

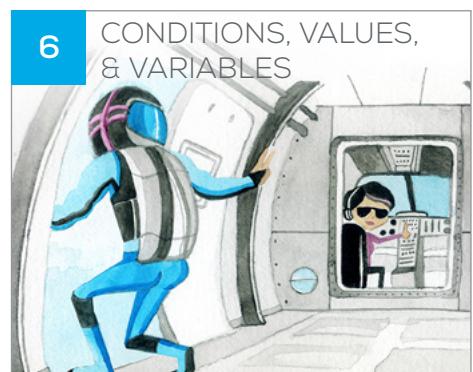
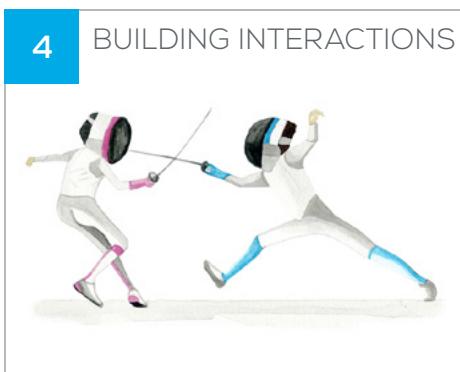
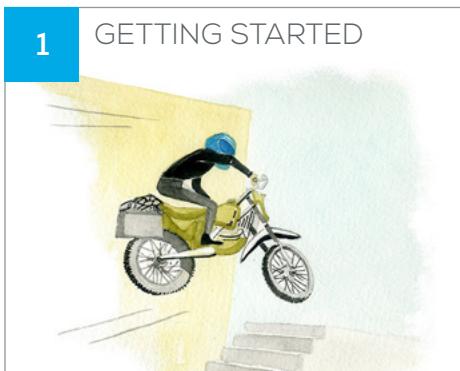
Learn Axure RP CORE TRAINING:

Complete 6 Step-By-Step Tutorials in 1 Hour



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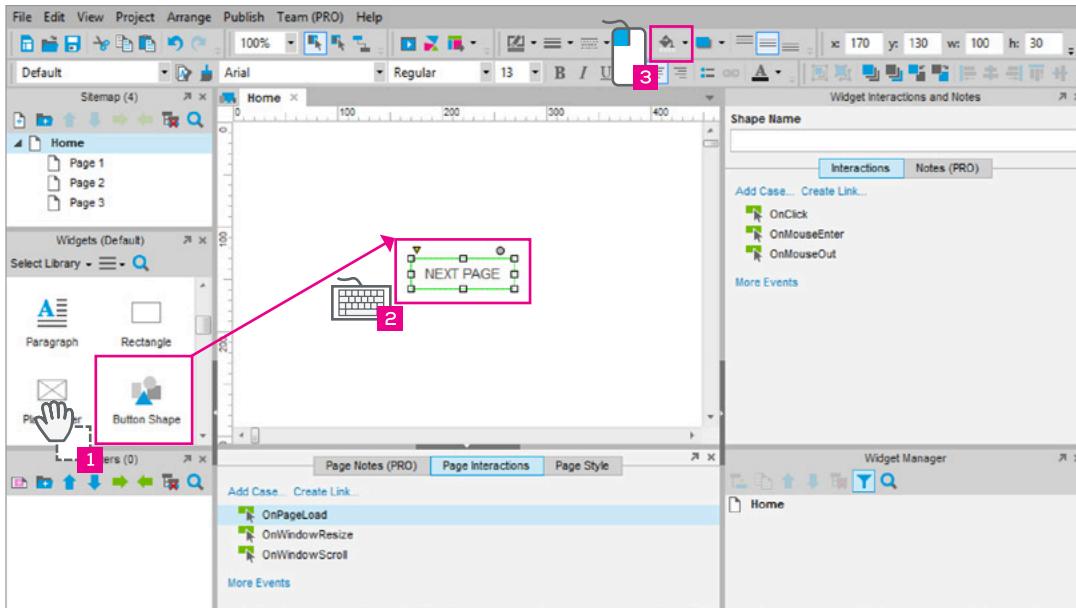
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CORE TRAINING #1: Getting Started

START A NEW FILE

1: CREATE A BLUE BUTTON



Drag and Drop a
Button Shape



Drag the Button Shape Widget
from the Widgets pane and drop
it onto the design area.



Edit Text to "Next Page"

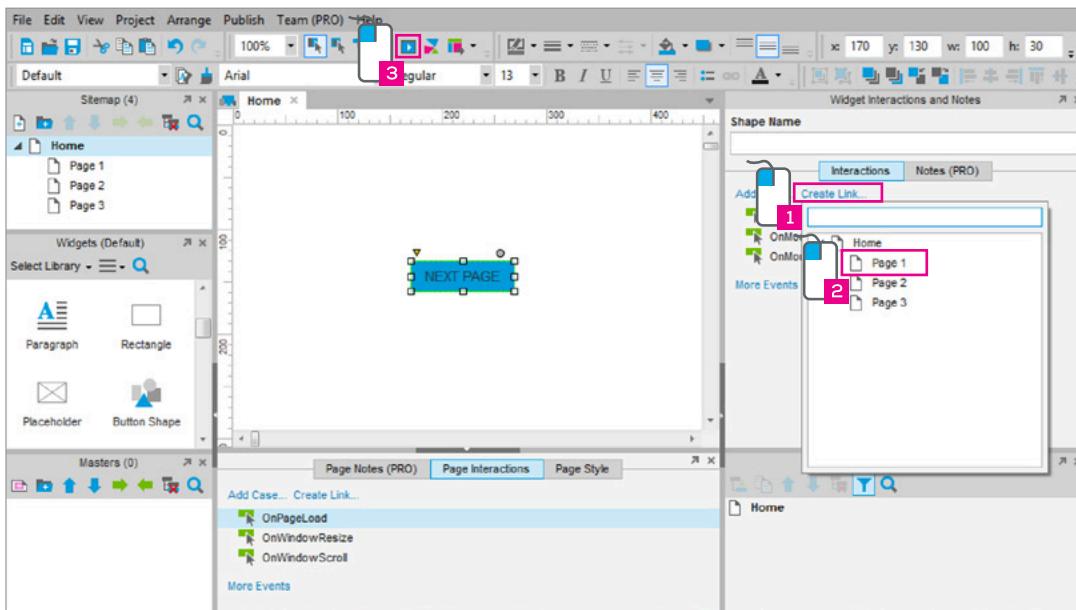
With the Button Shape Widget selected, type "Next Page" to edit the text on the Widget.



Set Fill Color to Blue

With the Button Shape selected, choose a blue color using the Fill Color Button in the Toolbar.

2: ADD A LINK



Click "Create Link..."
With the Button Shape Widget selected, click the "Create Link..." option in the Interactions tab.

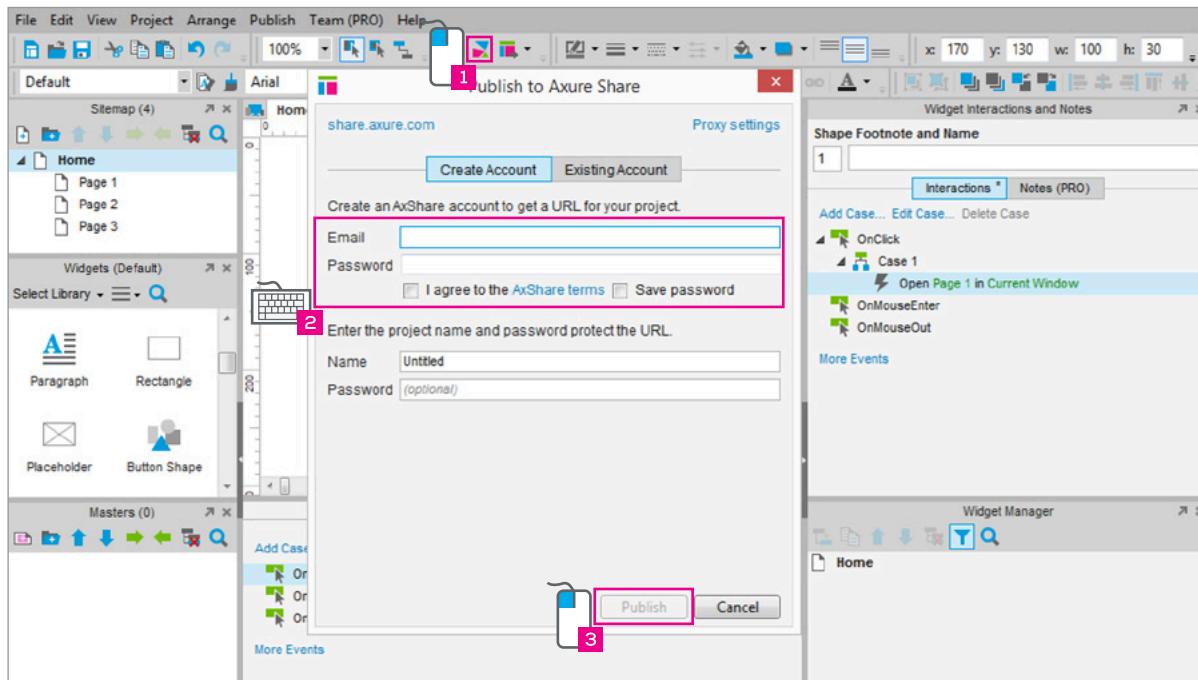


Select Page 1
In the Link Properties Dialog, select Page 1.



Click Preview
Click the Preview Button in the toolbar and test your link.

