

EVANTAGE
CONSULTING



Introduction to Axure RP Pro

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Today's awesomeness shall include...

- Getting started with Axure
- Creating basic wireframes
- Turning wireframes into a prototype
- Making richly interactive prototypes
- Documentation



Interactive Prototyping With Axure

Interactive Prototyping with Axure

Axure makes interactive prototyping truly rapid

- Compress three steps into one
 - Wireframing
 - Prototyping
 - Documentation
- No extra time or money for prototyping
- No extra time or money for revising prototypes and documentation separately
- Easily whip up proof-of-concept interactions
- Impress clients with unique capabilities
 - Axure has helped Evantage land several projects

What Axure Produces

Axure produces essentially two things:

Interactive prototypes

- Simple sites
- Richly interactive sites
- Web applications
- Any other type of site or application you can imagine

Functional specifications

- Standard engineering documents
- High thud factor

Getting Started with Axure

Axure Concepts

Axure, like any application, has its own language & structure

Pages

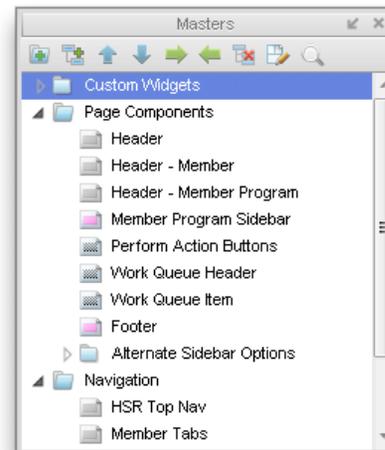
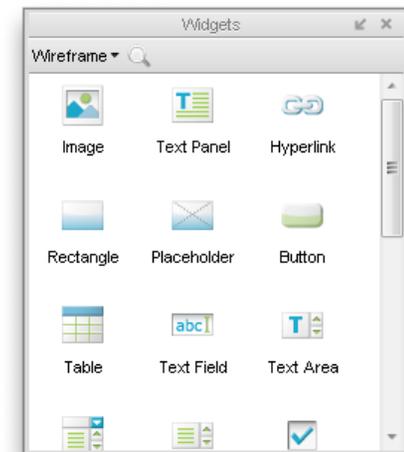
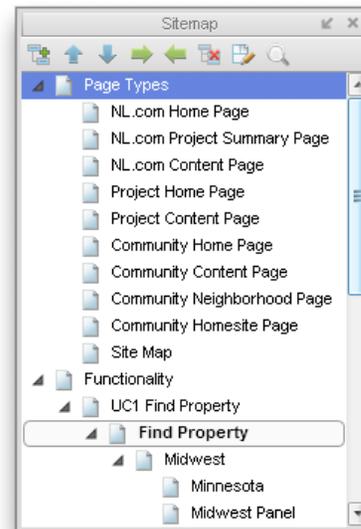
- A Web page
- Just like a page in Visio

Widgets

- Objects you place on a page
- Like shapes in Visio

Masters

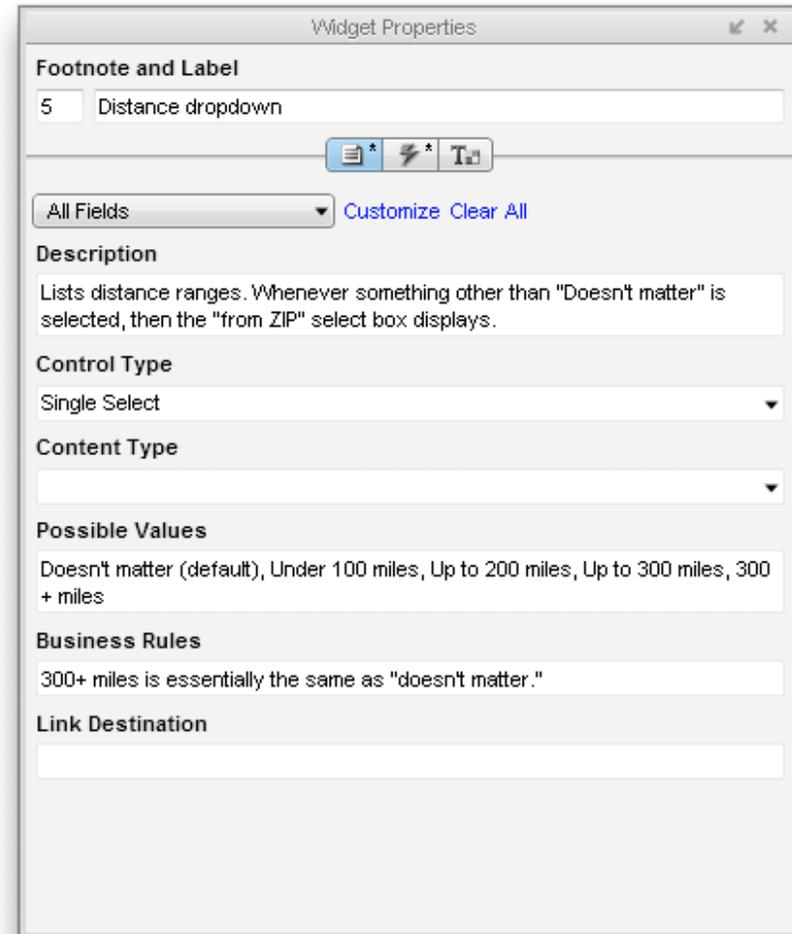
- Object templates that you define
- Like background pages in Visio, but at the object level
- A little like pages; a little like shapes



Axure Concepts

Annotations

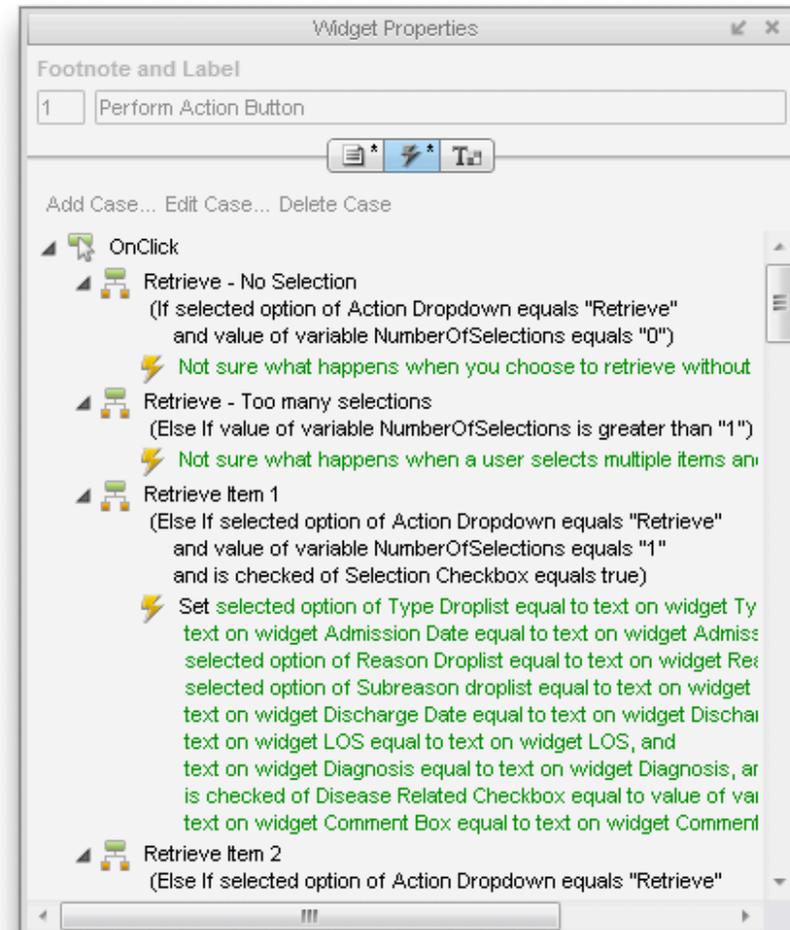
- Descriptions of widgets on the page
- Can be displayed in the prototype
- Primarily for the functional spec, beneath a screenshot



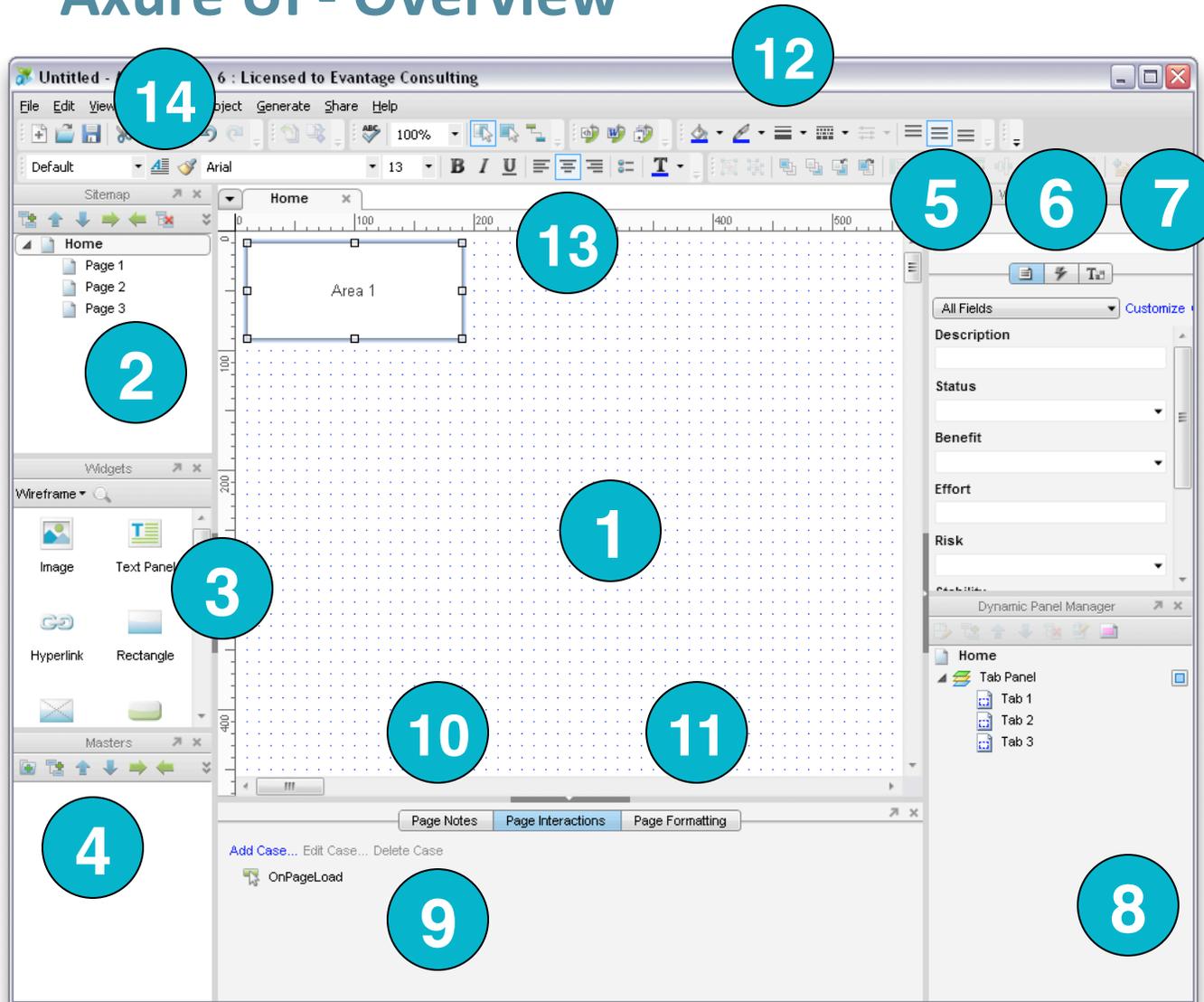
Axure Concepts

Interactions

- Interactions are added to widgets
- They are what makes a prototype interactive
- Widgets can have multiple interactions

