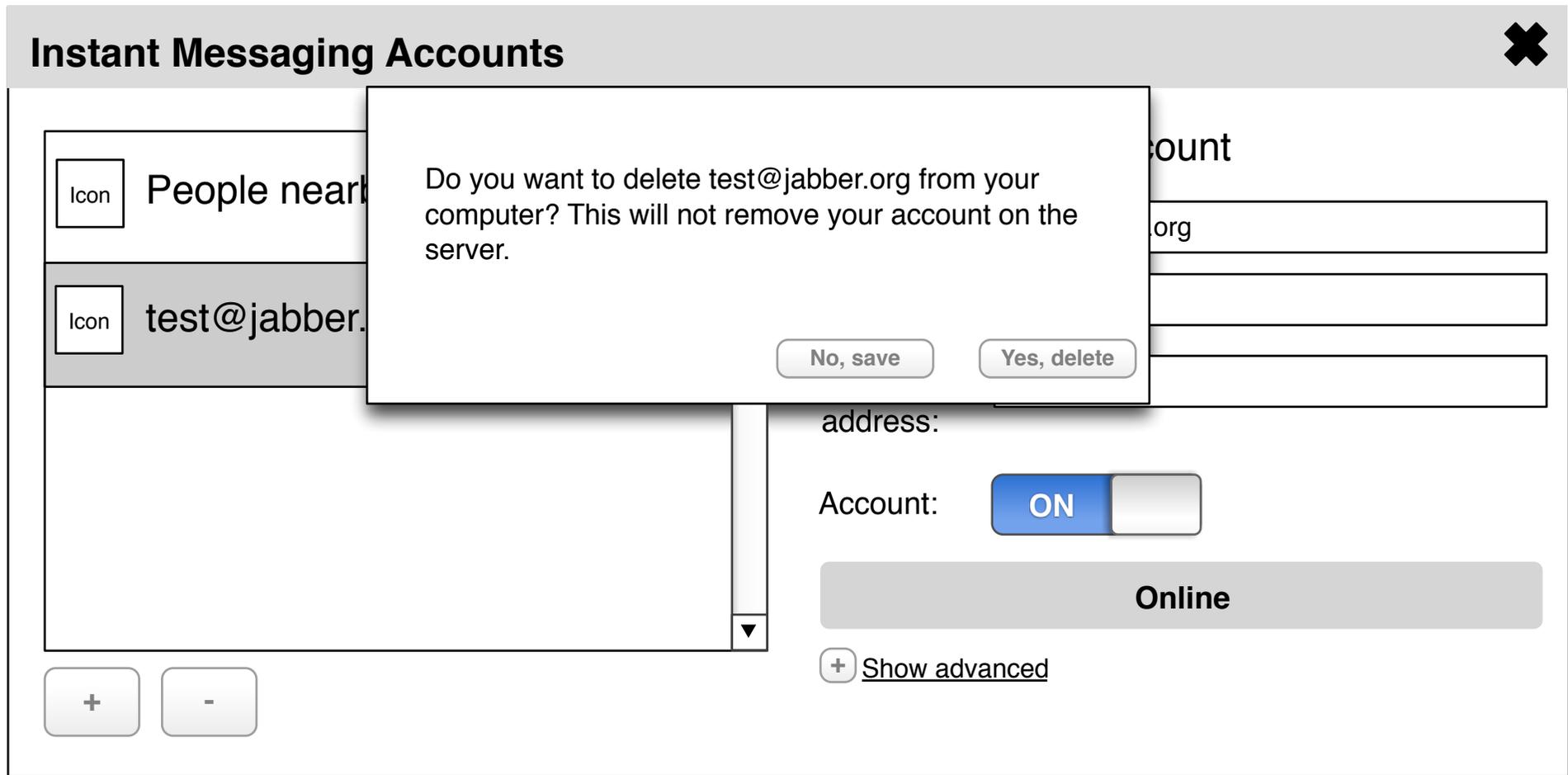
Pressing the [-] icon on the selected account brings up a hard notification that is constrained within the bounds of the window.

NOT A VISUAL REFERENCE

Instant Messaging Accounts ✖

Icon	People nearby
Icon	Facebook

▲
▼

\+ -

Change Facebook account

Facebook accounts are managed through My Web Accounts.

Go to My Web Accounts

Facebook is handled slightly differently to other accounts as we use Bisho to do the login with its magic integration.

This is a bit shabby, we should have a proper partner to bisho so you can login to facebook here and control bisho here as well so both entry points to facebook work the same.

NOT A VISUAL REFERENCE

Instant Messaging Accounts

Icon People nearby

Icon Facebook

+ -

Change Facebook account

Facebook accounts are managed through My Web Accounts.

Go to My Web Accounts

Account: ON

Online

Facebook is handled slightly differently to other accounts as we use Bisho to do the login with its magic integration. You can still turn it off here though.

This is a bit shabby, we should have a proper partner to bisho so you can login to facebook here and control bisho here as well so both entry points to facebook work the same.