3: PUBLISH TO OUR CLOUD HOSTING SERVICE, AXURE SHARE



1 Click AxShare Icon
In the toolbar, click the AxShare icon.

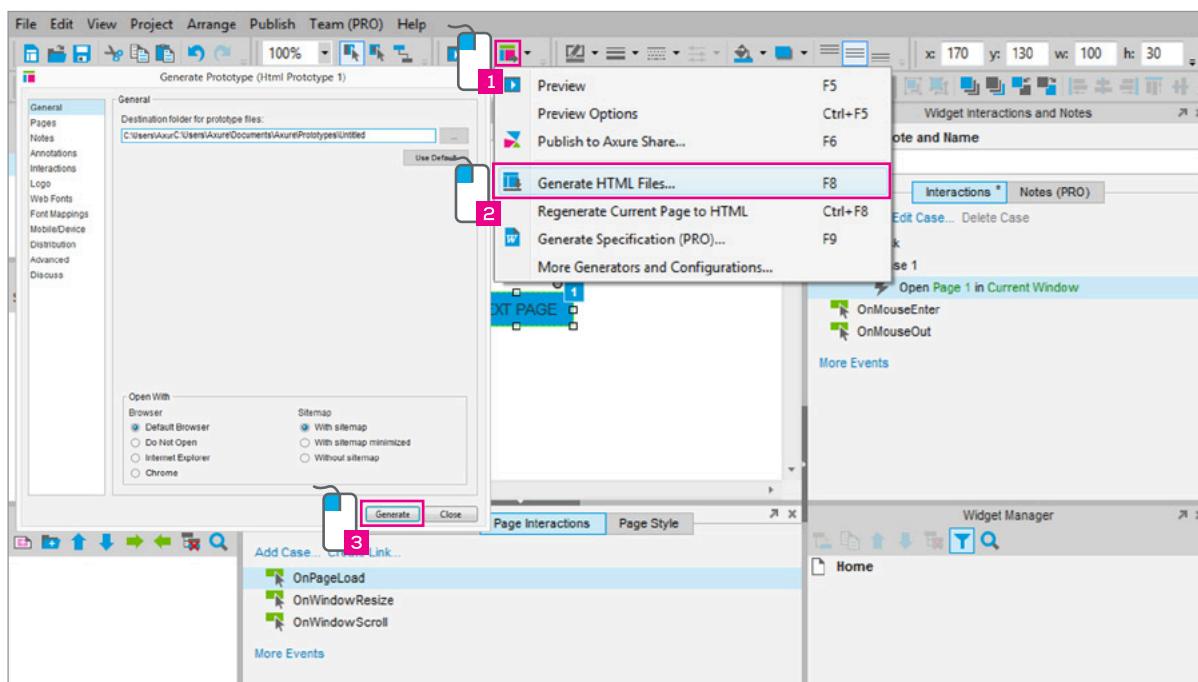


2 Create an Account
With Create Account selected, enter an Email & Password, and check to agree to the terms.



3 Click Publish
Click the Publish Button to get a URL you can share.

4: GENERATE HTML FILES LOCALLY



1 Click Publish Icon
In the toolbar, click the Publish icon.



2 Click Generate HTML Files
Select "Generate HTML Files..."



3 Click Generate
Click the Generate Button.
Note: Viewing local files in Chrome requires an Extension.

GREAT START!

You've made your first Axure RP prototype

Now you can...

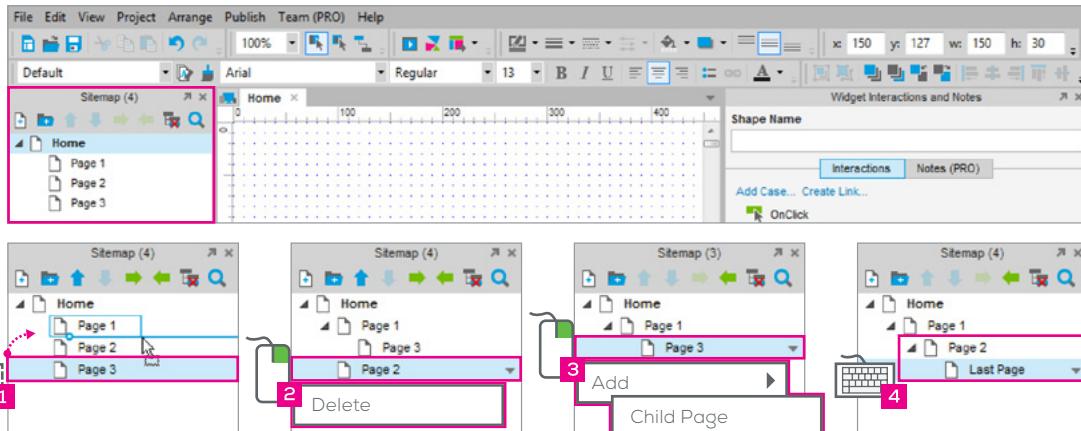
- Add widgets from the Widgets pane
- Format widgets using the Toolbar
- Add basic links from the Interactions tab
- Generate an interactive prototype



CORE TRAINING #2: Working with Pages

START A NEW FILE

1: ARRANGE PAGES IN THE SITEMAP



1 Drag "Page 3" Up
Click and drag "Page 3" slightly above and to the right of "Page 2".



2 Right-Click to Delete "Page 2"
Select Page 2 in the Sitemap and then right-click and select [Delete].

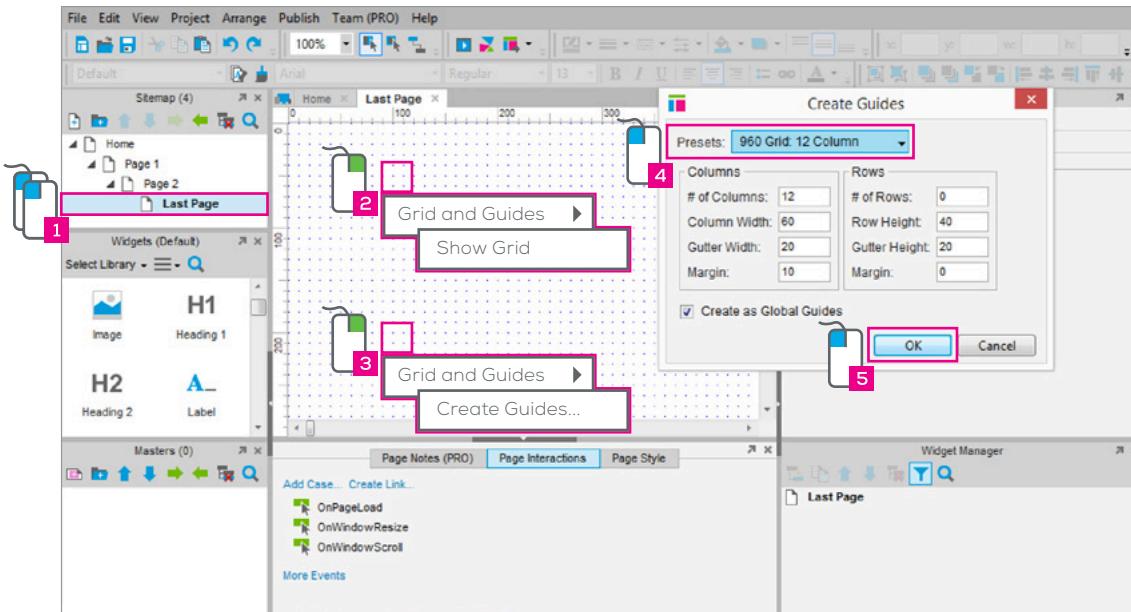


3 Add a New Page
Select "Page 3" and right-click. Select [Add > Child Page].



4 Rename Pages
Rename "New Page 1" to "Last Page".
Use a slow left-click to rename "Page 3" to "Page 2".

2: SHOW THE GRID AND CREATE GUIDES



1 Open the Last Page
Double-click "Last Page," in the Sitemap.
This will open a new tab above the design area.



2 Toggle the Grid
Right-click the design area and select [Grid and Guides > Show Grid].



3 Create Guides
Right-click on the design area again and select [Grid and Guides > Create Guides].

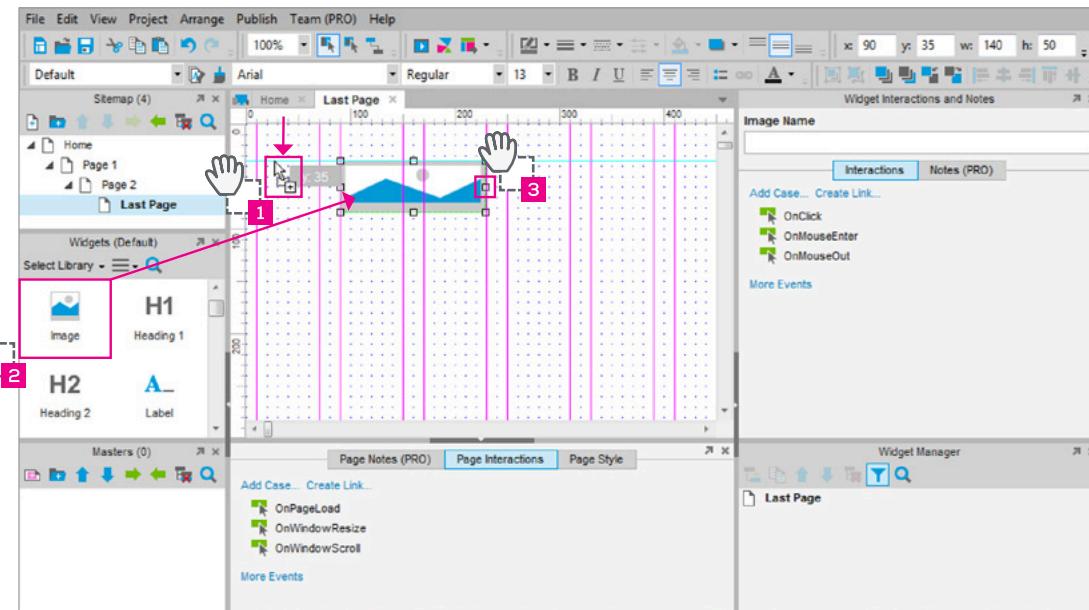


4 Select Preset
Select the "960 Grid: 12 Column" option.



5 Click OK
Click the OK Button to create your guides.

3: ADD A SINGLE PAGE GUIDE



Drag a Page Guide from the Ruler

Click and drag from the top ruler onto the design area to create a Page Guide at Y: 35.

Holding the Ctrl key (Cmd key on Macs) while dragging would make it a Global Guide.

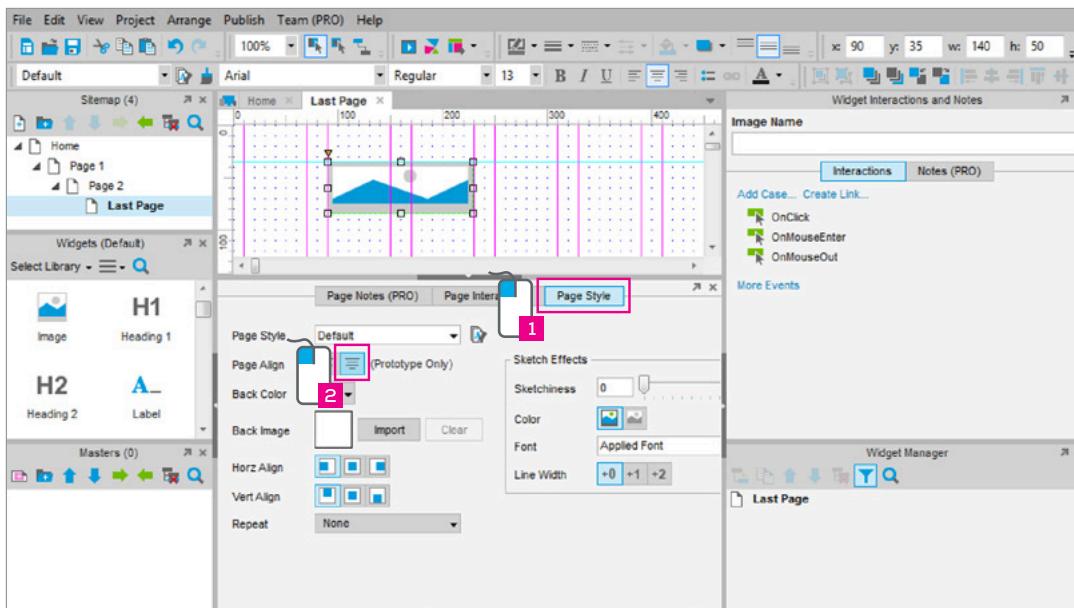
Drag and Drop an Image Widget

Drag an Image Widget from the Widgets pane and drop it when the left edge snaps to the Guide at X:90 and the top edge snaps to the Guide at Y:35.