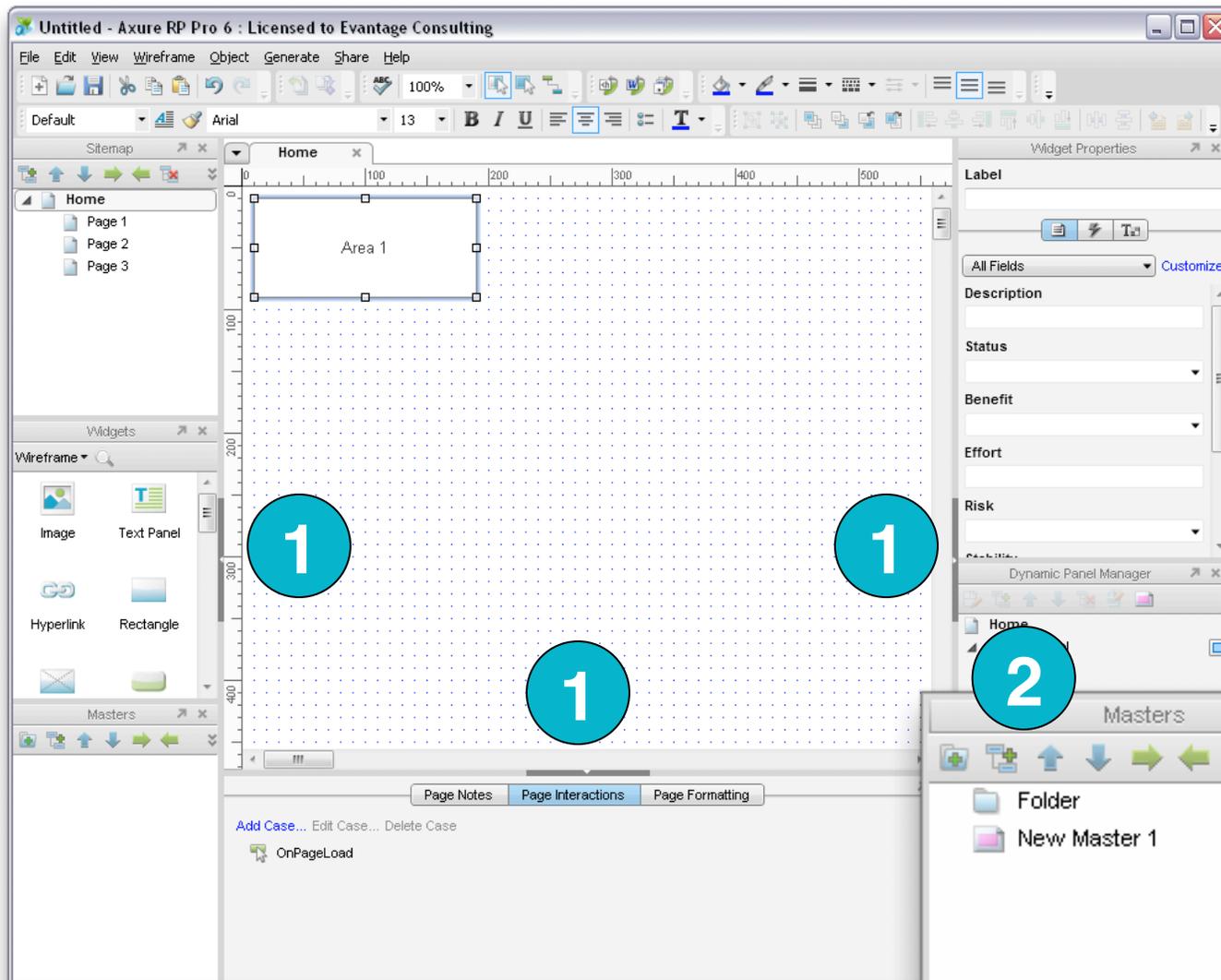


Axure UI - Overview



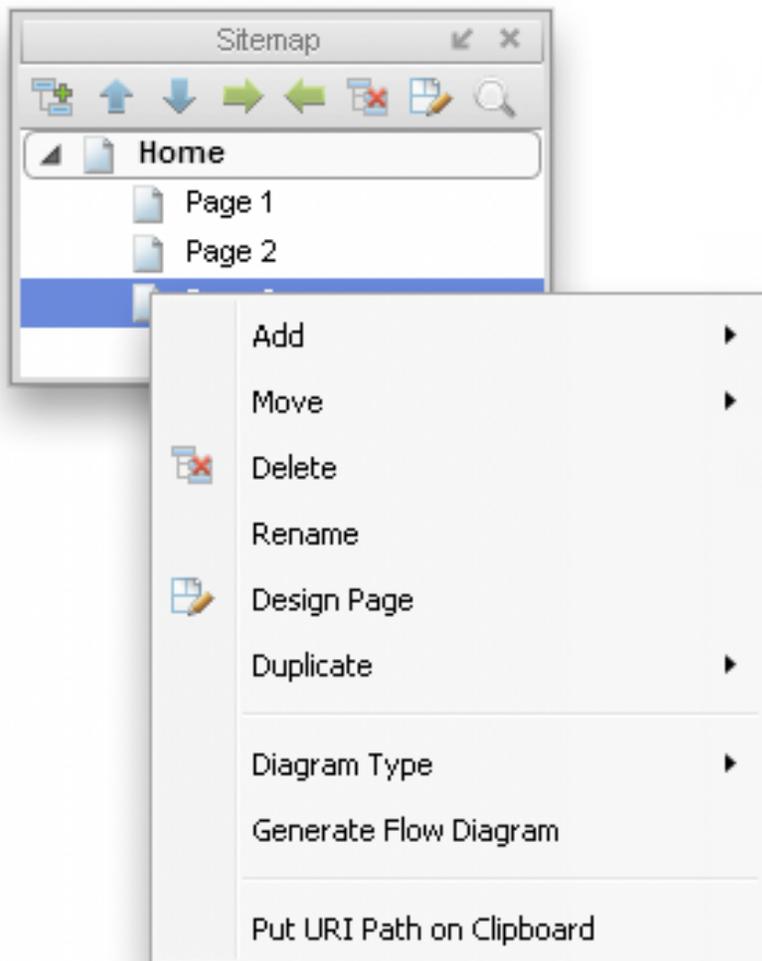
1. Wireframe Area
2. Site Map
3. Widgets
4. Masters
5. Annotations
6. Interactions
7. Formatting Palette
8. Dynamic Panel Manager
9. Page Interactions
10. Page Notes
11. Page Formatting
12. Format Object
13. Format Text
14. Style Editor

Axure UI – Workspace Management



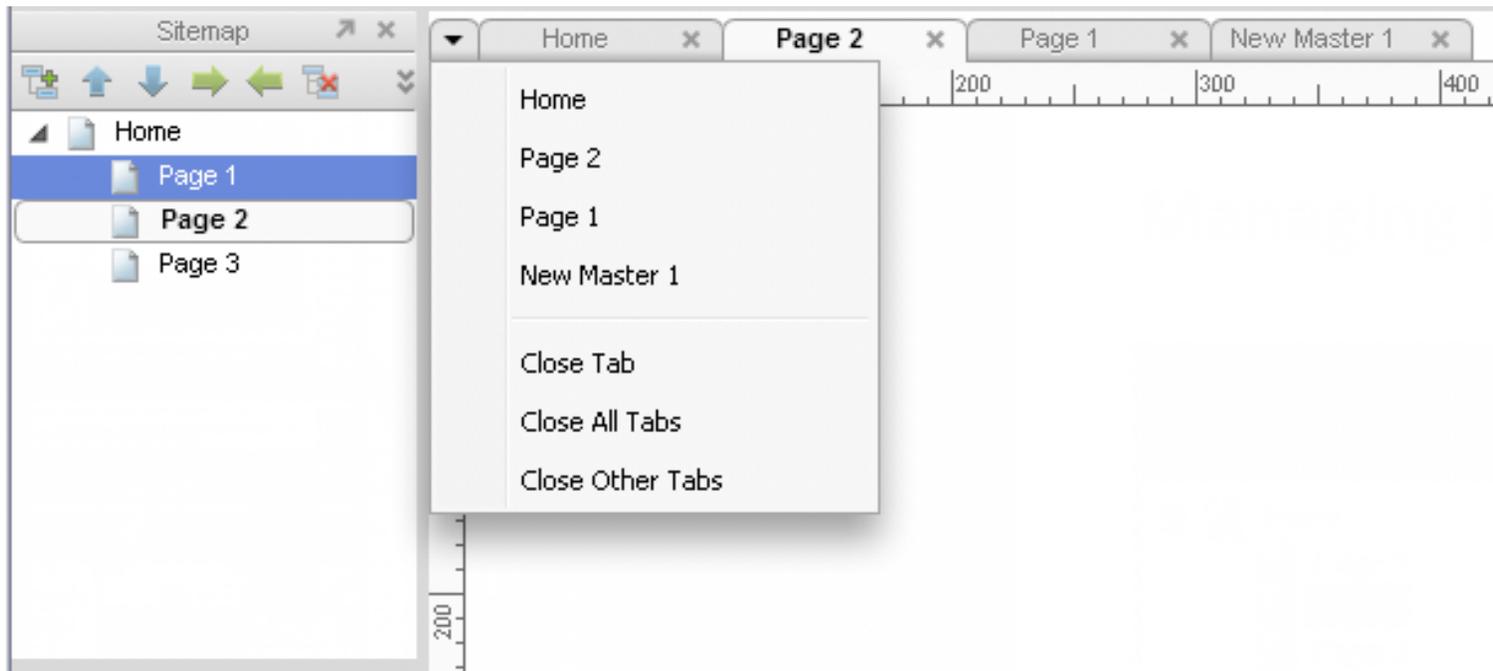
1. Collapse/Expand Pane Controls
2. Collapse/Expand Palette with title bar
3. Pop Out/Close Palette Controls
4. Dock/Close Palette Controls

Managing Pages – Sitemap Palette



- The Sitemap section of the UI allows you to manage the structure of the site. You can:
 - Create pages
 - Delete pages
 - Rename pages
 - Reorder pages
- This also how you'll access pages for editing.
- You can also draw page flows on a “page” (more on this later)
- The order & structure of pages & flows in the sitemap is reflected in the functional spec!

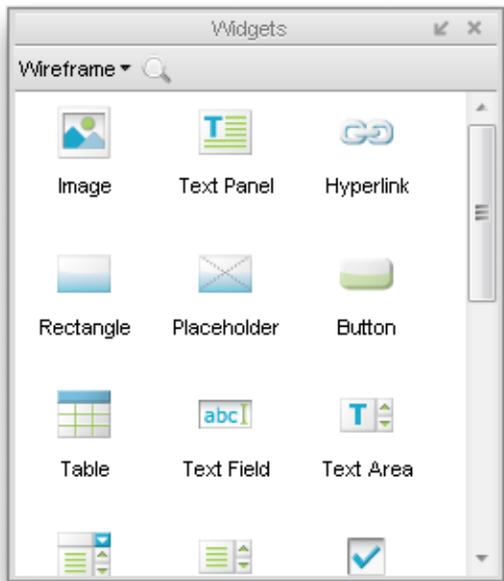
Managing Pages – Wireframe Area



- Drag wireframe tabs to change the order in which they're displayed
- Close individual wireframes using the "X" button
- Use the "down arrow" menu to close all wireframes at once or all except the current wireframe
- This menu also lets you quickly access a specific page when you have many open

Adding Widgets to Pages

Add widgets to pages simply by dragging them from the widgets palette



Click on a widget here

And drag it over there



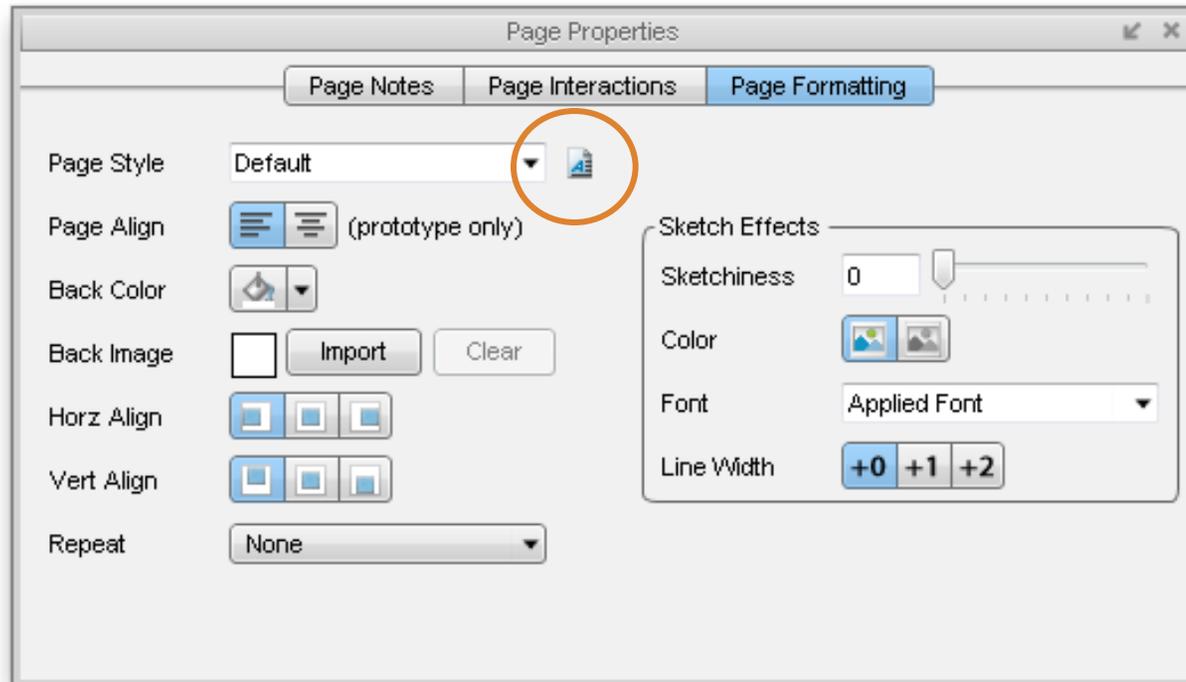
Building a Wireframe

Building a Wireframe in Axure

Axure offers a rich set of wireframing tools. This section looks at how to use these tools most effectively:

1. Specify page formatting
2. Add guides
3. Add widgets to pages
4. Arrange widgets
5. Format the widgets

Page Formatting



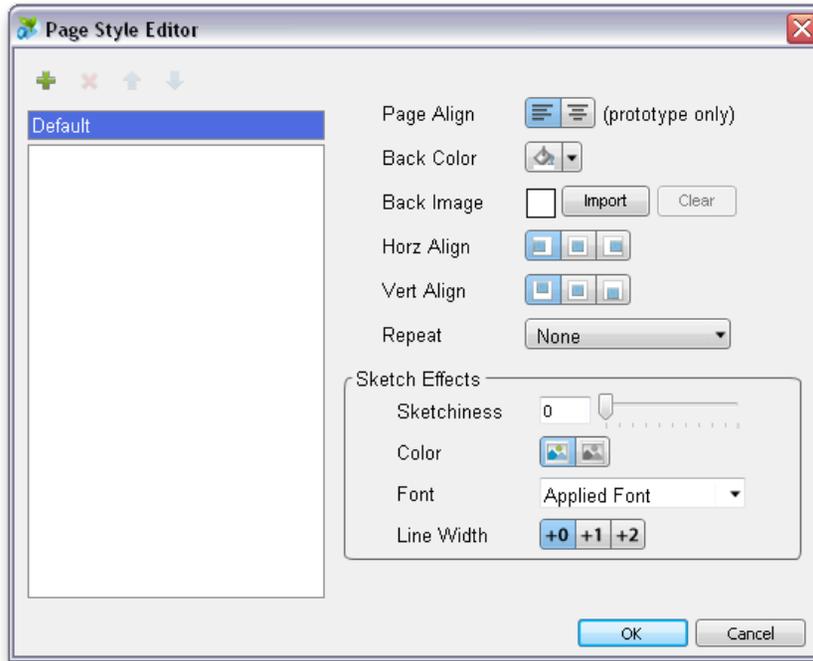
Specifying Page Formatting

- Page Align lets you center the page
- Back color sets the background color
- The rest of the options allow you to specify & format background images

Creating Page Styles

- Page styles allow you to save formatting options, including sketch effects
- They let you make big changes easily

Page Styles



Using Page Styles Effectively

- Use page styles for everything to make big changes easily
- Set specific sketch effects in a style and re-use them across the prototype for consistency
- Easily switch between a page's sketchy style and it's default style

Introducing Today's Exercise

You'll practice what you learn today by wireframing the popular Remember the Milk Web-based to-do list.

