Seminar 2

(please note there was no seminar in week 1)

Axure RP 10

Axure RP is a powerful prototyping and wireframing tool used by professionals in the fields of User Experience and Product Development.

On Campus

Axure is available across most machines in our labs.

On your own computer

If you would like to install this in your own computer here is some information.

Request a free student subscription

Axure RP offers a free subscription for students.

How to get this:

1. Complete and submit the form here: https://cart.axure.com/edu?type=student
2. Please make sure you use the university email.
3. You may provide a photo of your student ID as "Proof of Enrolment"
4. Once you submit the form, and as soon as your application is approved, the company will send you an email with activation instructions. You will receive a one-year subscription that you can renew each year of study if you wish to use this software next year too.
5. This may take a few days. So, in the meantime you could download and install the 30-day Free Trial.

5COSC025W   Seminar 2

The Axure RP Environment

At the center of the Axure RP interface is the canvas, where you create your diagrams by arranging widgets. Surrounding the canvas are toolbars and instrument panes that allow you to customize the look and behavior of your diagrams and to share them with others.

> 💡 **Tip**
>
> You can toggle the interface's panes and toolbars in the **View** menu.

A Map of the Environment
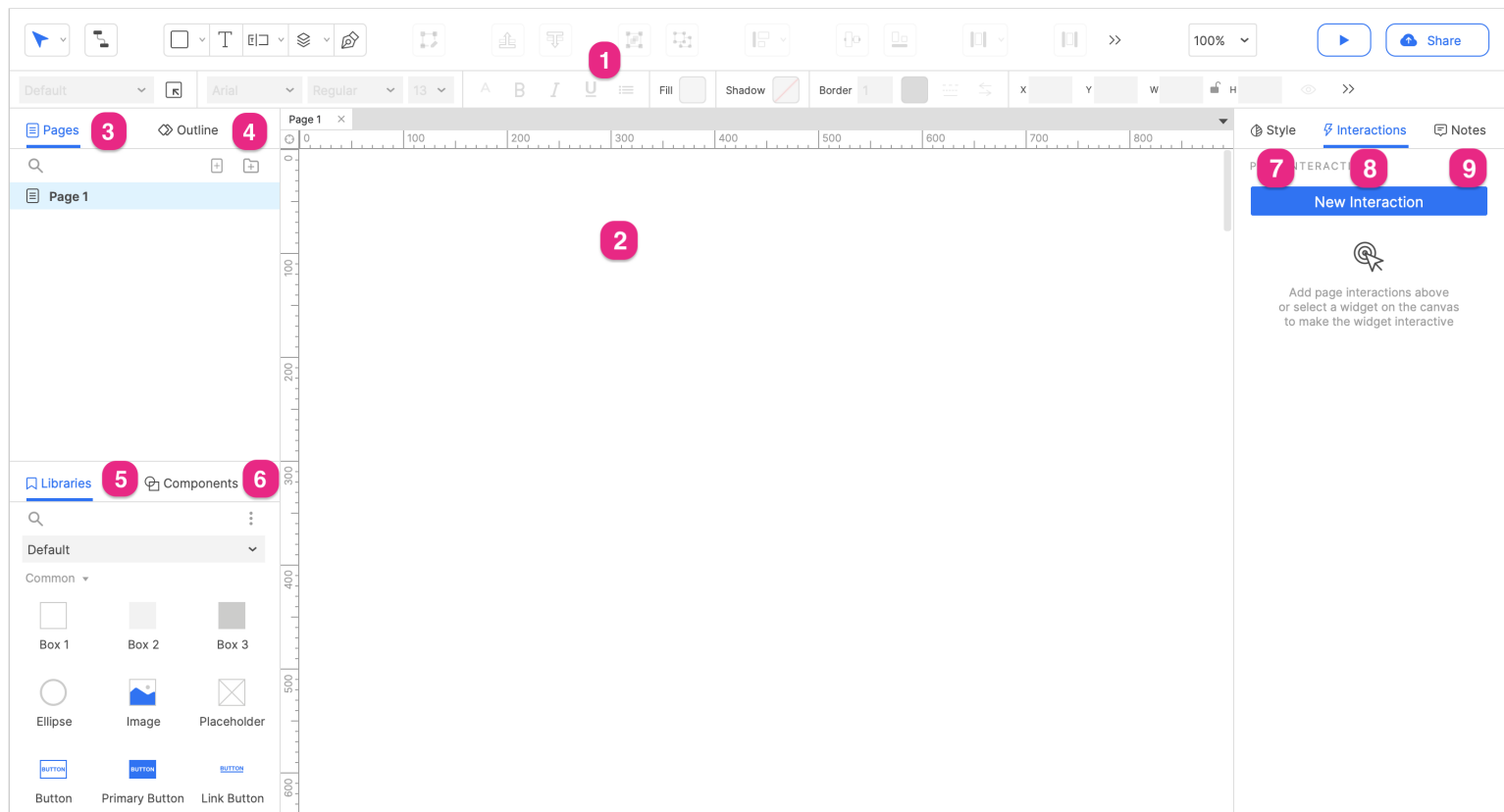
1. **Main Toolbar and Style Toolbar:** Perform common actions like arranging widgets, styling widgets, and publishing. Change the cursor tool between selection modes, connector mode, and drawing tools.