Resize the Widget

Click and drag the resize handle on the right side of the Image to snap it to the Guide at X:230.

4: CENTER THE PAGE



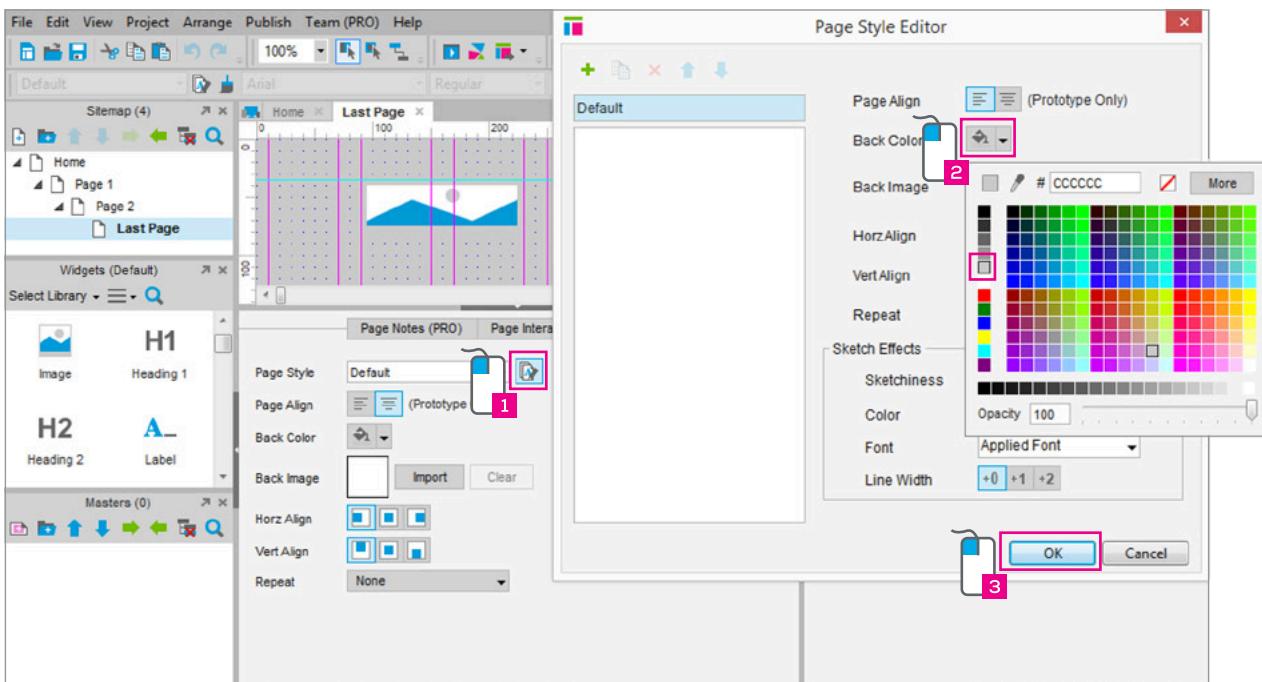
Select the Page Style tab

Select the Page Style tab in the Page Properties tab.

Center Align the Page

Select the Center Align Button so the page will be centered in the generated prototype.

5: CHANGE THE BACKGROUND COLOR OF ALL PAGES



1 Open Page Style Editor
Click the Page Style Editor Button to make formatting changes to all your pages.



2 Select the Color
In the Page Style Editor, select a background color.



3 Click OK
Click the OK Button to change the background color.



PREVIEW THE PROTOTYPE

Preview your prototype. The Sitemap changes are reflected in the prototype's Sitemap. Notice that the background color has been changed on all of your pages because we changed the default style in the Page Style Editor. The Image Widget is on the Last Page.

GREAT WORK!

You're managing pages like a pro

Now you can...

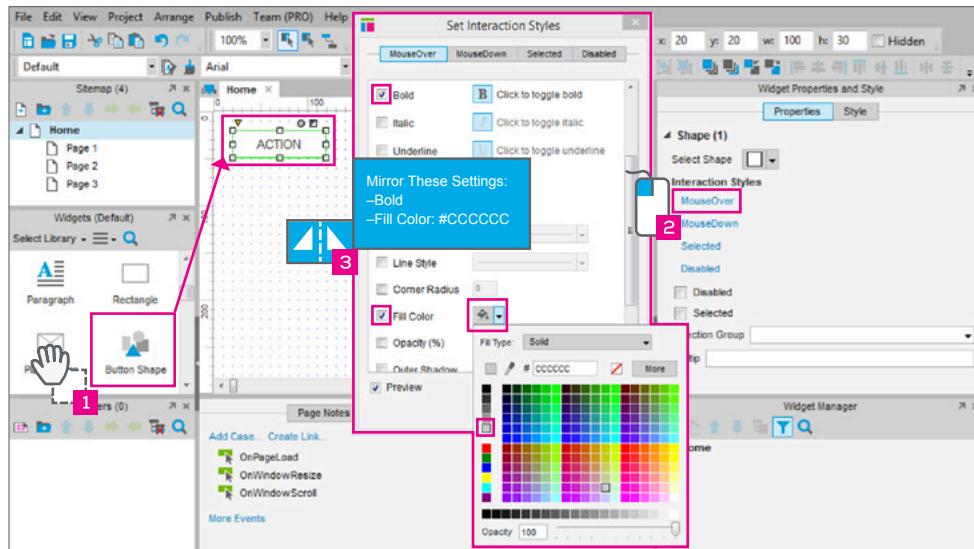
- Add, delete, and move pages in the Sitemap
- Use the Grid and Guides to help layout Widgets
- Format a page in the Page Style tab
- Make style changes to all pages using the Page Style Editor



CORE TRAINING #3: Widgets & Masters

 START A NEW FILE

1: ADD A BUTTON SHAPE AND SET THE MOUSEOVER STYLE

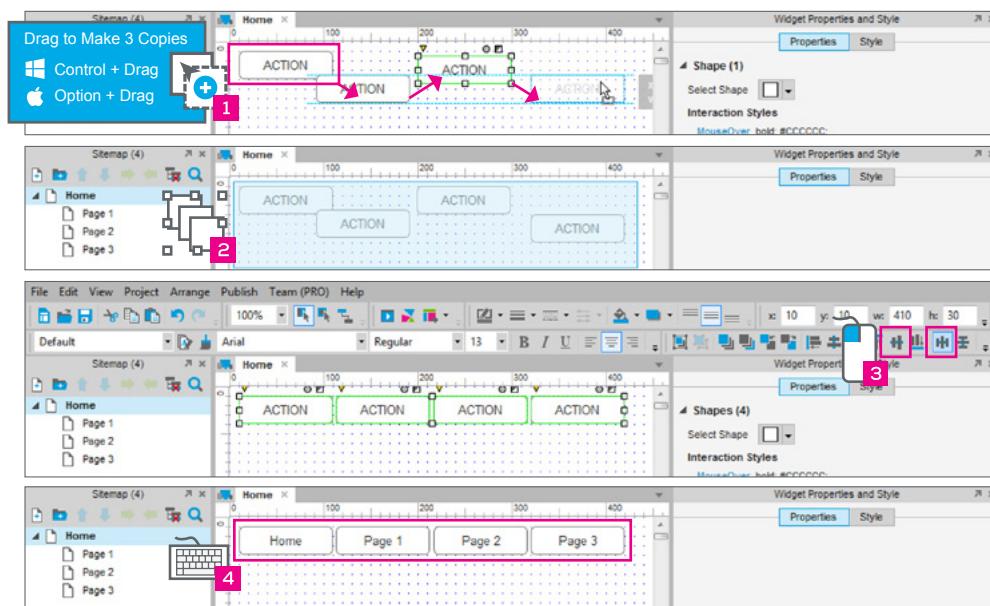


 1 Add a Button Shape
Drag the Button Shape Widget from the Widgets pane and drop it on the Design Area.

 2 Open the Interaction Style Dialog
Select MouseOver from the Properties tab

 3 Check Bold &
Set the Fill Color
Check the boxes for bold and fill color. Then, select a gray fill color and click OK.

2: DUPLICATE AND DISTRIBUTE THE BUTTON SHAPES



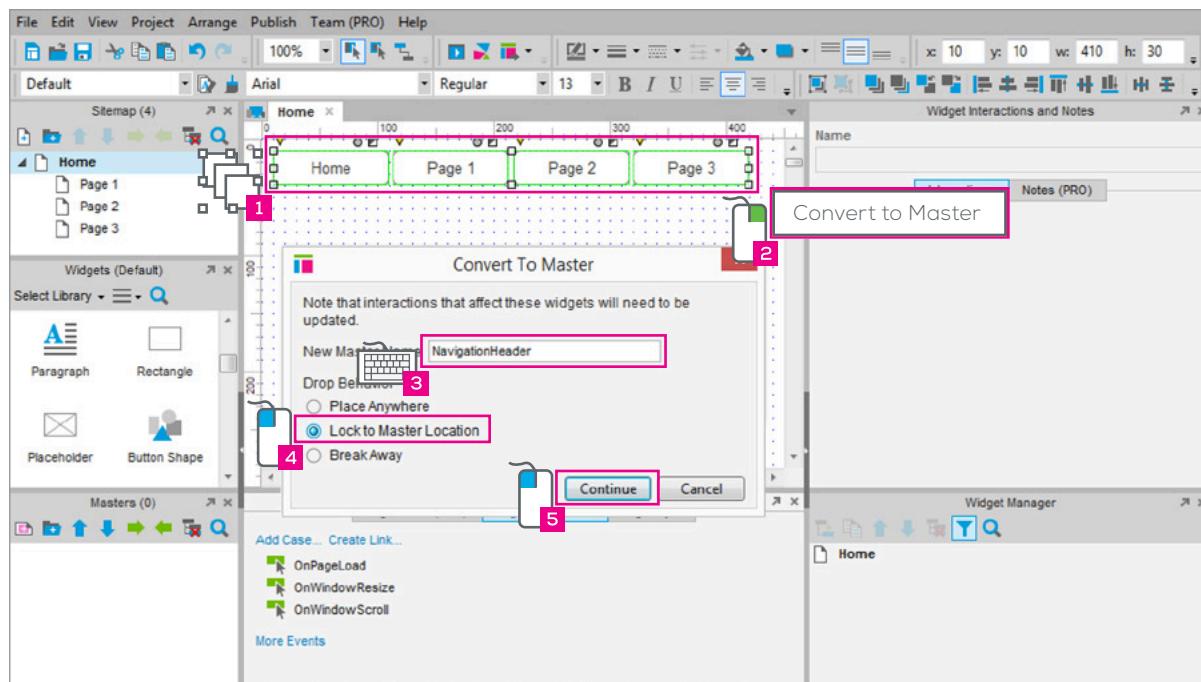
 1 Drag to Copy
Hold the [Ctrl] key and drag to duplicate the Widget. If you're using a Mac, hold the [Option] key instead.
Do this 3 times to have a total of 4 Widgets.