1. Go to the site and log in as me and play around a bit
 - <http://www.rememberthemilk.com/>
 - Login: fred.beecher
 - Password: axurer1a
2. Pay special attention to the Tasks page

Exercise 0.5 – Create Page Style

Create a page style you can use to easily control the formatting and layout of each page in your prototype.

1. Open the “Intro to Axure” folder on your desktop
2. Open the file “Intro to Axure Exercise.rp”
3. Go to the Tasks page
4. Create a new page style with the following characteristics
 - White background (#FFFFFF)
 - Centered horizontally within the viewport
5. Name the style whatever you want
6. Apply the style to the Tasks page

Global Guides & Page Guides

Guides act as borders against which you can place widgets consistently



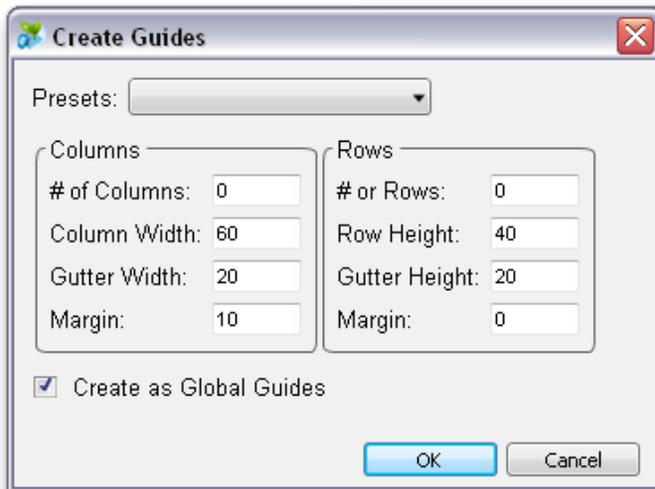
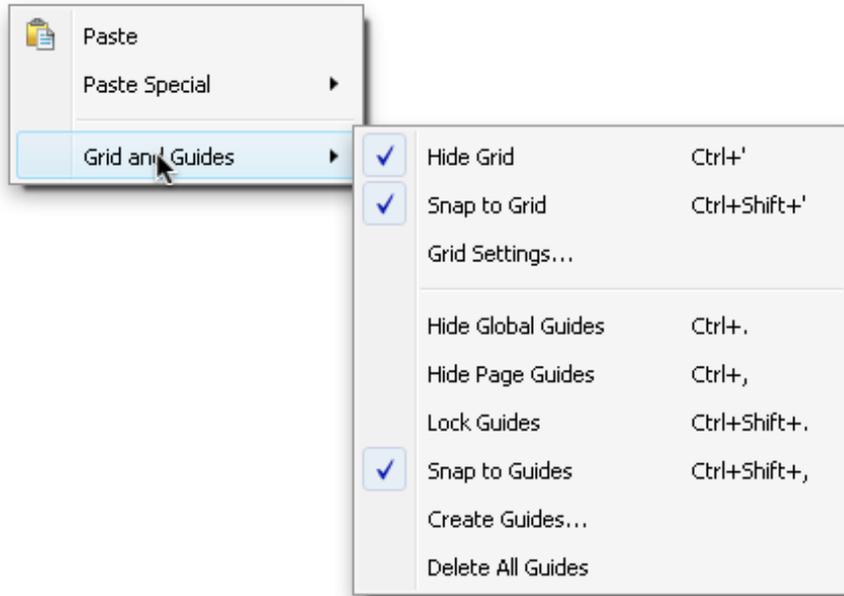
Global Guides (Pink)

- Used to keep page layout broadly consistent throughout a prototype
- Usually created via the Grid and Guides dialog
- Control-Drag from rulers to create global guides individually

Page Guides (Blue)

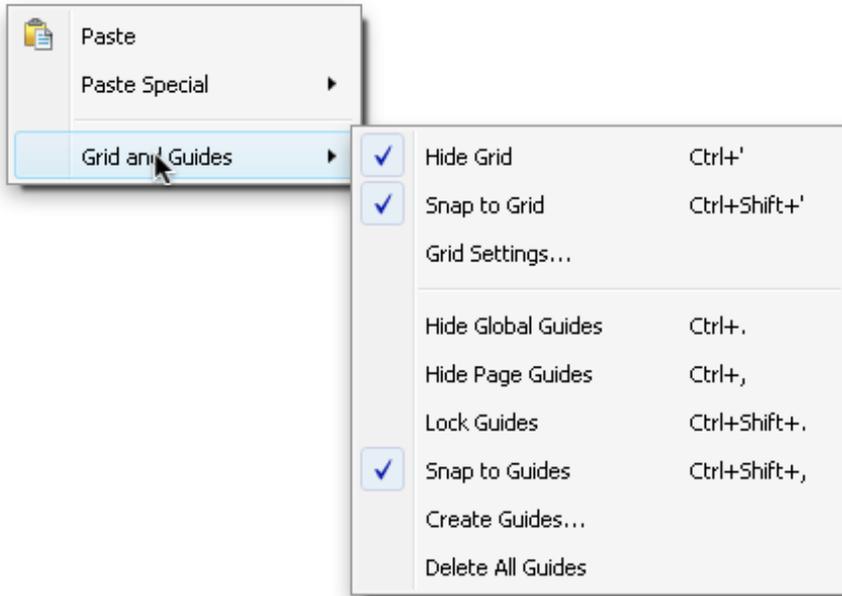
- Used to keep page layout consistent within a given page template
- Created by dragging from the horizontal or vertical rulers
- Can also be created via the Grid and Guides dialog

Creating Global Guides



- Right-click on a blank part of the Wireframe area
- Choose “Grid and Guides”
 - You can also choose this option from the Wireframe menu
- Choose “Create Guides”
- Make it easy on yourself and select one of the 960 grid presets
 - No, there’s no way to save your own preset
- If you want to make custom columns, specify them using the Columns controls
 - You’ll have to do math
- Columns make good global guides; rows do not

Working With Guides



Working With Guides

- Keep “Snap to Guides” selected
- Lock guides to prevent moving them accidentally
- Hide Page or Global guides individually if the wireframe is getting too messy
 - Keyboard shortcuts are your friends
 - Hidden guides cannot be snapped to

Using Guides Effectively

- Only create columns as global guides
- Create page guides on template pages
- Duplicate template pages and make the necessary updates

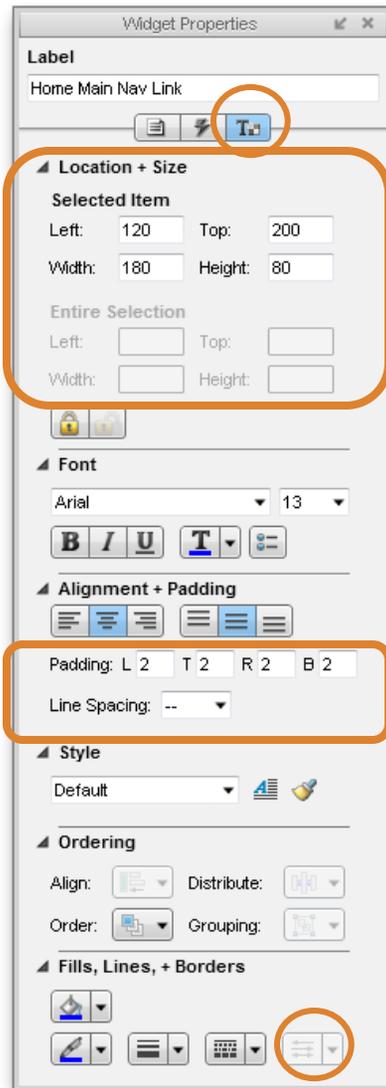
Exercise 1 – Create Global Guides

Create global guides to help you lay the site's pages out neatly.

1. Create horizontal guides at the following coordinates
 - $y = 105$
 - $y = 125$
2. Create vertical guides at the following coordinates
 - $x = 50$
 - $x = 674$
 - $x = 927$

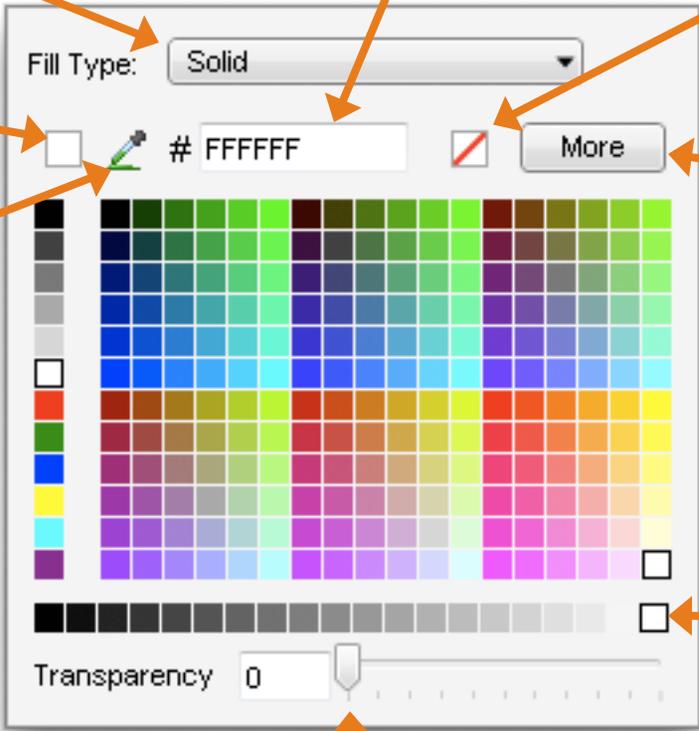
Remember the trick for creating global guides?

Formatting Widgets



- Click the swatch icon in the Widget Properties pane to activate the Formatting Palette
- Most of the options here will be familiar to you from other applications
- **Location + Size** allows you to place individually widgets precisely
- “Entire Selection” allows you to place groups of widgets
- “Padding” and “Line Spacing” apply only to button shape widgets
 - Rectangles, placeholders, etc.
- Only lines drawn by the connector tool can have end shapes associated with them

Choosing Colors in Axure



Solid/Gradient selector

Enter hex codes directly

No color

Access standard windows color picker

Quick grayscale selection (great for wireframing)

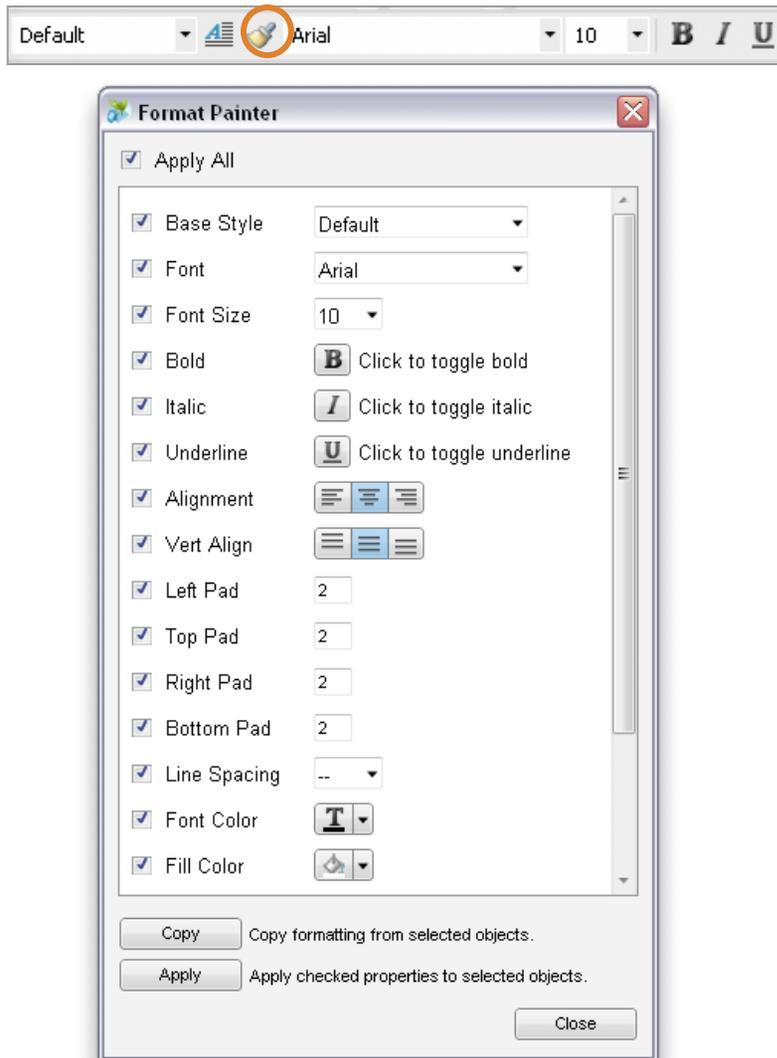
Transparency controls

Currently selected color

Use the eyedropper tool to choose ANY color you can see on the screen!

The image shows the Axure color picker interface. At the top, there is a 'Fill Type' dropdown menu set to 'Solid'. Below it, there is a 'Currently selected color' box showing a white color swatch. To the right of this box is an eyedropper tool icon and a text input field containing the hex code '#FFFFFF'. Further right is a 'No color' button (a square with a diagonal line) and a 'More' button. Below these elements is a large color palette grid with various color swatches. At the bottom of the palette is a grayscale selection bar with a 'Quick grayscale selection (great for wireframing)' checkbox. At the very bottom, there is a 'Transparency' slider set to 0.