2. **Canvas:** Lay out widgets on this drag-and-drop environment. You can change its color and dimensions, add a grid and guides, and toggle the visibility of the rulers.

3. **Pages:** Add, remove, rename, and organize the pages in your file.

4. **Outline:** View a searchable, sortable, and filterable list of all widgets, components, and dynamic panels on the current diagram.

5. **Libraries:** Resource for widgets such as buttons, images, text and shapes. Drag the widgets from the Libraries pane and drop them onto the canvas. Via the Libraries pane you can switch between libraries of widgets, load additional libraries, and create your own custom libraries. You can also load folders of images from a local drive.

6. **Components:** Add, remove, rename and organize components, which are centrally managed sets of widgets that you can reuse throughout your file.

7. **Style:** Edit widget and page styling.

8. **Interactions:** Add and edit interactions and other interactive properties on the page or selected widget.

9. **Notes:** Add and edit widget and page notes.

Customizing the Environment

Customizing the Panes

The interface panes can be dragged and dropped just about anywhere. Pop a pane out of the UI to make it a free-floating window, or drop it on a turquoise hot zone to anchor it to a new spot in the UI.

Anchor zones are available in a variety of locations, and we encourage you to experiment to find the configuration that works best for you.

Customizing the Main Toolbar

You can change which icons appear in the Main Toolbar by going to **View → Toolbars → Customize Main Toolbar** or by right-clicking a blank spot in the toolbar and selecting **Customize Toolbar** in the context menu.

Select items to customize the main toolbar   Restore Defaults

FILE   **TOOLS**   **ALIGNMENT**   **LOCKING**   **PUBLISH**
    Cut/Copy/Paste   Slice   Align   Lock   ✓ Preview
                          Crop   ✓ Align Left   Unlock   ✓ Publish Project
MODE   ✓ Point   ✓ Align Center   HTML
✓ Selection   ✓ Align Right   **VIEW OPTIONS**   Spec
✓ Connector   **ARRANGE**   ✓ Align Top   View
                      ✓ Front   ✓ Align Middle   Left   **ACCOUNT**
INSERT   Forward   ✓ Align Bottom   Right   Account
✓ Basic Shapes   ✓ Back
✓ Text   Backward   **DISTRIBUTE**   **ZOOM**
✓ Form Widgets   Distribute   ✓ Zoom
✓ Dynamic Widgets **GROUPING**   ✓ Distribute Horizontally
✓ Pen   ✓ Group   ✓ Distribute Vertically
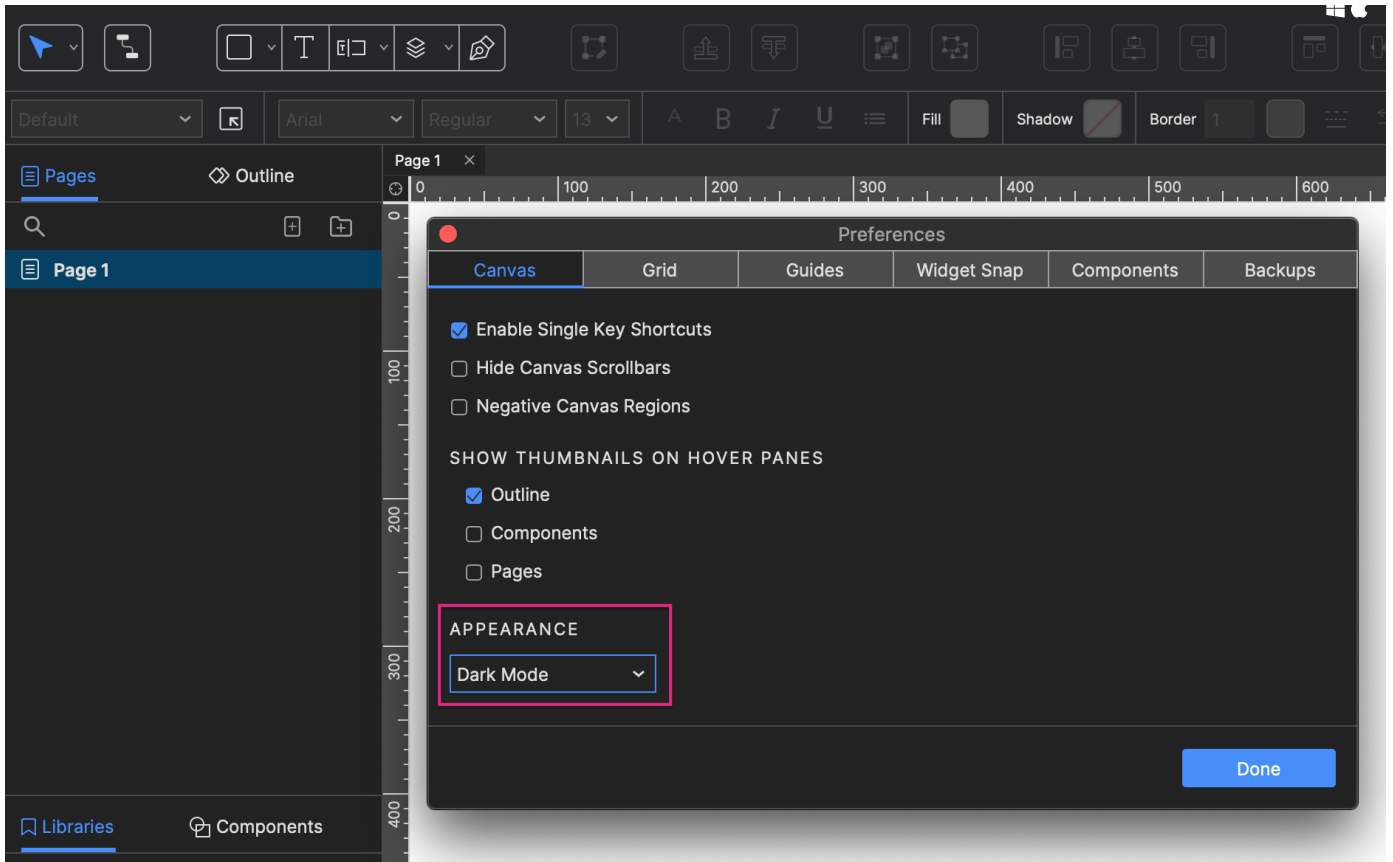   ✓ Ungroup