 2 Select the Widgets
Select all the button shapes by left-clicking while holding and dragging.

 3 Align and Distribute
With all the buttons selected, click the Align Middle and then the Distribute Horizontally Buttons in the Toolbar.

 4 Edit Text on Button Shapes
Select, then name each button as shown. They should match the pages in the Sitemap.

3: CONVERT THE BUTTON SHAPES TO A MASTER



1 Select the Button Shapes
Click and drag to select all four buttons.

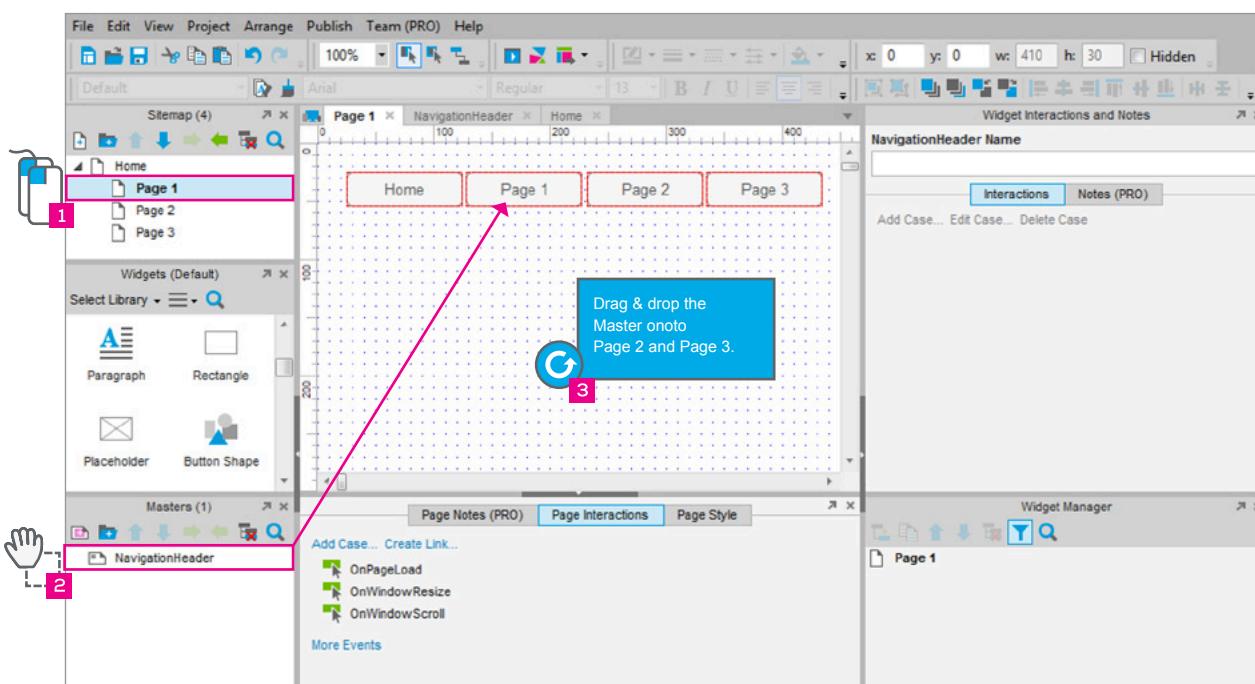
2 Convert to Master
Right-click the four selected buttons and then select [Convert to Master].

3 Name the Master
Name the Master "NavigationHeader".

4 Chose Behavior
Select the radio button for "Lock to Master Location".

5 Click Continue
Click the Continue Button to create your Master.

4: PLACE THE MASTER ON EACH PAGE

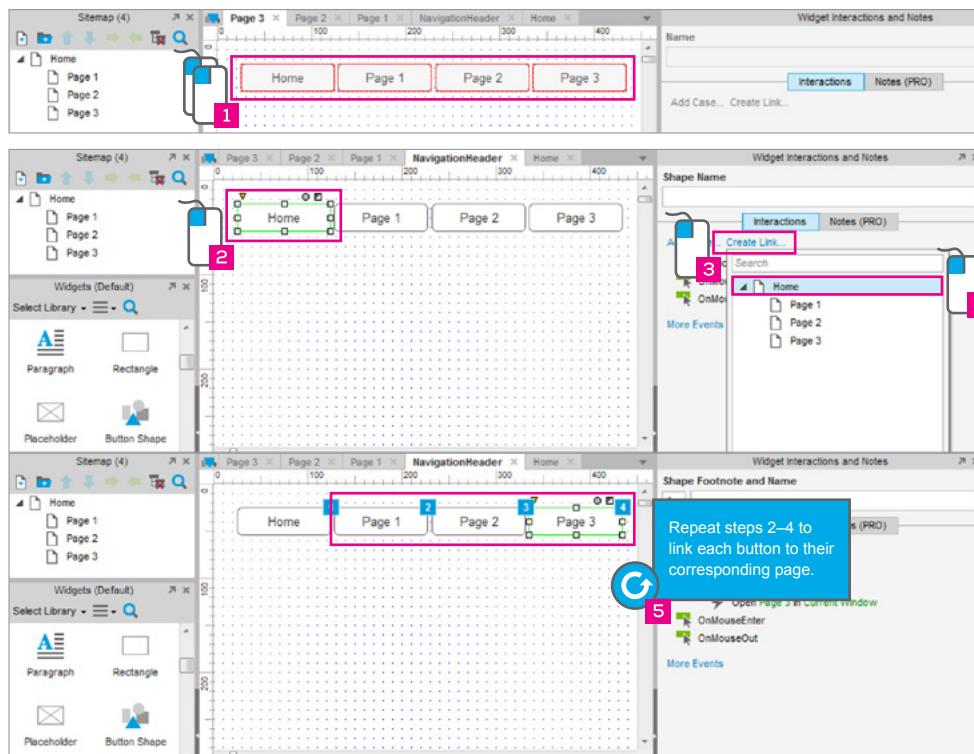


1 Open Page 1
Double-click "Page 1" in the Sitemap to open it in the design area.

2 Drag Master on Page
Drag the Master from the Master's pane and drop it on the design area for "Page 1".

3 Repeat
Open "Page 2" and "Page 3" and drag and drop the Master onto each of them.

5: ADD LINKS TO THE BUTTON SHAPES IN THE MASTER



1 Double-click to open Master
Open the "Navigation Header" Master by double-clicking.

2 Select Home Button
Select the Home Button in the Master

3 Click Create Link
Click Create Link in the Interactions tab.

4 Select Home Page
Select the Home Page from the dropdown.

5 Repeat
Repeat steps 2–4 on each button to link them to their corresponding pages.



PREVIEW THE PROTOTYPE

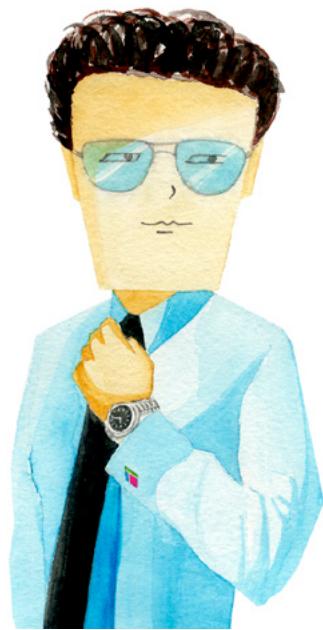
Preview your prototype. Move your mouse over the buttons to see the MouseOver style and click them to navigate between your pages. Notice that the links added one time in the Master work on all of the pages.

AWESOME!

One edit of your Master makes changes everywhere.

Now you can...

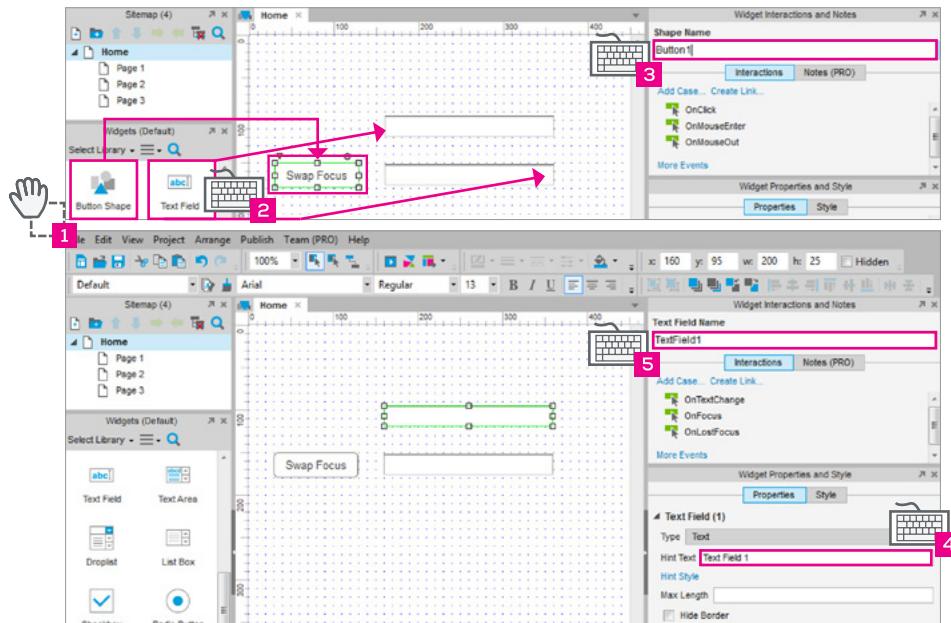
- Edit a Widget's MouseOver Style
- Convert Widgets into Masters
- Place a Master anywhere and have it snap into place



CORE TRAINING #4: Building Interactions

 START A NEW FILE

1: ADD A BUTTON SHAPE AND TWO TEXT FIELDS



 **1** Add Button, two Text Fields
Drag a Button Shape Widget and two Text Field Widgets and drop them on the design area.