Format Painter

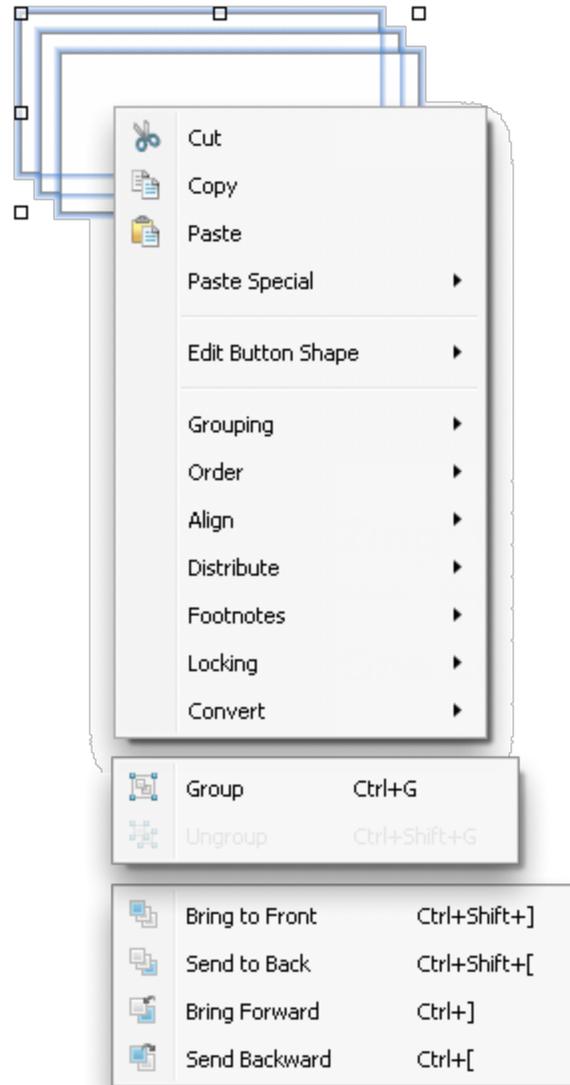


The Axure format painter is a little different from what you're used to...

1. Choose the objects you want to copy the formatting **from**
2. Choose the specific formatting you want to copy
3. Click on “Copy”
4. Select the objects you want to copy the formatting **to**
5. Click on “Apply”

This makes format copying a lot more flexible than it is in MS Office!

Arranging Widgets on a Wireframe



- You can control the layout of widgets on a wireframe just like in Visio & PowerPoint
- Right-click, use the object toolbar, or object menu to access these options
- **Grouping** allows you to select and move multiple widgets with a single click
- **Order** lets you put widgets in front of or behind one another
 - Important: If you have widgets on top of one another, only the one in front reacts to user actions!
 - Useful for faking things: Adding borders & background colors to objects that don't have them, etc.
 - Dynamic panels can be brought to front or sent to back dynamically

Arranging Widgets on a Wireframe

	Align Left	Ctrl+Alt+L
	Align Center	Ctrl+Alt+C
	Align Right	Ctrl+Alt+R
	Align Top	Ctrl+Alt+T
	Align Middle	Ctrl+Alt+M
	Align Bottom	Ctrl+Alt+B

	Distribute Horizontally	Ctrl+Shift+H
	Distribute Vertically	Ctrl+Shift+U

	Lock Location and Size	Ctrl+K
	Unlock Location and Size	Ctrl+Shift+K

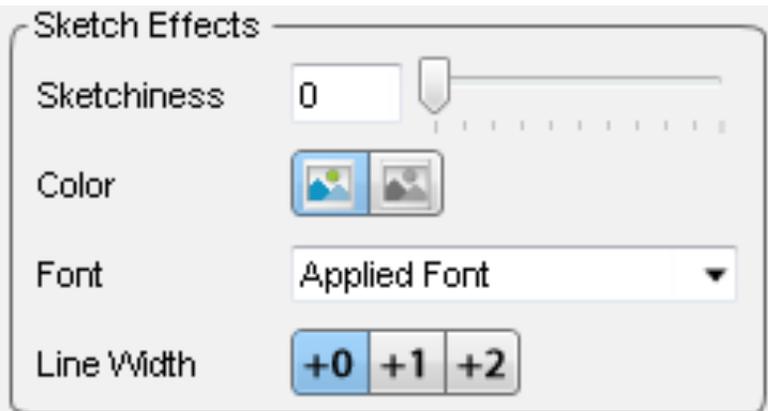
- **Align** saves you time! It lets you quickly line up a group of selected widgets
 - The widgets will align to the first widget you select!
 - *Choose carefully, grasshopper...*
- **Distribute** is much like Align. It evens the spacing between widgets.
 - The widgets will be distributed evenly between those on the top & bottom or left & right
- **Locking** prevents you from resizing or moving the selected widget(s)
 - You can still select locked widgets and edit their text, change options, delete or annotate them

Exercise 2 – Build a Wireframe

You've got your pages ready... now wireframe! 30 minutes!

- Wireframe the Tasks page of the Remember the Milk site with as much visual fidelity as possible
 - I was nice to you and made images of the top & side navigation. Feel free to totally cheat and use those. I won't judge.
 - You'll find several more images to import in the Intro to Axure folder on your desktop
 - To get the tab shape, right-click a rectangle and select Edit Button Shape > Rounded Top
 - Don't forget the color picker!
- Don't worry about interactivity yet
 - We'll get to that in just a bit.
 - Oh yes.

Sketch Effects



Formatting Options

- Sketchiness makes lines... sketchy
- Color makes the page grayscale
- Use a handwriting font like Casual or Marker Felt to complete the sketchiness effect

Using Sketch Effects Effectively

- Set sketch effects in a page style
- Choose not to generate sketch effects in a prototype by checking a single box in the Generate Prototype dialog
- Do the same for functional specifications in the Generate Specification Dialog

Exercise 3 – Mess Up Your Beautiful Wireframe

Make a sketchy page style and apply it to your nice neat wireframe...

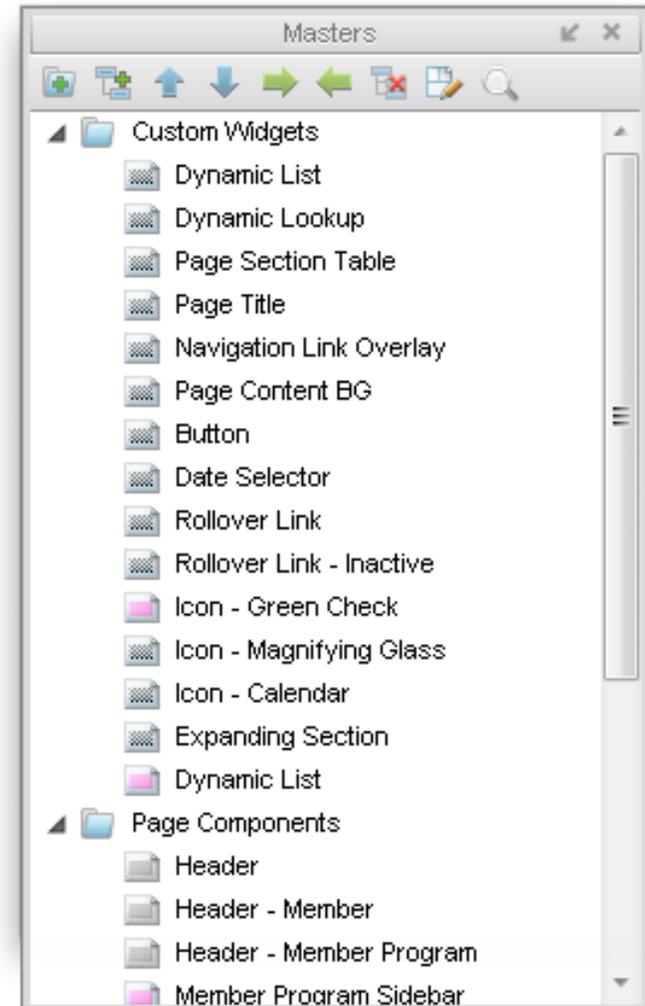
1. 60-70 on the sketchy scale seems best to me
2. Turn off the color
3. Comic Sans!
 - This is probably the only time in your life you've been instructed to use Comic Sans...
 - Revel in the irony
4. Now apply the other style you created
 - Slick, eh?

Masters

Working with Masters

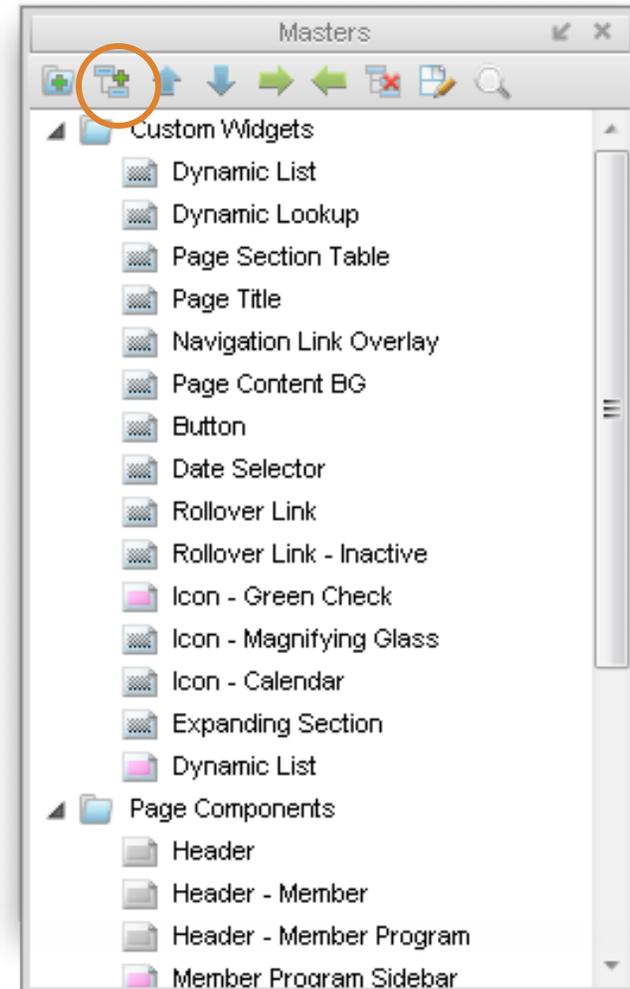
Masters are a gift from heaven!

- They're similar to background pages in Visio... except instead of pages they are individual objects
 - Create a master
 - Drag it to multiple pages
 - Change something about the master
 - The change is reflected by every instance of the master!
- Masters are part page, part widget
 - They are collections of widgets, like pages
 - But they are dragged to the wireframe area, like widgets



Creating a Master

- Click on the Create Master button
- Or select widgets, right-click, and choose “Convert to Master”
- You can also create folders to contain masters in
 - Reorder masters using the arrow buttons
 - Double-click on a master to edit it
 - The master will open up as a tab in the wireframe area, just like a page
- Drag widgets to the master
- Add annotations & interactions to the widgets
- Drag the master from the Masters pane into any page (or another master!)



Masters Can Have Different Behaviors

Normal

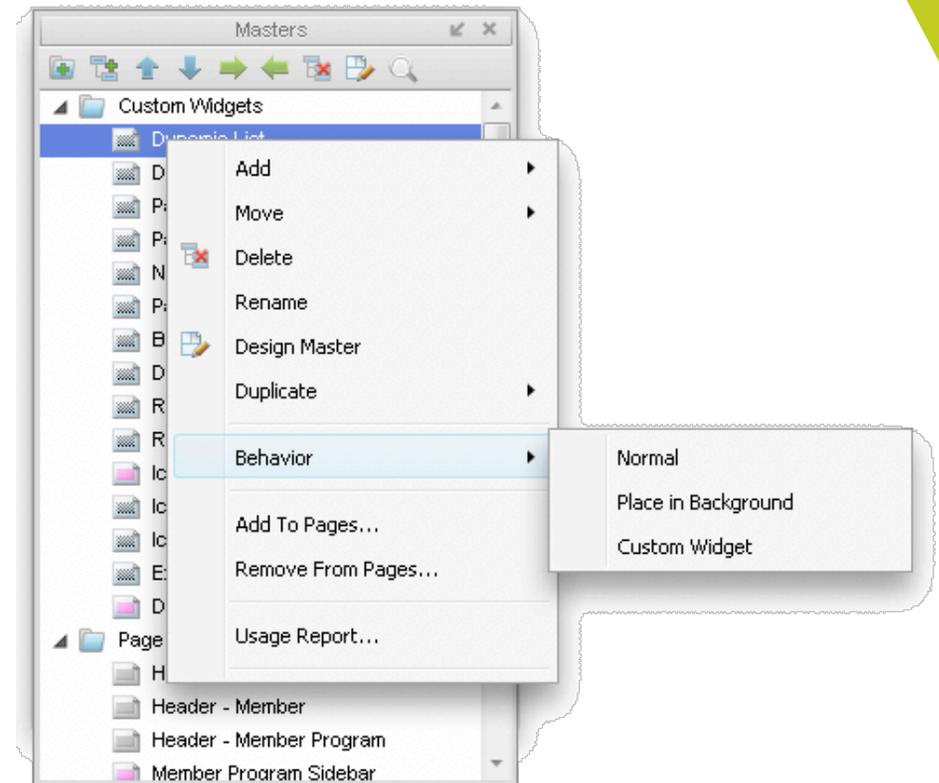
- This is what we've looked at already

Place in Background

- Makes instances of the master unselectable, like elements on Visio background pages
- The placement of widgets on these masters is where they'll be placed when instantiated on pages

Custom Widget

- When you change a Custom Widget, any instances of it in the prototype DO NOT change
- This is useful in more advanced contexts