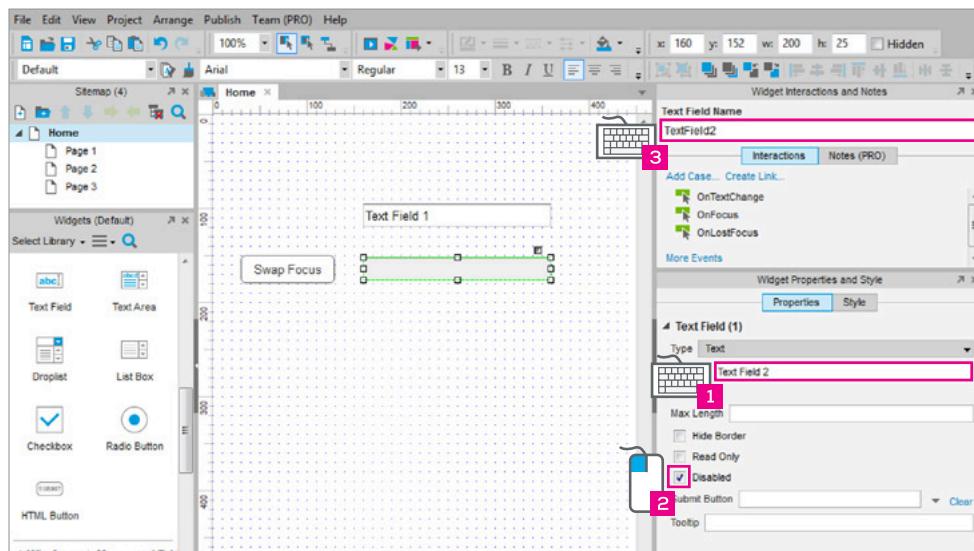
 **2** Edit Text on Button
Edit the text on the Button Shape Widget to read, "Swap Focus".

 **3** Label the Button With the Button Shape Widget still selected, label it "Button1" in the Widget Interactions and Notes pane.

 **4** Edit Hint Text
With the first text field selected, edit the hint text in the Properties tab to read, "TextField 1".

 **5** Label TextField1
Label the Text Field "TextField1".

2: DISABLE THE SECOND TEXT FIELD

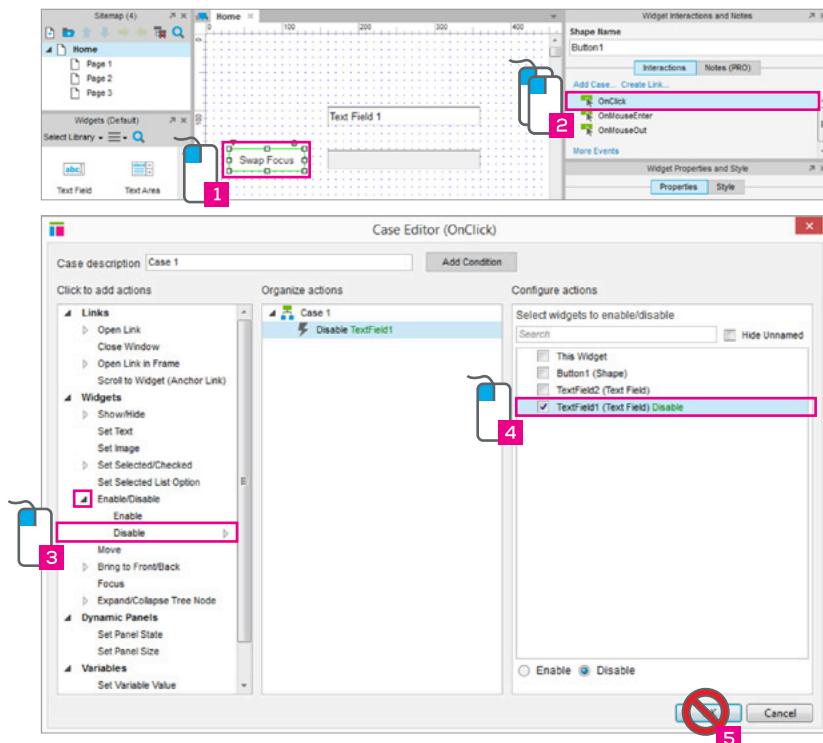


 **1** Edit Text Hint
Edit the text hint on the second Text Field Widget to read "TextField 2".

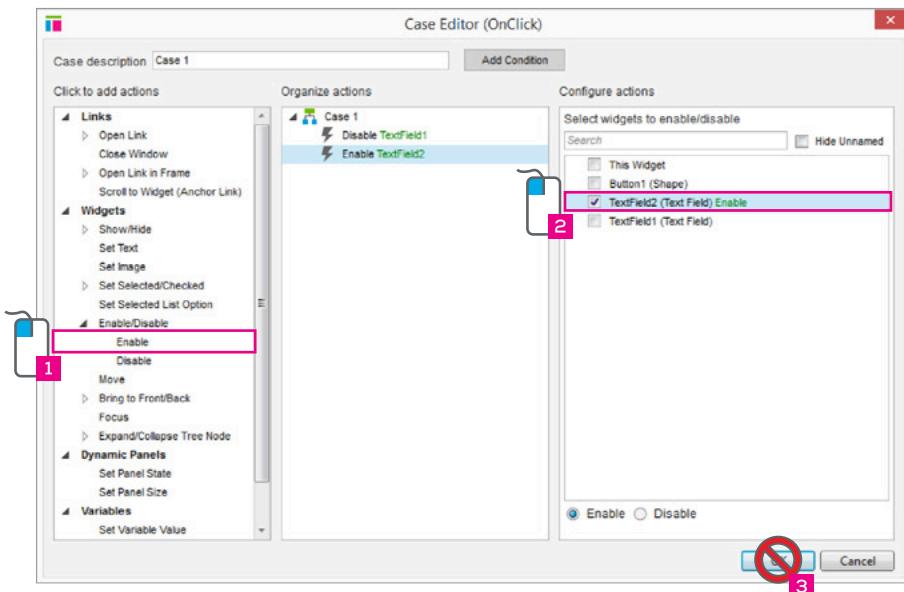
 **2** Disable Text Field 2
In the Properties tab, click "Disabled".

 **3** Label TextField2
With Text Field 2 selected, label it "TextField2".

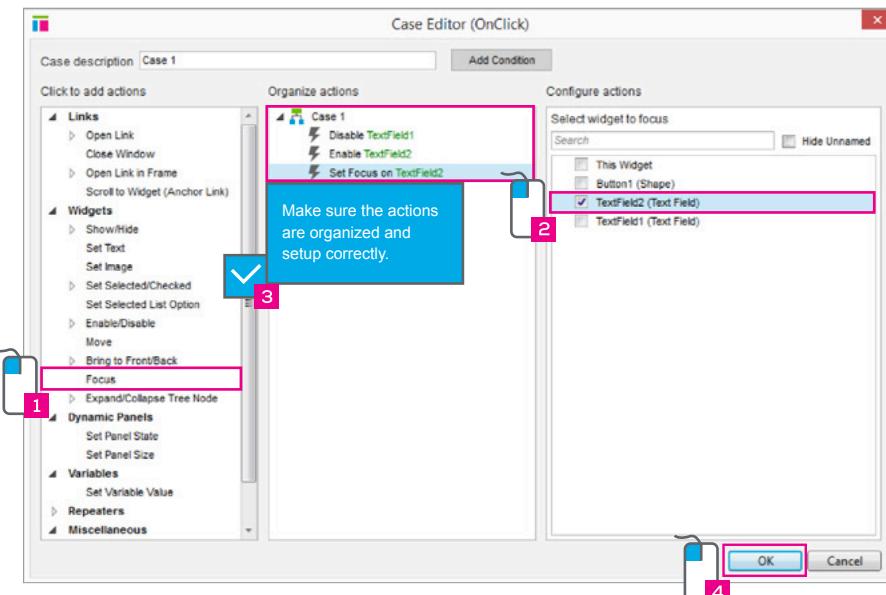
3: MAKE CLICKING THE BUTTON DISABLE THE FIRST TEXT FIELD



4: AND ENABLE THE SECOND TEXT FIELD



5: AND SET FOCUS ON THE SECOND TEXT FIELD



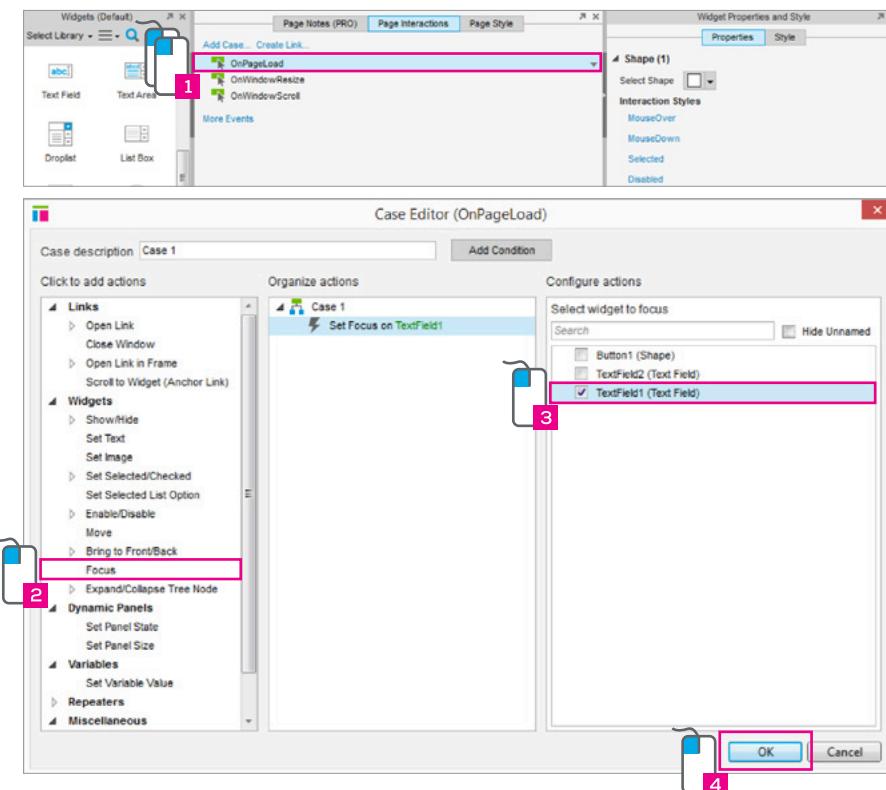
1 Add Set Focus Action
Add another Action to the same Case by clicking on "Focus."

2 Specify TextField2
Check the box for "TextField2."

3 Double-Check the Actions
Make sure that all the Actions appear exactly as in the image above.

4 Click OK
Click the OK Button to confirm all of the changes.

6: SET FOCUS ON TEXT FIELD 1 WHEN THE PAGE LOADS



1 Add a Case to OnPageLoad
Double-click the "OnPageLoad" Event under the Page Interactions tab.

2 Add Set Focus Action
Select the Action in the left most column for "Focus."

3 Specify TextField1
In the far right column, check the box for "TextField1."

4 Click OK
Click the OK Button to confirm all of the changes.



PREVIEW THE PROTOTYPE

Preview your prototype. Notice that, the first text field has focus when the page loads. Clicking the Swap Focus Button disables Text Field 1 and enables and sets focus on Text Field 2. Refreshing the page in your browser will reset everything.

IMPRESSIVE!

With your new knowledge
of interactions,

Now you can...

- Add Cases to Events
- Use the Case Editor to add Actions to Cases and configure the Actions
- Add Interactions to both Widgets and Pages

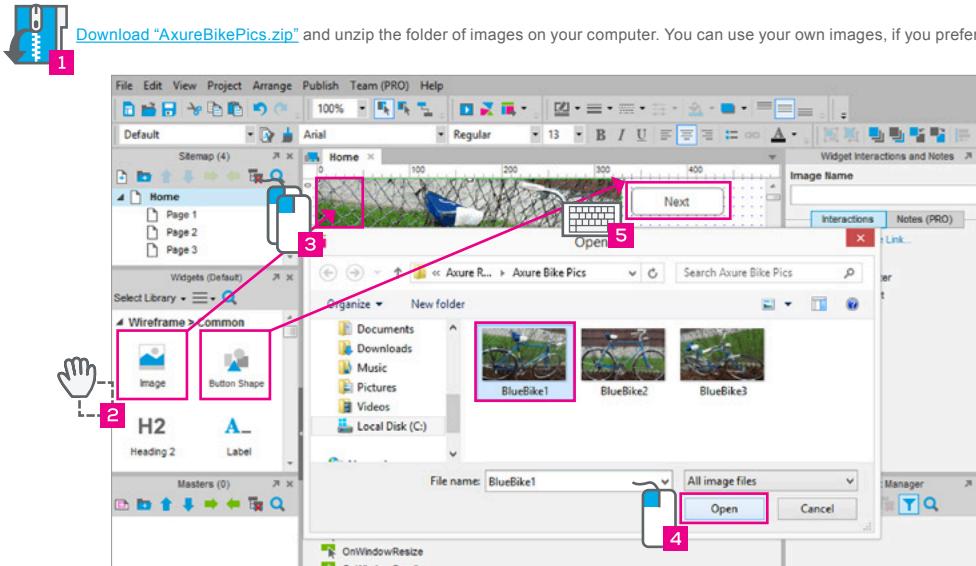


CORE TRAINING #5: Introducing Dynamic Panels



START A NEW FILE

1: ADD AN IMAGE AND A BUTTON SHAPE



1 Download & Unzip
Download "AxureBikePics.zip" and unzip the folder on your computer.

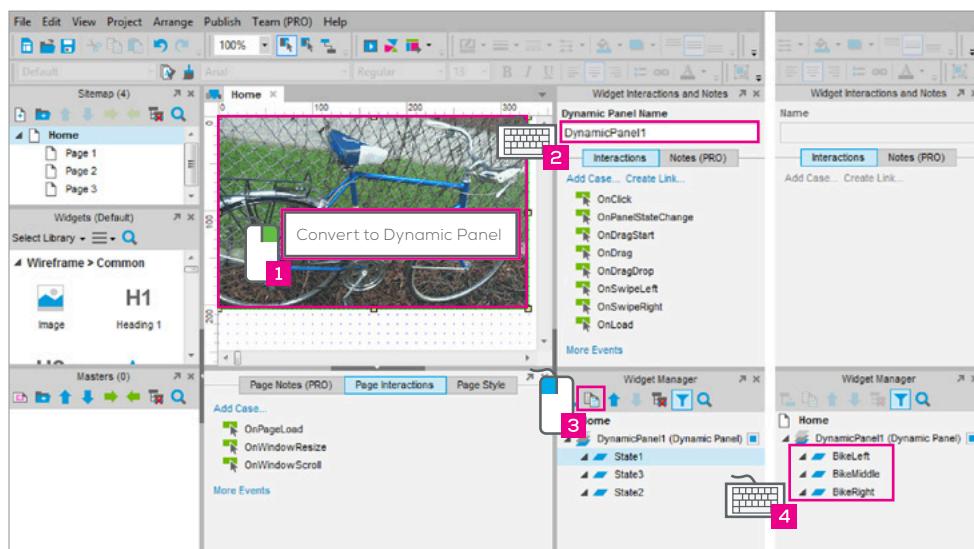
2 Add Widgets
Place an Image Widget and a Button Shape Widget on the design area as shown.

3 Select Image
Double-click the Image Widget and select the first image: "BlueBike1".

4 Click Open
Click "Open" to use the picture.
Click "Yes" if asked to autosize.

5 Edit Text on Button
Edit the text on the Button Shape to read "Next".

2: CONVERT TO DYNAMIC PANEL AND ADD STATES



1 Convert to Dynamic Panel
Right-click the Image Widget and select [Convert to Dynamic Panel].

2 Label Dynamic Panel
Label the new panel "DynamicPanel1".

3 Duplicate First State
Select State1 and click the Duplicate State icon twice in the Widget Manager.

4 Label Each State
Slow double-click to label the states "BikeLeft", "BikeMiddle", and "BikeRight".

3: ADD AN IMAGE TO EACH STATE

The screenshot shows the Axure software interface. A Dynamic Panel named "BikeMiddle" is selected in the design area, displaying a blue bicycle against a chain-link fence background. The "Widget Interactions and Notes" panel on the right shows an "Image Name" field and interaction options like "OnClick", "OnMouseEnter", and "OnMouseOut". The "Events" section is empty. The "Widget Manager" panel lists the Dynamic Panel and its states: BikeLeft, BikeMiddle, and BikeRight. A file browser window is open, showing three images: BlueBike1, BlueBike2, and BlueBike3. The "BlueBike2" image is selected. A note in the bottom left says "Repeat steps 1-3 for 'BikeRight'." Below the interface, four numbered steps with icons provide instructions:

- Open state BikeMiddle**
Double-click the "BikeMiddle" State in the Widget Manager to open it in the design area.
- Import Image**
Double-click the Image Widget and import the second image.
- Click Open**
Click "Open" to use the picture.
Click "Yes" when asked to autosize.
- Repeat for BikeRight**
Repeat steps 1-3 to place the third image on the "BikeRight" State.

4: MAKE CLICKING NEXT SET THE PANEL TO THE NEXT STATE

The screenshot shows the Axure software interface. A "Next" button is selected in the design area. The "Case Editor (OnClick)" panel on the right shows a single case named "Case 1" with the action "Set DynamicPanel to Next slide left out 50". The "Configure actions" section shows the "Select the panels to set the state" dropdown set to "Next" and the "Animate In" and "Animate Out" settings. A note in the center says "Match the options as shown." Below the interface, five numbered steps with icons provide instructions:

- Select Next Button**
Select the "Next" Button Shape Widget on the Home page.
- Add a Case to OnClick**
Double-click the OnClick Event for the Button Shape to add a Case.
- Add Action**
Select the action in the left most column for "Set Panel State".
- Specify Panel and Options**
Choose DynamicPanel and match the options for the action as shown above.
- Click OK**
Click the OK Button to add the Action.



PREVIEW THE PROTOTYPE

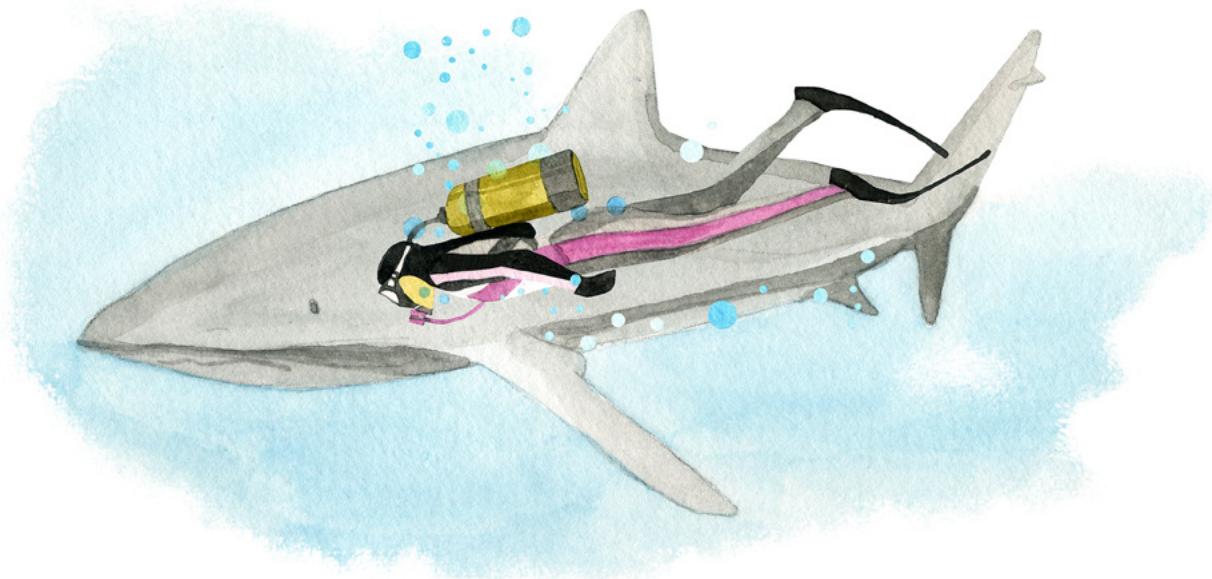
Preview your prototype. Click the Next Button to advance through the images. When you reach the third image, it will wrap back to the first.

EXCELLENT!

Now that you're familiar with
Dynamic Panels,

Now you can...