Exercise 4 – Navigation Masters

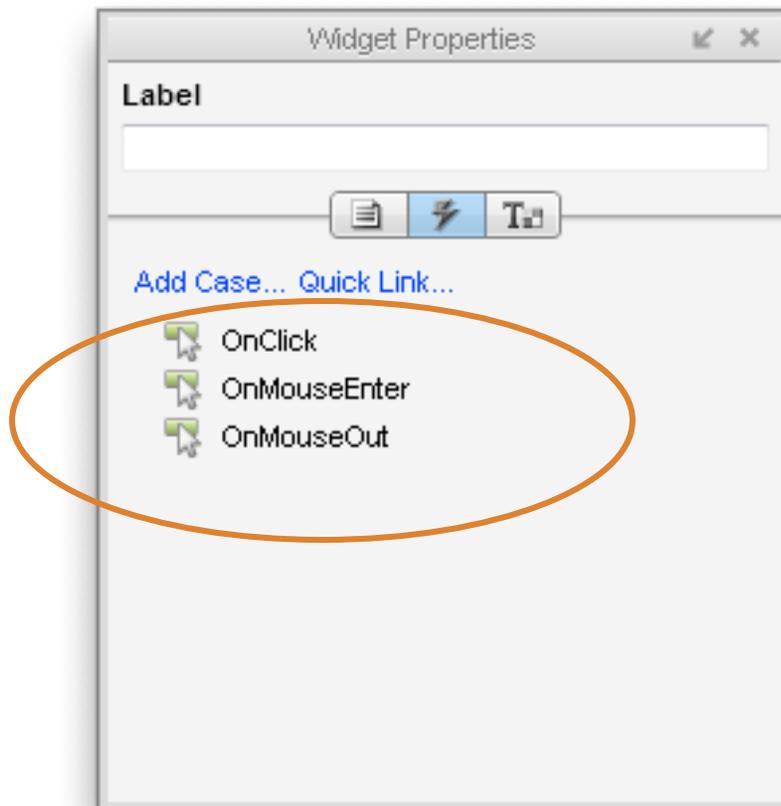
Navigation is exactly the kind of thing that needs to be a master

- Make the top and right navigation into two separate masters
 - “Convert to Master” or...
 - Create a new master
 - Copy & paste widgets into it
 - Place an instance of the master onto the tasks page

Making Your Prototype Interactive

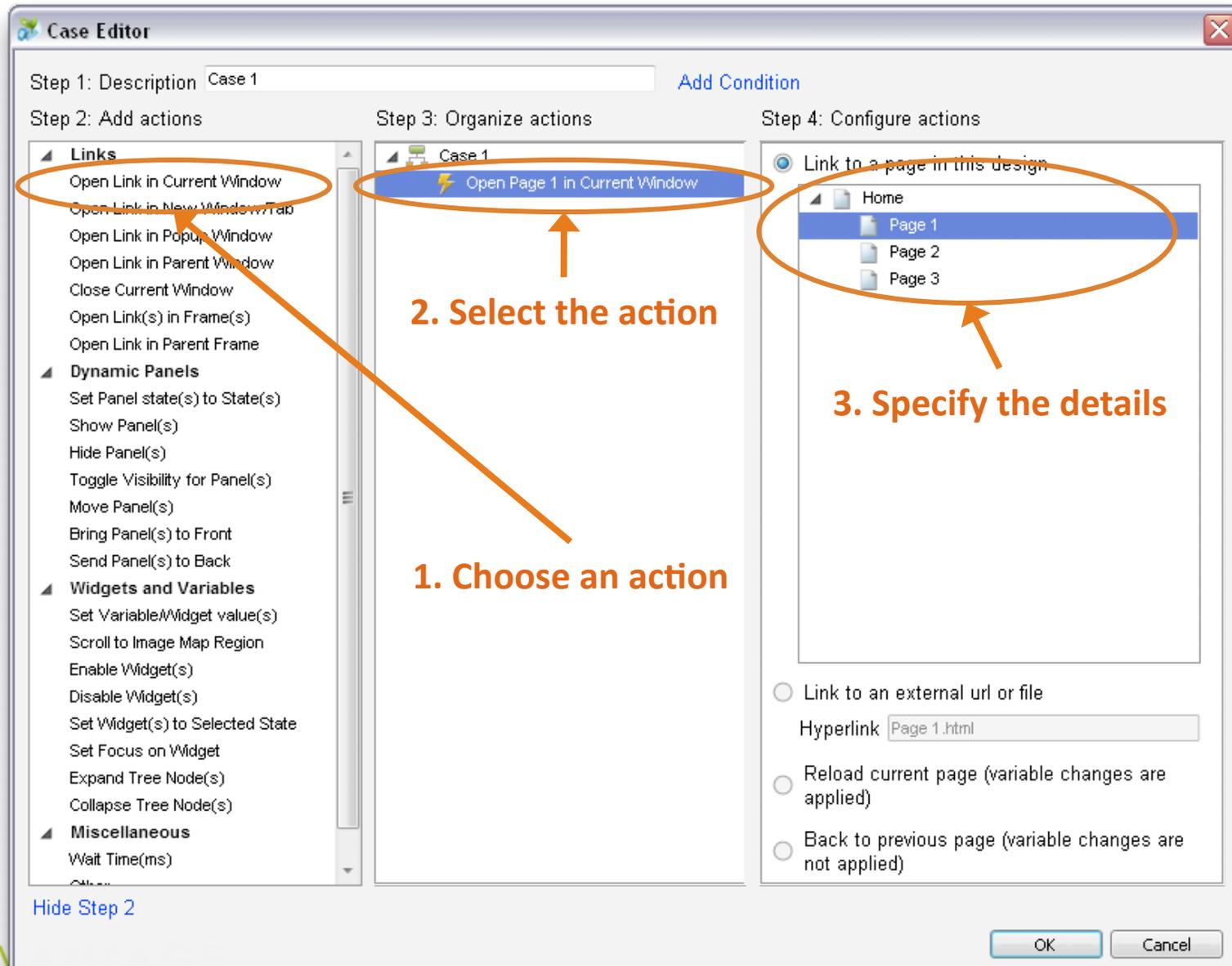
Making Your Prototype Interactive

“Interactions” are what allow Axure prototypes to be interactive



- They represent actions the user can take on the prototype
- You design how the prototype will respond to different user actions
- Axure has a defined list of actions a prototype can take in response to user actions
- For any user action, the prototype can respond with one *or more* of its own actions

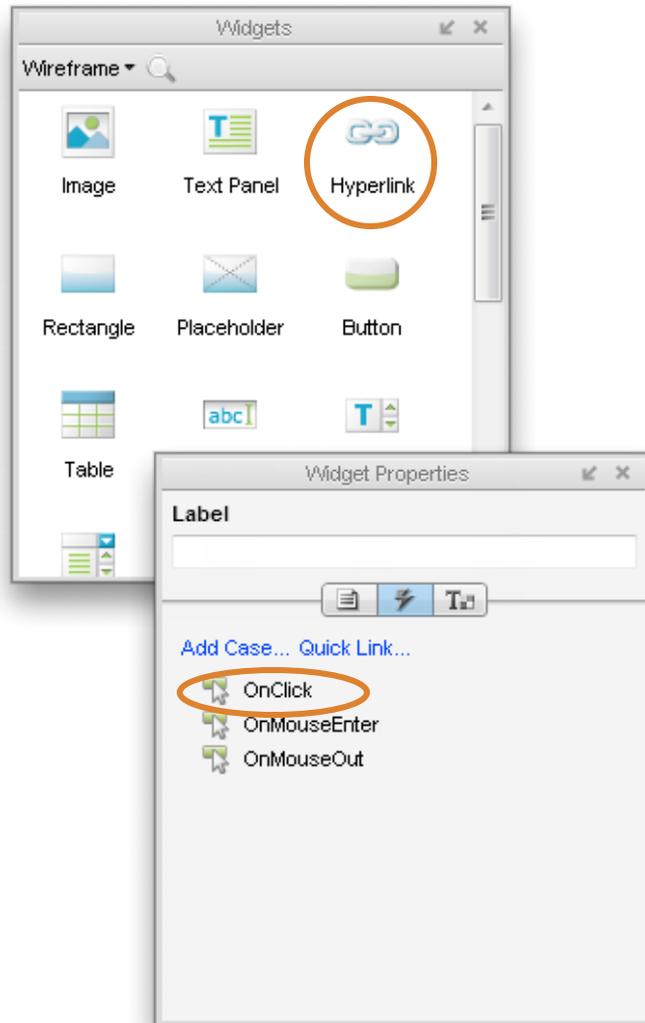
The Case Editor Dialog



The Case Editor Dialog

- Click on an action in the left column and it appears in the middle column
 - Click on more than one action to create complex cases
- Click on an action in the middle column to select it
 - Drag and drop the actions to change the order in which they're performed
 - Press Delete to remove the selected action
- Use the right column to define the specifics of an action
 - The page to go to
 - The text to display
 - The dynamic panel to move and how far to move it
 - And more

Simple Example – Link to Another Page



1. Drag a hyperlink widget to the wireframe area and select it
2. Double-click on the OnClick interaction...

Simple Example – Link to Another Page

3. Click on “Open Link in Current Window”

4. The action will be selected automatically

5. Click on a page

6. Click “OK”

Exercise 5 – Adding Links

Now that your wireframe is all set, it's time to make it do something

1. Open the “Log In” page
 - It has already been wireframed out for you
2. Make the Log In button take you to the tasks page
 - Don't worry about whether or not anything is typed into the username and password fields

Making Your Prototype AWESOME

Prototyping Rich Interactions in Axure

Axure relies on three things to create rich interactivity

Interactions

- Interactions allow the prototype to respond with specified actions in response to the user's actions
- The standard interactions: **OnClick, OnMouseEnter, OnMouseOut**
- Special interactions for form elements: **OnChange, OnKeyUp, OnFocus, OnLostFocus**
- Special interactions for dynamic panels: **OnPanelStateChange, OnShow, OnHide, & more**
- Using multiple cases on a single interaction
- Controlling widgets when the page loads with **OnPageLoad**

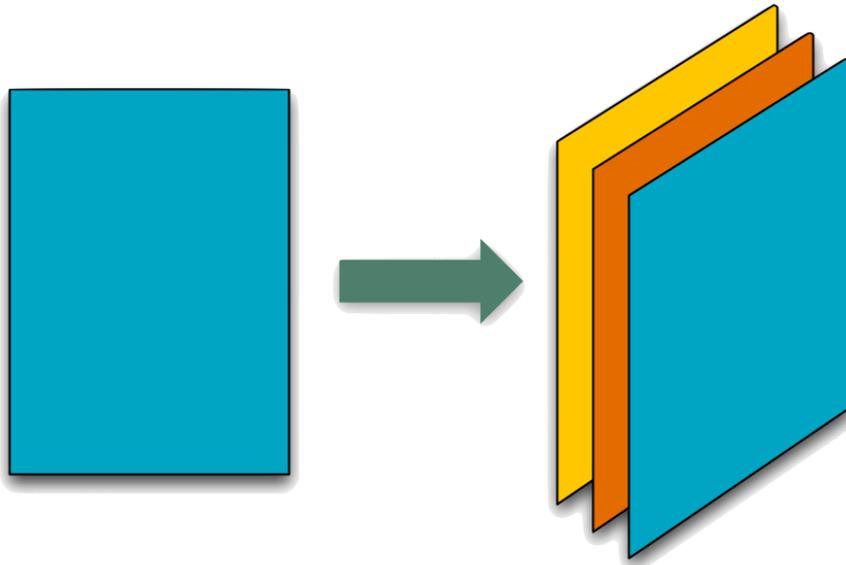
Widgets

- Some basic widgets have advanced properties
- Axure includes a few widgets specifically for prototyping interactivity

Variables & Conditional Logic

- Custom-definable variables
- Conditions can be set on any interaction

Dynamic Panels



What are dynamic panels?

- Areas on a page that can change without reloading the whole page
 - They are composed of “states,” which are like small individual wireframes
 - Different states can be displayed in response to user actions

What are they used for?

- To change something without going to a whole new page
- Show/hide something dynamically
- To move something dynamically
- Drag & drop

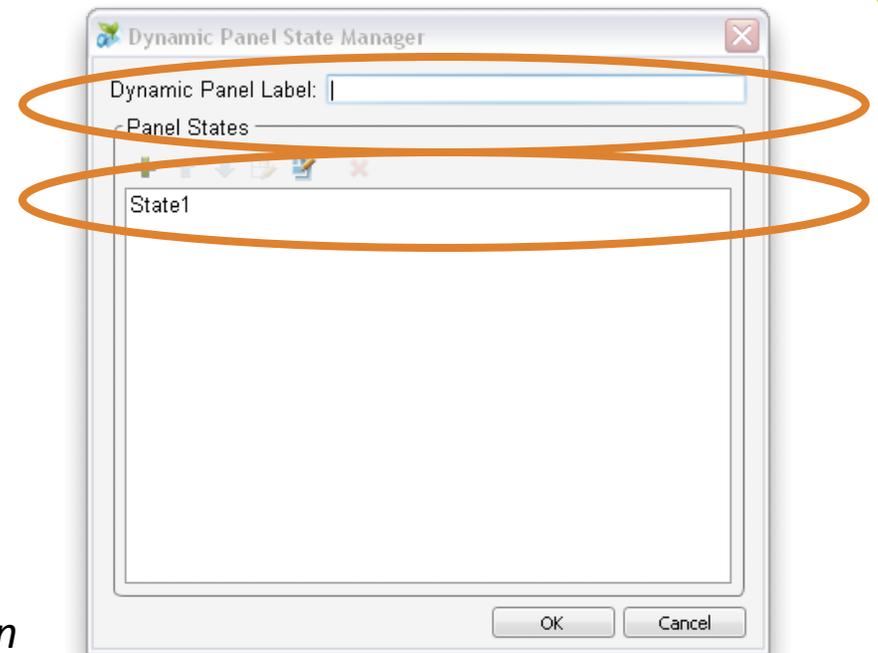
Real world examples

- Dynamic accordion-style navigation
- Tabs
- Feedback messages

Creating Dynamic Panels

To create a dynamic panel:

1. Drag a DP widget onto the wireframe
2. Size it appropriately
3. Double-click the panel to open the State Manager
4. Give it a good, descriptive name
 - *If you don't, you will get very, very confused!*
5. Create states
 - *The first state in the list is the one shown by default*
 - *Name these well too!!!*

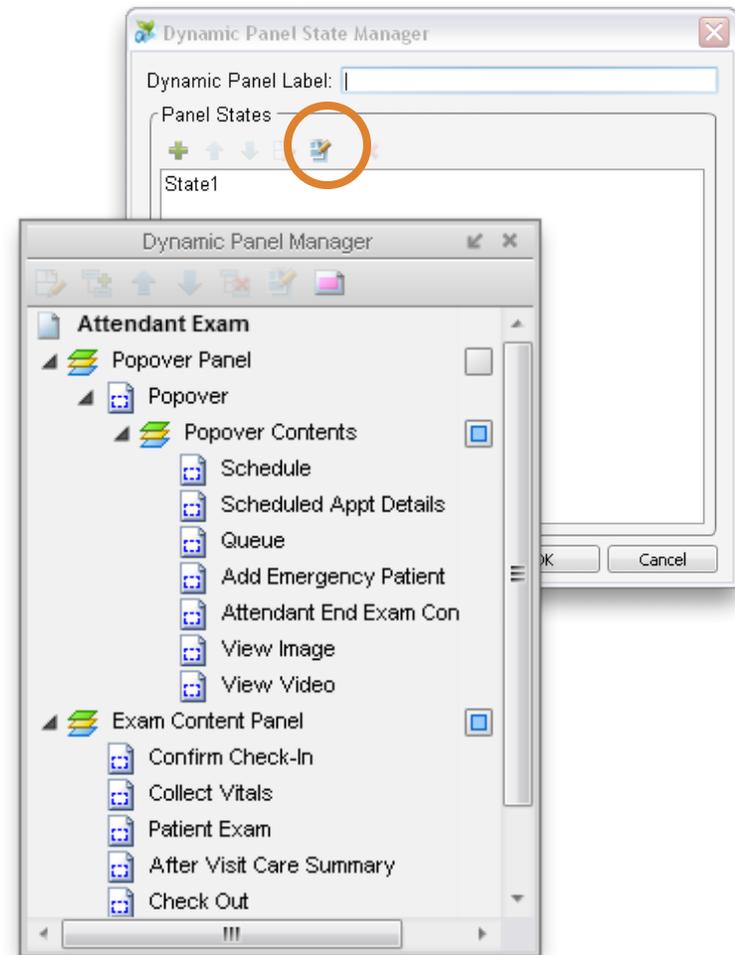


Or you can select some widgets, right-click, and choose **Convert > Convert to Dynamic Panel!**

Editing Dynamic Panel States

Keep the following in mind when editing DP states:

- Double-click on a state to edit it. Each state will open in a separate wireframe tab, just like a page
- When you click on **Edit All States**, each state opens in a tab
- Or edit states individually using the Dynamic Panel Manager



What you can do with dynamic panels

There are three main actions you can perform on a dynamic panel

Switch its state

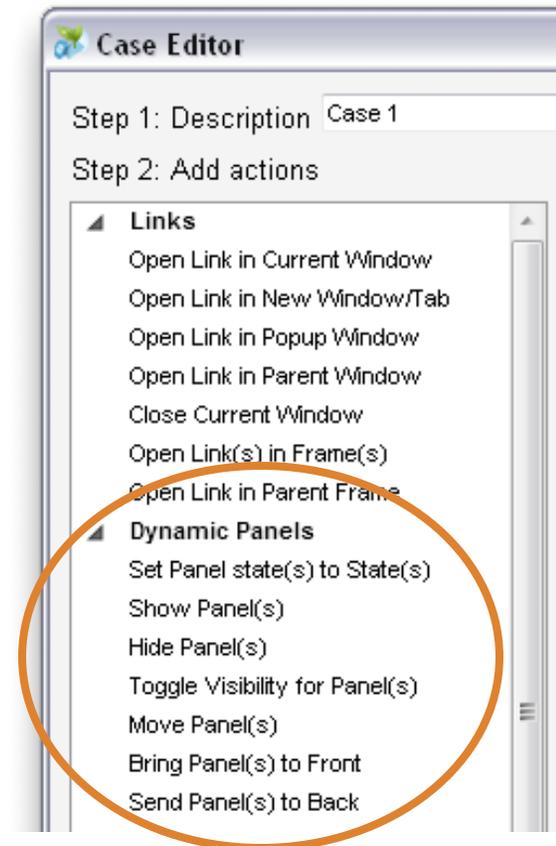
- This action allows you to display different content/ functionality on the page without reloading the whole thing
- It also allows **OnPageLoad** to control what's displayed on the page

Hide it or show it

- Use dynamic panels with a single state to hide or show feedback messages
- Display contextual functionality such as calendar widgets
- Use **Bring To Front** to ensure hidden DPs are on top

Move it

- Allows you to move a panel to specific coordinates on the screen to or by a specific number of pixels
- Cuts down on the number of dynamic panel states required to represent interactions like accordion navigation and faceted browsing



You can perform these actions with any available interaction and all of them can be animated

Switching Panel States

The most common thing you'll do with a panel is switch states

Example: Dynamic Tab Interaction

- Clicking on a tab to display different content on a page without reloading

How to do it:

1. Create tabs to click on
2. Create a dynamic panel with multiple states, one per tab
3. Select a tab and double-click any interaction
4. Choose **Set Panel state to State** from the case editor
5. Choose a panel
6. Choose the state of that panel that goes with this particular tab
7. Choose to animate the transition if necessary (in *milliseconds*)

Switching Panel States

The screenshot shows the 'Case Editor' window with four steps: Step 1: Description (Case 1), Step 2: Add actions, Step 3: Organize actions, and Step 4: Configure actions. The 'Dynamic Panels' section in Step 2 is circled in orange. In Step 3, the 'Set Panel state to State' action is selected and circled in orange. In Step 4, the 'Set Tab Panel (Dynamic Panel) state to Inbox 1' option is selected in the list, and the 'Inbox Tab' is selected in the 'Select the state' dropdown. The 'Animate In' and 'Animate Out' settings are also circled in orange.

1. Choose Set Panel State

2. Select the action

3. Choose the panel

4. Set the panel state

5. Animate the transition

Exercise 6 – Dynamic Panels

Prototype the dynamic tab interaction you see on Remember the Milk's Tasks page.

1. Make the content below the tabs a dynamic panel
2. Add one state to that panel for each tab
 - Don't worry about content for each state
 - Just a rectangle indicating which state you're on is sufficient
3. Make clicking on each tab change the state of the dynamic panel

Button Shape Interactive Widget Styles

Use interactive widget styles instead of dynamic panels to show different states of *individual widgets*

Rollover Style

- This style is displayed when a user rolls over the widget in the HTML prototype
- Only button shape widgets can have styles, so this won't work on hyperlink widgets

Selected Style

- This style is displayed when a user interaction triggers the **Set Widget(s) to Selected State** action.
- Set a selected widget back to normal by selecting the Default state in the **Set Widget(s) to Selected State** action
- Creating Selection Groups makes it easy to prototype tab interactions

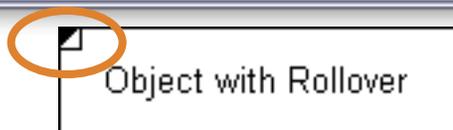
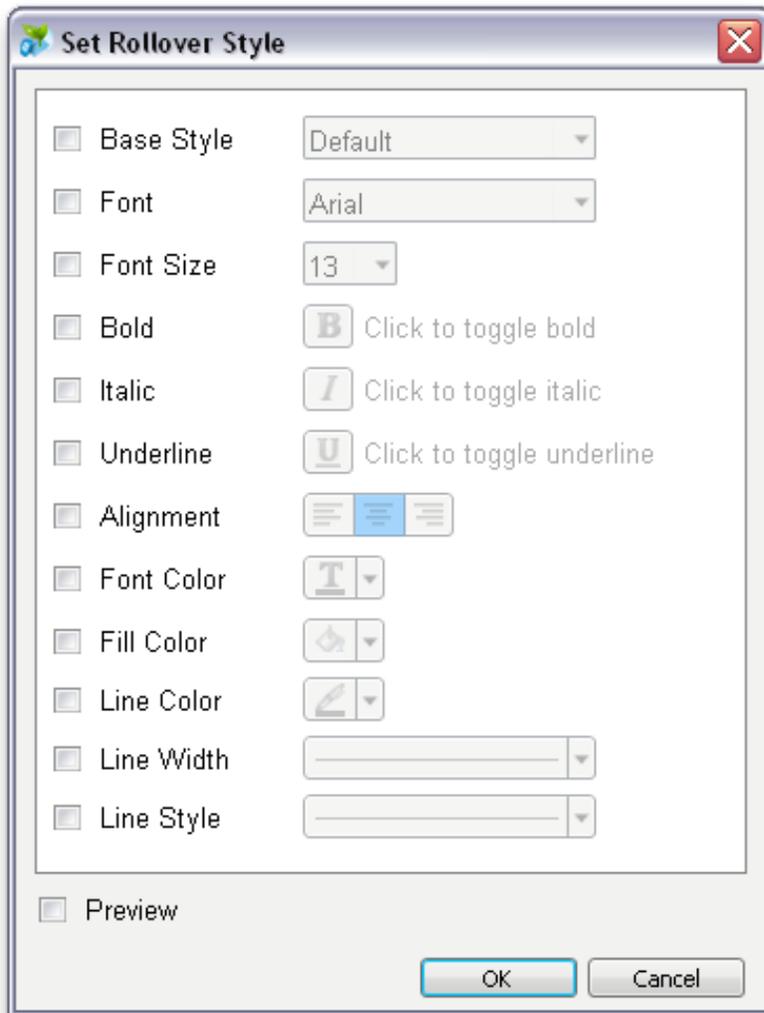
Mouse Down Style

- This style is displayed when a user hovers over the widget in the HTML prototype, clicks the mouse button, and holds it

Disabled Style

- This style is displayed when a user interaction triggers the **Disable Widget(s)** action
- Interactions associated with widgets are suppressed when the widgets are disabled
- Use the **Enable Widget(s)** action to enable disabled widgets

Defining Interactive Widget Styles



All four interactive widget styles can *only* be defined via the context menu

- Right-click a button shape widget
- Select **Edit Button Shape** & choose the style you want to define

Tips on defining interactive widget styles

- Select a group of widgets to apply styles to each widget in the group
- For Bold, Italic, & Underline, you also have to press the icon button to the right of the checkbox
- Check the **Preview** button at the bottom to see what the style will look like as you define it.
- In the Axure UI, perform the action associated with the style over the dog-ear on the upper left of the widget to see what it will look like
- Create rollover, selected, etc. styles in the Style Editor and use those as the **Base Style** to make updating widget styles easy

Panel States vs. Interactive Widget Styles

Use “selected style” to prevent duplicating widgets on panel states

Example

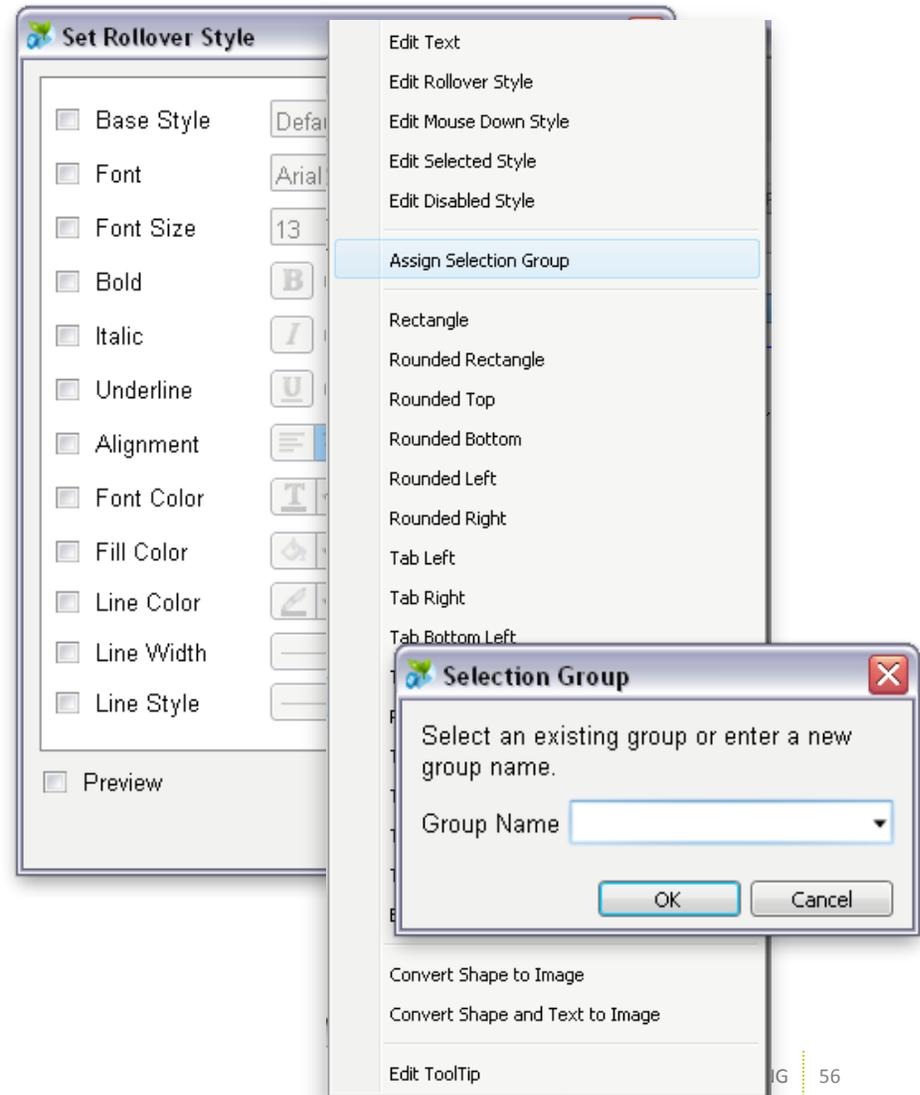
- Single-page tab navigation

Define the style

1. Right click on the tab button shape widgets
2. **Edit Button Shape > Edit Selected Style**
3. Choose your formatting options (or select a Base Style)
4. **Edit Button Shape > Assign Selection Group**