- Create Dynamic Panels with multiple states
- Open and edit Dynamic Panel States
- Add interactions to set the current state of a Dynamic Panel

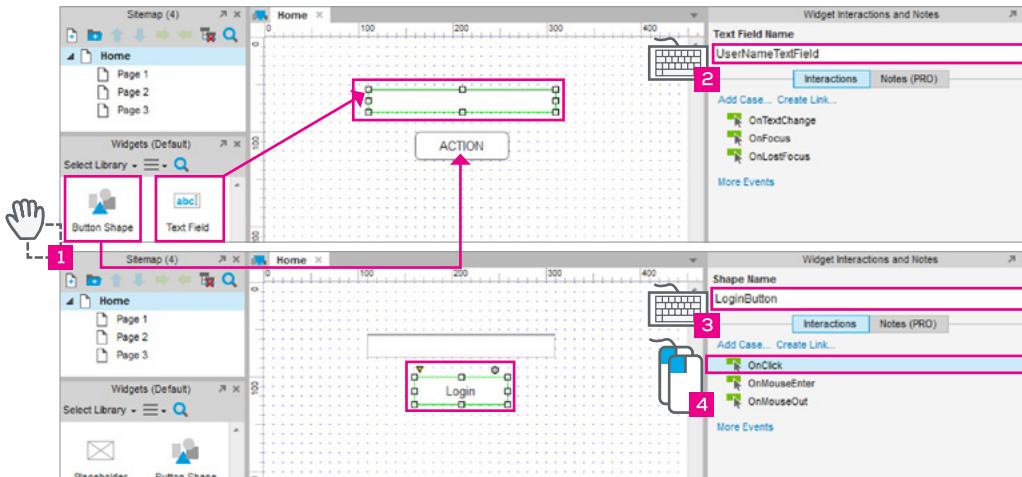


CORE TRAINING #6: Conditions, Values, and Variables



START A NEW FILE

1: ADD A TEXT FIELD AND BUTTON SHAPE



1 Add Text Field and Button
Place a Text Field Widget and a Button Shape Widget on the design area.



2 Label Text Field
Label the Text Field "UserNameTextField".

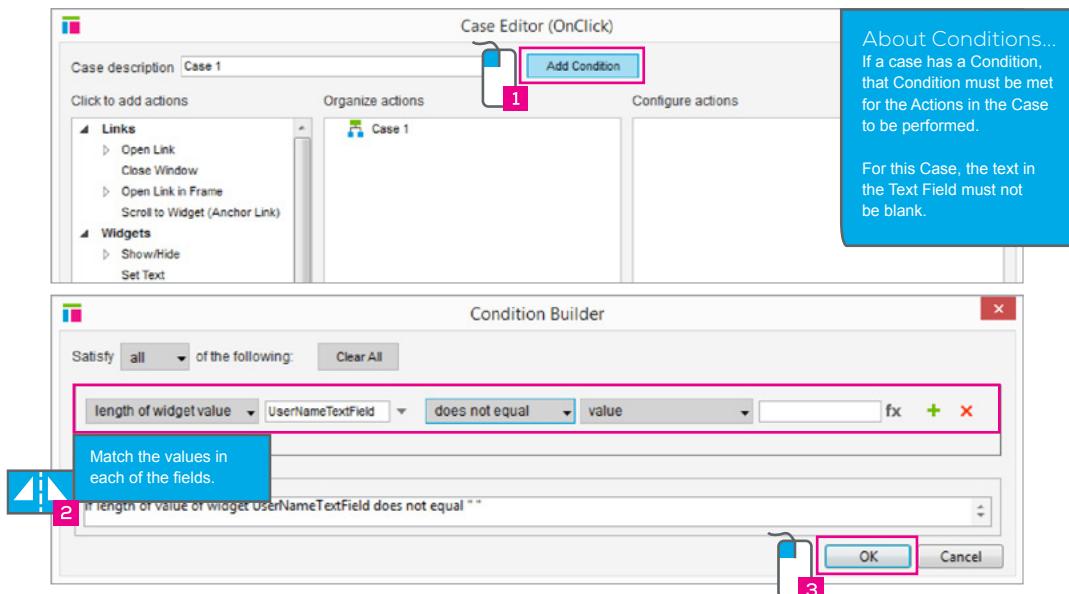


3 Edit Text and Label Button
Edit the Button Shape text to read "Login". Then label it "LoginButton".



4 Edit OnClick for Button Shape
With the Login Button selected, double-click its OnClick Event to open the Case Editor.

2: ADD A CONDITION TO CHECK THAT THE TEXT FIELD IS NOT BLANK



1 Click the Add Condition Option
Click "Add Condition" to the right of the Description Field to open the Condition Builder.

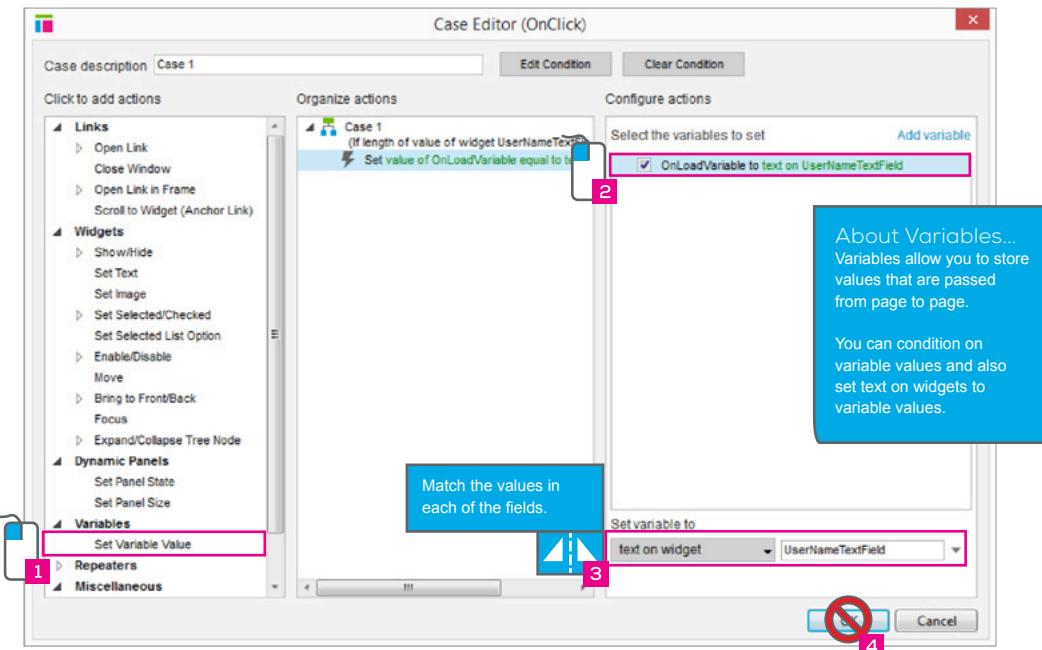


2 Set the Condition Values
Match the values in each of the fields to:
"length of widget value"
"UserNameTextField"
"does not equal"
"value"
with the last field blank.



3 Click OK
Click the OK Button to return to the Case Editor.

3: SET THE ONLOADVARIABLE TO THE TEXT FIELD VALUE



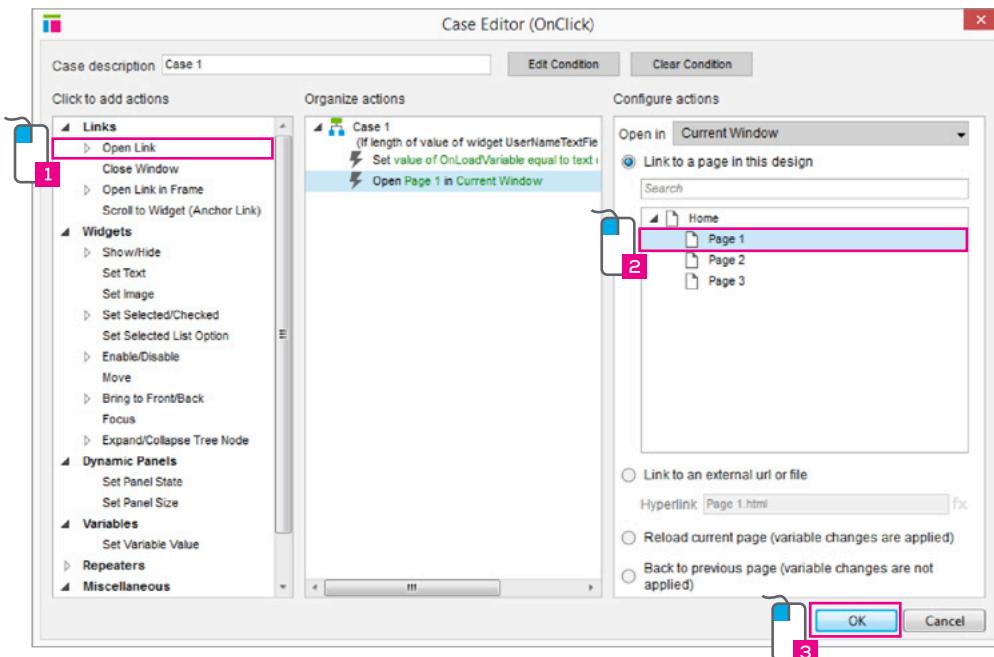
1 Add the Set Variable Action
In the Case Editor, add the Action to "Set Variable Value".