Set the widget style on any interaction

1. Double-click an interaction (**OnClick**)
2. Choose **Set Widget(s) to Selected State**
3. Check the correct widget
4. Click **Selected** & choose the state
5. Also add an action to change the state of a dynamic panel



Setting a Widget to its Selected State

Case Editor

Step 1: Description Case 1 [Add Condition](#)

Step 2: Add actions

- Links
 - Open Link in Current Window
 - Open Link in New Window/Tab
 - Open Link in Popup Window
 - Open Link in Parent Window
 - Close Current Window
 - Open Link(s) in Frame(s)
 - Open Link in Parent Frame
- Dynamic Panels
 - Set Panel state(s) to State(s)
 - Show Panel(s)
 - Hide Panel(s)
 - Toggle Visibility for Panel(s)
 - Move Panel(s)
 - Bring Panel(s) to Front
 - Send Panel(s) to Back
- Widgets and Variables
 - Set Variable/Widget value(s)
 - Scroll to Image Map Region
 - Enable Widget(s)
 - Disable Widget(s)
 - Set Widget(s) to Selected State**
 - Set Focus on widget
 - Expand Tree Node(s)
 - Collapse Tree Node(s)
- Miscellaneous
 - Wait Time(ms)

Step 3: Organize actions

- Case 1
 - Set Tab 1 to Selected**
 - Set Contents Panel state to state1

Step 4: Configure actions

Select the widgets to set the selected state

Search

- Tab 1 (Button Shape) to Selected

Select the value: Selected

[Hide Step 2](#)

OK Cancel

OnPageLoad

OnPageLoad is an interaction that occurs when the page loads

Any action that can be tied to any other interaction can be tied to OnPageLoad

- Open a pop-up window (but you would never, ever do this, right?)
- Display the correct navigation options from within a dynamic panel
- Use the **Wait** action with a dynamic panel to simulate a progress bar
- Display the selected state of a widget

This can be very powerful when combined with conditional logic & variables

- Make error pages display specific, dynamic feedback about what the user did wrong
- Open the correct view of a Web app document with multiple views
- Simulate storing data on a cookie to allow for dynamic preferences

Exercise 7 – Interactive Tabs

Use your existing Remember the Milk prototype

Make your tabs respond to rollover & show selection

- Add the appropriate widget styles to each tab
- Add interactions to each tab that will make *only that tab* appear to be selected when it's clicked
- Make the Inbox tab appear selected when the page opens

Hiding & Showing Dynamic Panels

Dynamic panels can be hidden and shown

Example: Feedback messages & lightboxes

- Performing an action causes the system to display a hidden message or layer

Panel visibility can be set explicitly (hide/show) or toggled

- Hide Panel, Show Panel
- Toggle Visibility for Panel

How to do it:

1. Double-click any interaction
2. Select **Show Panel(s)** or **Hide Panel(s)**
3. Or select **Toggle Visibility for Panel(s)**
4. Select the action in the second column
5. Choose the panel
6. Choose to animate the transition if necessary

Hiding & Showing Dynamic Panels

The screenshot shows the 'Case Editor' window with four steps: Step 1: Description, Step 2: Add actions, Step 3: Organize actions, and Step 4: Configure actions. In Step 2, the 'Dynamic Panels' section is expanded, and 'Show Panel(s)' is selected. In Step 3, 'Show Feedback Panel' is selected. In Step 4, 'Feedback Panel (Dynamic Panel)' is selected in the 'Select the panels to show' list. The 'Animate' dropdown is set to 'none' and the time is set to 500 ms.

1. Choose Hide Panel or Show Panel

2. The action will be selected for you

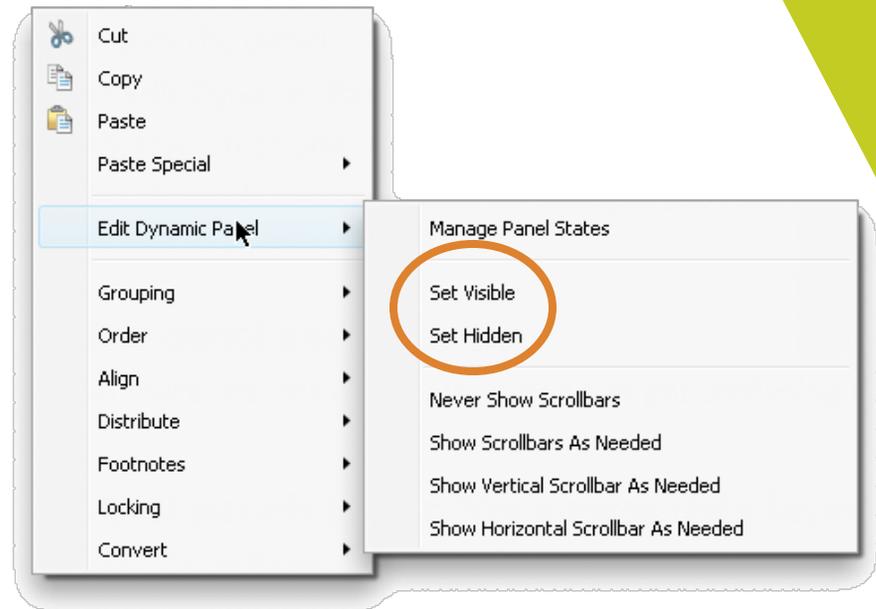
3. Choose the panel

4. Animate the transition

Working with Panel Visibility

Set the panel's default visibility

- Right-click the panel
- Select **Edit Dynamic Panel > Set Visible**
- Or **Edit Dynamic Panel > Set Hidden**
- Hidden dynamic panels appear as transparent yellow rectangles in the wireframe area



Name the panel descriptively

- When there are lots of panels, the UI can get confusing if you don't name them well

Ensure that panels are on the appropriate layer

- Use the **Bring Panel(s) to Front** action simultaneously with the **Show Panel** action to do this dynamically
- Or place **Bring to Front** on the **OnShow** interaction so you only need to do it once

Bug: Changing the state of a hidden panel shows the panel

- Workaround: On the same action in which you're changing the state, hide the panel

Exercise 8 – Panel Visibility

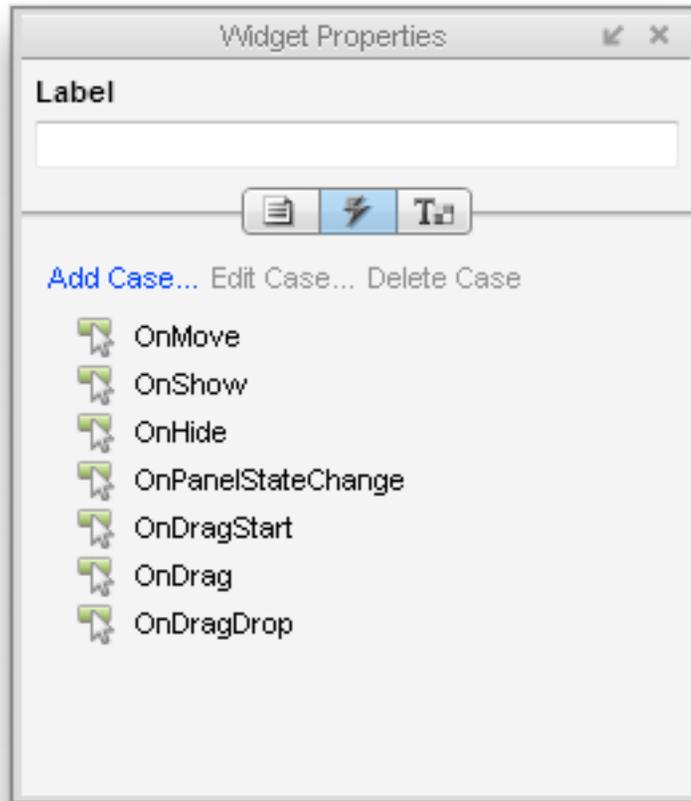
Use your existing Remember the Milk prototype

On the Tasks page, make the Complete and Postpone buttons on the Inbox tab give feedback

- Display this message when you click on Complete:
 - “You must select something to complete”
- Display this message when you click on Postpone:
 - “You must select something to postpone”
- Images have been provided for you in the .RP file on the Feedback Images page.
- Provide a way to get rid of the feedback panel when it appears

Reactive Dynamic Panel Interactions

Interacting with dynamic panels can trigger additional actions...



- **OnMove:** Makes it easy to prototype progressive reveals.
- **OnMove:** Move **with this** panel. Not just **to** coordinates or **by** pixels
- **OnShow/OnHide:** Trigger interactions when a panel is hidden or shown
- **OnPanelStateChange:** Trigger interactions when a panel changes state (usually conditional on the new state)
- **OnDragStart:** Trigger actions when a panel begins being dragged
- **OnDrag:** Trigger actions during a drag
- **OnDragDrop:** Trigger actions when the drag is complete

Moving Dynamic Panels

Dynamic panels can be moved around on the screen

Example

- Adding an item to a list requires that existing items and everything below them move down.

Panels can be moved relatively or to specific coordinates on the screen

- Move **by** (default) will move panels by a certain number of pixels
- Move **to** will move panels to specific coordinates on the screen
- When using the **OnMove** interaction on another dynamic panel, you can choose **with this** to move another panel automatically when this one moves

How to do it:

1. Double-click on any interaction
2. Select **Move Panel(s)**
3. Check the box next to a panel
4. Enter the number of pixels you want to panel to move in the **X** and **Y** fields, or
 - The coordinates to the specific position the panel should move to (upper left corner), or
 - Choose **with this** if moving a panel on the **OnMove** interaction of another panel

Moving Dynamic Panels

The screenshot shows the 'Case Editor' window with four steps: Step 1: Description, Step 2: Add actions, Step 3: Organize actions, and Step 4: Configure actions. The 'Dynamic Panels' section in Step 2 is highlighted. In Step 3, the 'Move Item 1 by (0,0)' action is selected. In Step 4, the 'Item 1 (Dynamic Panel) by (0,0)' option is selected in the 'Select the panels to move' list. The 'Move by' dropdown is set to 'by', and the 'Animate' dropdown is set to 'none'. The 'x' and 'y' coordinates are both set to 0, and the animation time 't' is set to 500 ms.

1. Choose Move Panel(s)

2. The action will be selected for you

3. Choose the panel

4. Set distance, coordinates, or "move with"

5. Animate the transition

Moving Panels Together – Panel Chaining

Chaining panel movement interactions together with **OnShow/Hide** and **OnMove** makes it easy to prototype dynamic UIs

Example

- Adding new items to a list of existing items

Structure and lay out your dynamic panels to accommodate this

- Make each item a dynamic panel
- When an item panel is shown/hidden (**OnShow, OnHide**), move the panel beneath it down **by** the size of the panel being shown
- When any panel moves (**OnMove**), move the panel beneath it **with this** panel

Exercise 9 – Moving Panels

Use your existing Remember the Milk prototype

On the Inbox tab, make the Add Task link add two new tasks at the top of the list

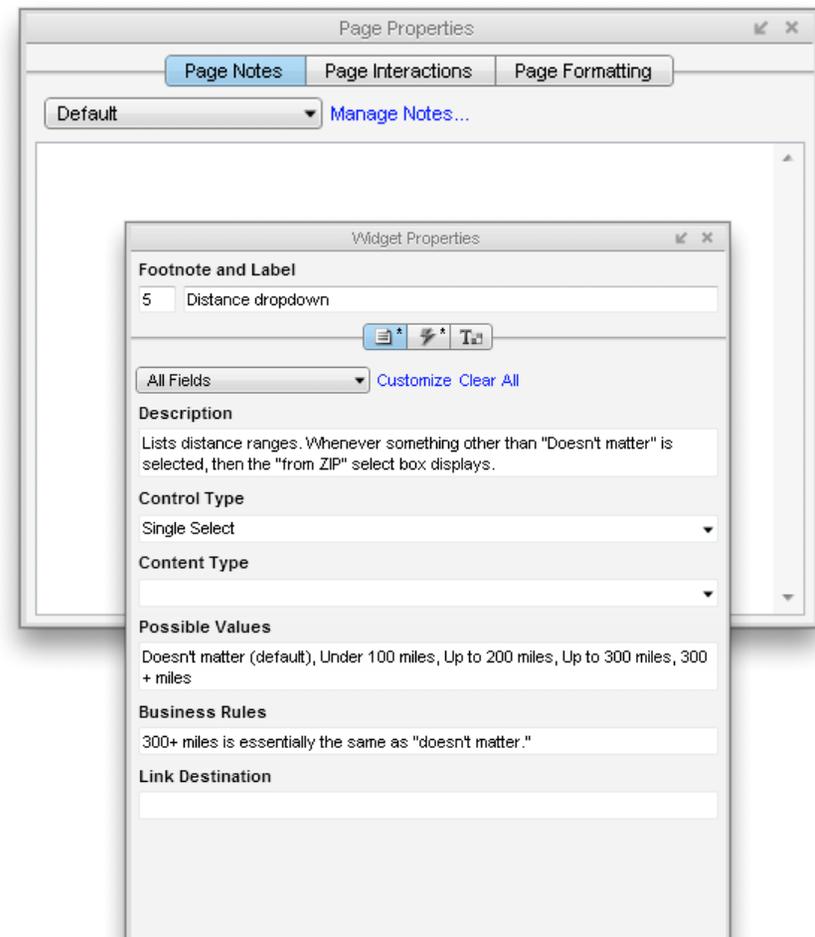
1. To appear, new tasks need to be dynamic panels
 - Don't worry about whether the task title matches what you type into the text field
 - You'll need two cases, one to make each panel visible
2. To move the existing task, it needs to be a dynamic panel. Can you think of an easy way to make that happen?
3. Ensure that all the items beneath the new ones move down the appropriate number of pixels
 - The height of the panel that is being shown

Annotating Your Wireframes

Annotating Your Wireframes

Widgets make up the prototype; page notes & annotations make up the functional spec

- Page notes allow you to communicate information about the page as a whole
- You can create multiple sections of page notes, e.g. Description, Error Messages, etc.
- Annotations allow you to communicate detailed information about individual UI objects
- Annotation fields are fully configurable



How Page Notes & Annotations Are Displayed

They show up in the functional specification in the following areas:

- Page Notes show up above the screenshot
 - If more than one section is defined, they will display in the order you have set
 - There are display configuration options in the spec generation dialog

Find Property

This page is essentially a container for the interactive property-finding functionality. Descriptions of the three main page elements (search functionality, text panel, and property list) follow. However, the best way to understand how this page works is to click through it on the prototype.

Wireframe

The wireframe shows a website layout for Naterra Properties. At the top is the Naterra Logo. Below it is a navigation bar with links: Land Buyer's Guide, Find Property, Sell Property, About Us, Contact Us, and Careers. The main content area is divided into three sections: 1. Search functionality with 'Search by Map' and 'Search by Criteria' options, and a map showing property locations in MN, WI, TN, and GA. 2. 'Naterra Properties' section with a brief description and a list of properties by state (Georgia, Michigan, Minnesota, Tennessee, Wisconsin) and by US region (Midwest, Southeast). 3. 'New Naterra Properties' section listing three properties: Mississippi Mountain, Seven Peaks at Sharp Mountain, and Lindsey Lake Retreat. Each property listing includes a placeholder for a property image, a brief description, location, price range, and available lots. At the bottom, there is a pagination control and a footer with the Evantage Consulting logo and contact information.

How Page Notes & Annotations Are Displayed

They show up in the functional specification in the following areas:

- Annotations show up below the screenshot
 - There are display configuration options in the spec generation dialog
- Dynamic panel state wireframes show up beneath the main page's annotations
- State wireframe annotations show up beneath the state's wireframe

Annotations

Footnote	Label	Description	Control Type	Content Type
1	Search Functionality	The search functionality allows users to browse through available properties using the map, or to enter specific criteria to get a list of criteria that match.	Interactivity	Multimedia Object
2	Text Panel	This object contains text that describes what the search functionality and property list objects show. It also provides text links to map objects for accessibility purposes.	Interactivity	Any
3	Property List	This object displays selections made by the user using either the search functionality or the text panel	Interactivity	Any

Masters Card
 NL.com Main Nav
 Project Site Footer
 Results Pagination

Text Panel

Home
 Wireframe

Naterra Properties

Text about finding properties, somewhat instructional. Text about finding properties, somewhat instructional. Text about finding properties, somewhat instructional. Text about finding properties, somewhat instructional.

View properties by state:

[Georgia](#) 1
[Michigan](#) 2
[Minnesota](#) 3
[Tennessee](#) 4
[Wisconsin](#) 5

View properties by US region:

[Midwest](#) 6
[Southeast](#) 7

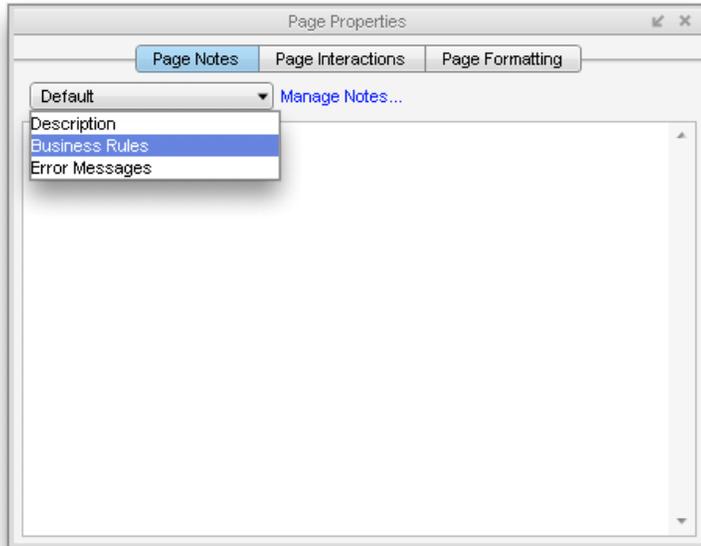
Annotations

Footnote	Label	Control Type	Content Type	Link Destination
1	Georgia State Link	Link	Text	All panels on the page update to reflect GA content

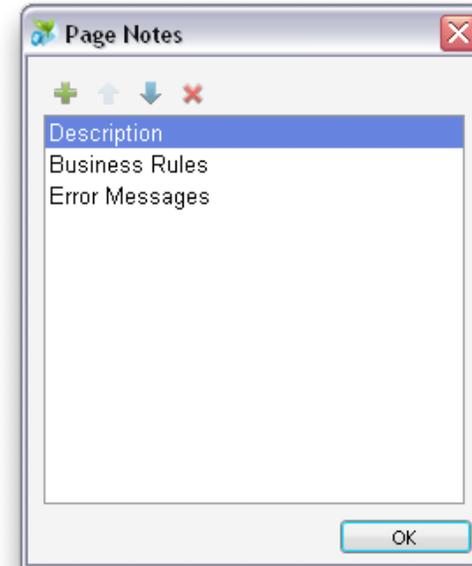
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Creating Page Notes



- Click the box and begin typing to add page notes
- If you've created additional sections of notes ("Notes Fields"), click on the dropdown box to access them

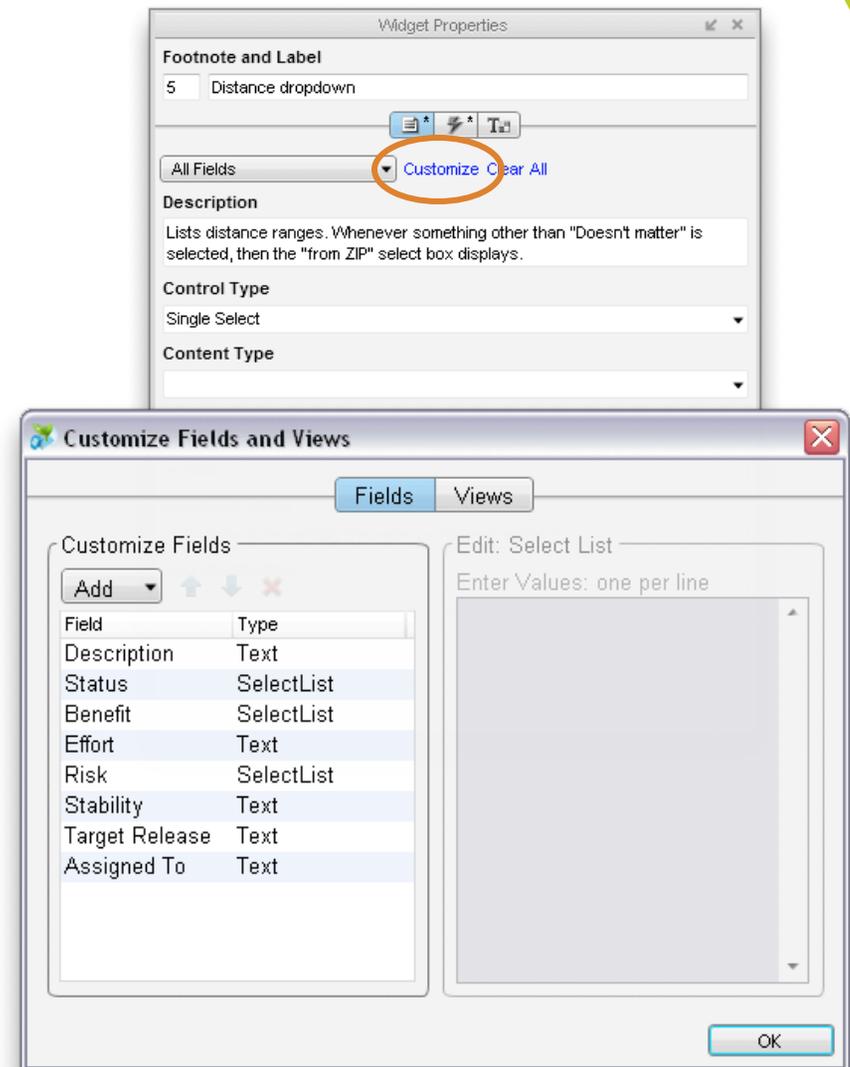


- Click on "Manage Notes" to define different sections
- Add, remove, rename, & re-order sections in the dialog
- Section definitions are document-wide

Annotating Widgets

How to set up annotation fields:

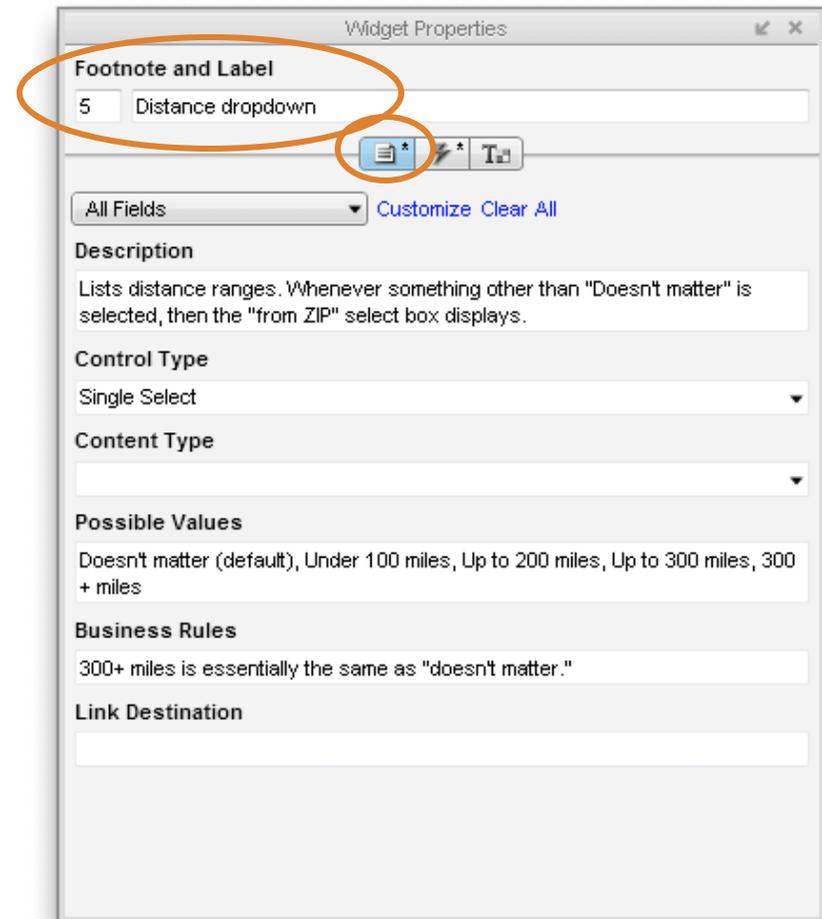
- Click on “Customize” in the Annotations Palette
- Modify existing fields or create new ones to meet your needs
 - Text fields accept any text
 - Number fields accept only digits
 - Date fields allow you to select a date
 - Select Lists allow you to define a limited range of values you can select from
- “Views” are user-definable subsets of annotation fields
 - These are most useful when collaborating with other roles, e.g., compliance



Annotating Widgets

How to annotate widgets:

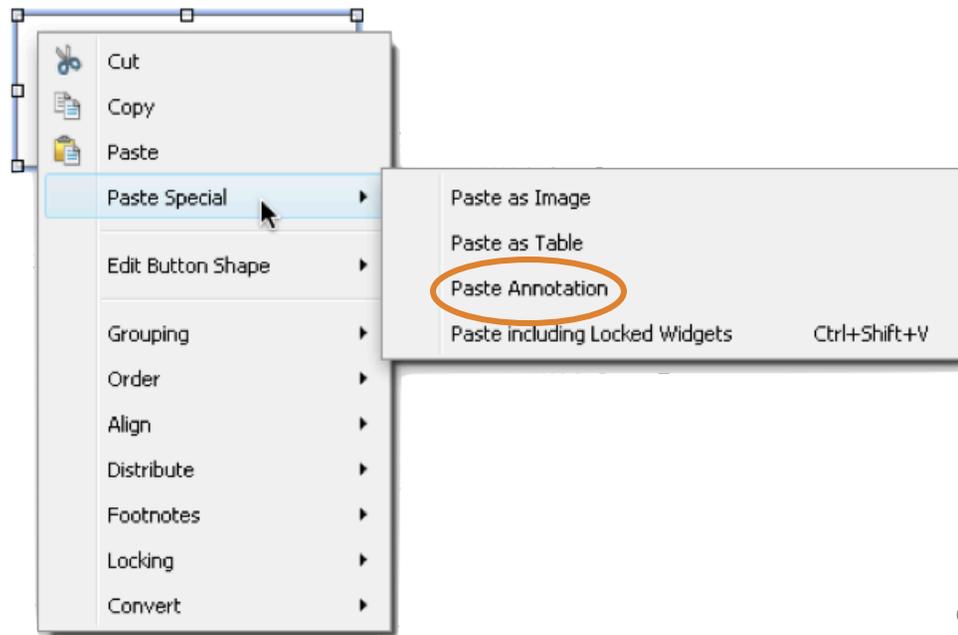
- Select a widget
- Click on the document icon in the Widget Properties pane
- Enter data into the various fields
 - Including “Label” at the top!



Copying & Pasting Annotations

Annotations can be copied & pasted!

- Select a widget
- Copy it like normal
- Right-click another widget
- Select Paste Special > Paste Annotation
- The annotations from the source widget are then pasted into the currently selected widget



Annotating Widgets

Annotation best practices

- Before you begin prototyping at all, work with developers to define the annotation fields!
- Annotate widgets *at least* upon the completion of each page. Copy & Paste annotations to speed this process up.
- Use pre-annotated custom widget masters to speed up the annotation of similar objects!

If you don't do these things, it will take you a lot of time and tedium to do annotations at the end of the project!