2 Select OnLoad Variable
Check the checkbox for OnLoadVariable.

3 Set the OnLoadVariable
Match the values in each of the fields to:
"text on widget"
"UserNameTextField"

4 Don't Click OK
We're not quite done with this Case yet. In the next step, we will add a second action.

4: ADD THE ACTION TO OPEN PAGE 1

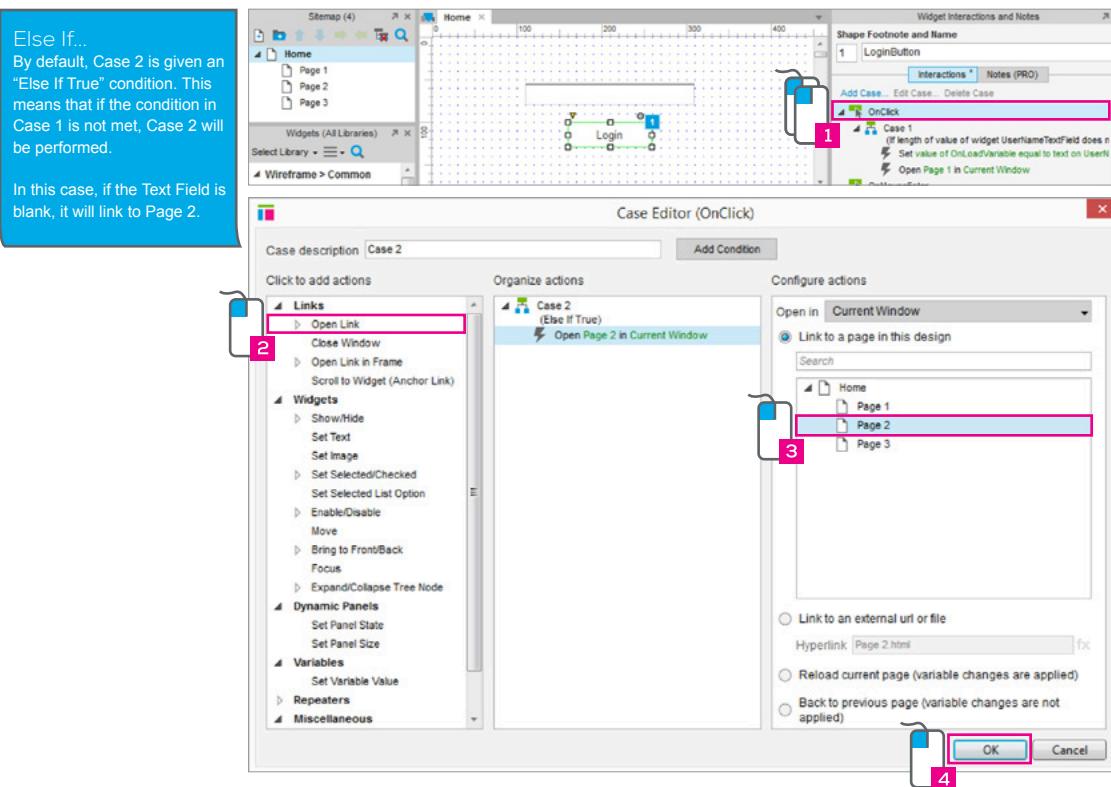


1 Add the Action for Open Link
Add another Action to the same case by clicking on "Open Link".

2 Select Page 1
Select "Page 1" as the destination for the link.

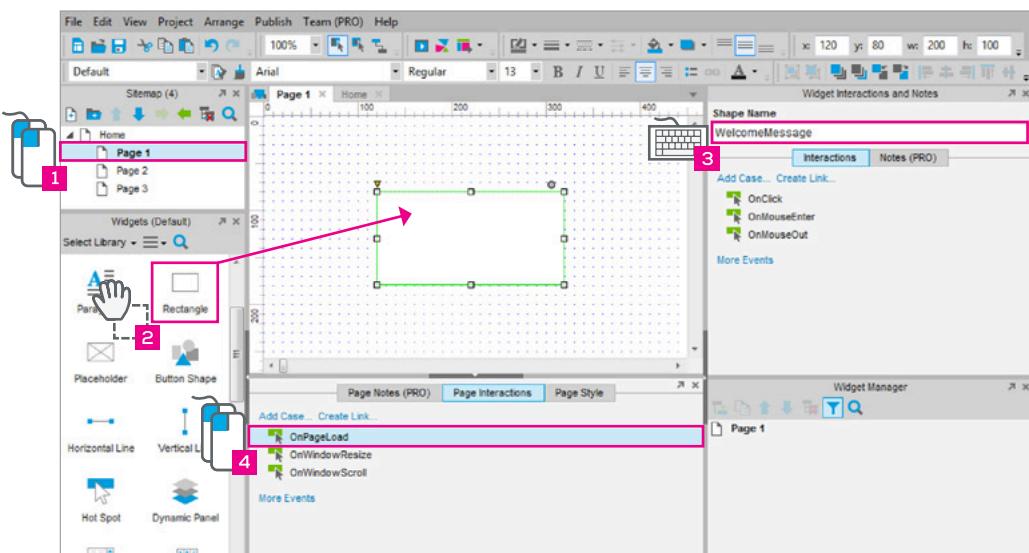
3 Click OK
Click the OK Button to confirm all of the changes to this Case.

5: ADD A SECOND CASE FOR WHEN THE TEXT FIELD IS BLANK



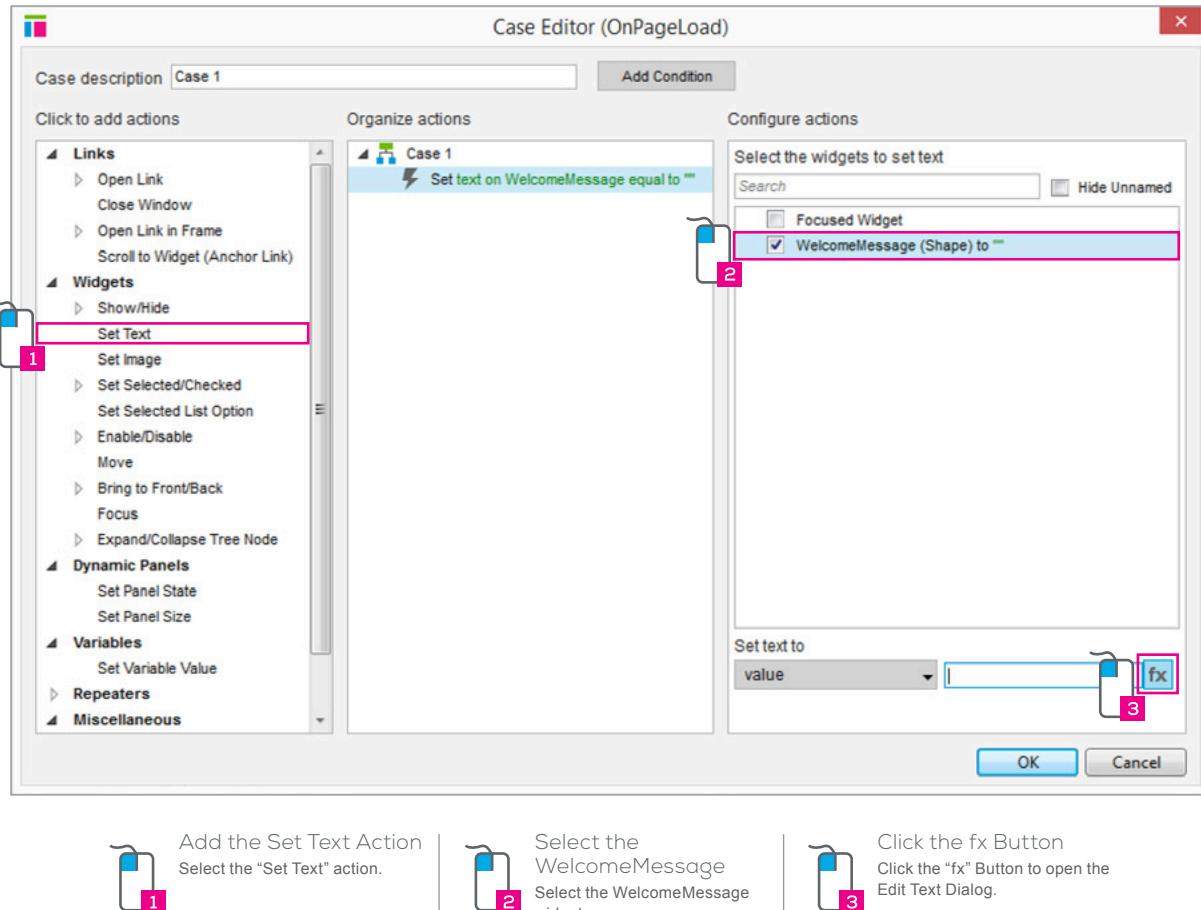
- 1 Add a Second Case
With the Login Button still selected, double-click the OnClick Event again. This will open the Case Editor for Case 2.
- 2 Add the Action for Open Link
Add the Action for, "Open Link."
- 3 Specify Page 2
Select, "Page 2," as the destination for the link.
- 4 Click OK
Click the OK Button to confirm all of the changes to this Case.

6: ADD A RECTANGLE TO PAGE 1

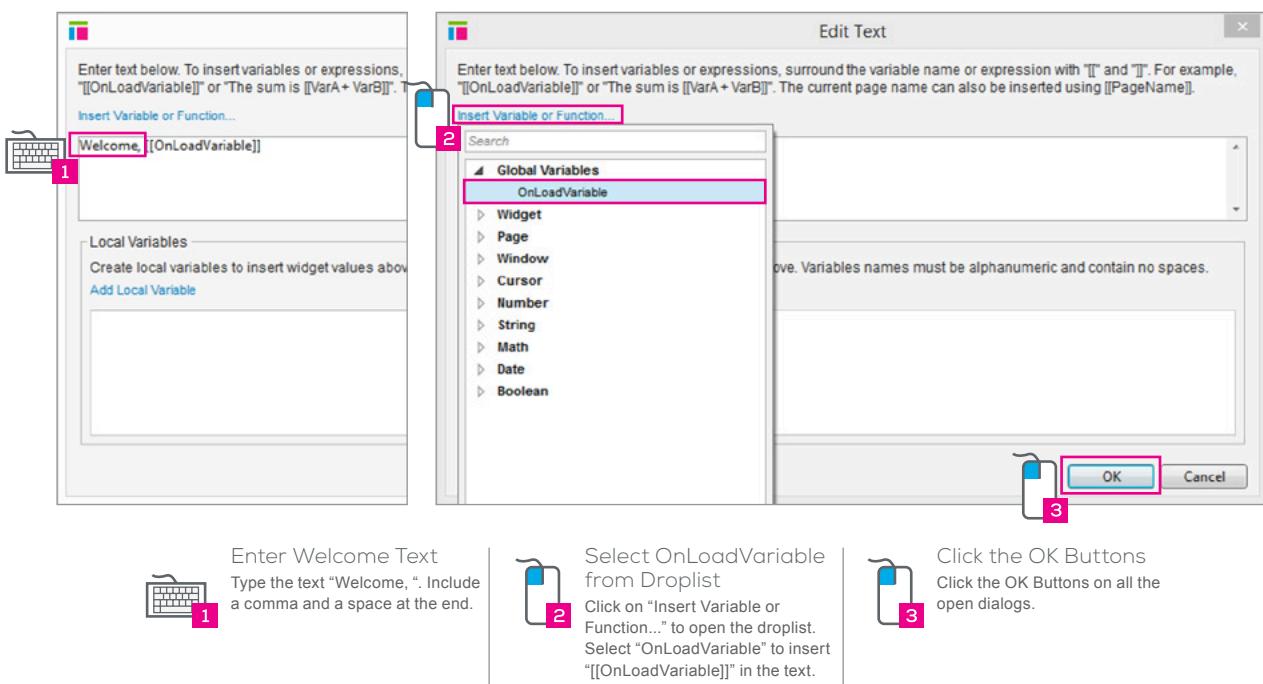


- 1 Open Page 1
Double-click "Page 1" in the Sitemap to open it in the design area.
- 2 Add Rectangle Widget
Add a Rectangle Widget to Page 1.
- 3 Label Rectangle
Label the rectangle "WelcomeMessage".
- 4 Add Case to OnPageLoad
Double-click the OnPageLoad Event in the Page Interactions tab.

7: SET THE RECTANGLE TEXT WHEN THE PAGE LOADS



8: PUT THE ONLOADVARIABLE IN THE WELCOME MESSAGE



[PREVIEW THE PROTOTYPE](#)

Navigate back to the “Home” page and preview your prototype. First, leave the text field empty and click the Login Button. Because the field was blank, you will link to Page 2. Use the Sitemap to go back to the Home Page, and this time, type your name into the blank field and then click the Login Button. You will link to Page 1 and see your name in the welcome message.

CONGRATULATIONS! YOU HAVE COMPLETED CORE TRAINING.

After this taste of conditions,
values, and variables,

Now you can...

- Add conditions in the Case Editor and use the Condition Builder
- Set variable values to pass data across pages
- Set the text on widgets to include variable values

You are well on your way to becoming an Axure Master and ready to put your Axure RP knowledge to good use. Return to the Training Page to explore More Adventures.



Nice to meet you
We're Axure



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