☐ Show labels under icons   DONE

In the modal that appears, check the items you want to include in the Main Toolbar. For a minimalist interface, you can also uncheck the **Show labels under icons** checkbox at the bottom-right to hide the icon labels in the toolbar.

To reset the toolbar to its default state, click **Restore Defaults** at the top-right

Dark Mode

You can switch Axure RP to a dark UI mode in the application preferences, located at one of the following locations in the top menu, depending on your operating system:

- **Mac: Axure RP 10 →Preferences**
- **Windows: File → Preferences**

Select **Dark Mode** in the **Appearance** dropdown on the **Canvas** tab. Mac users may also select **Use System Setting** to have Axure RP match the operating system's UI settings.

Getting Started with Axure RP

In this introductory guide, you'll learn the basics of creating and sharing prototypes. You'll learn about pages, widgets, and interactions. You'll also learn how to view your prototypes in a web browser and share them with Axure Cloud.

Pages

Axure RP files are organized into pages, which you can manage in the **Pages** pane.

To add a page, click the **Add Page** button at the top-right of the **Pages** pane.

Double-click a page's name in the **Pages** pane to open it on the canvas.
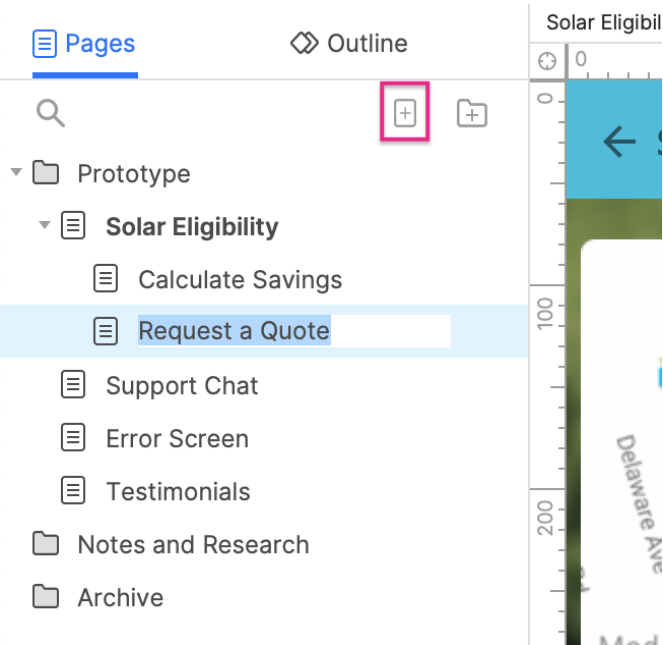
The Canvas
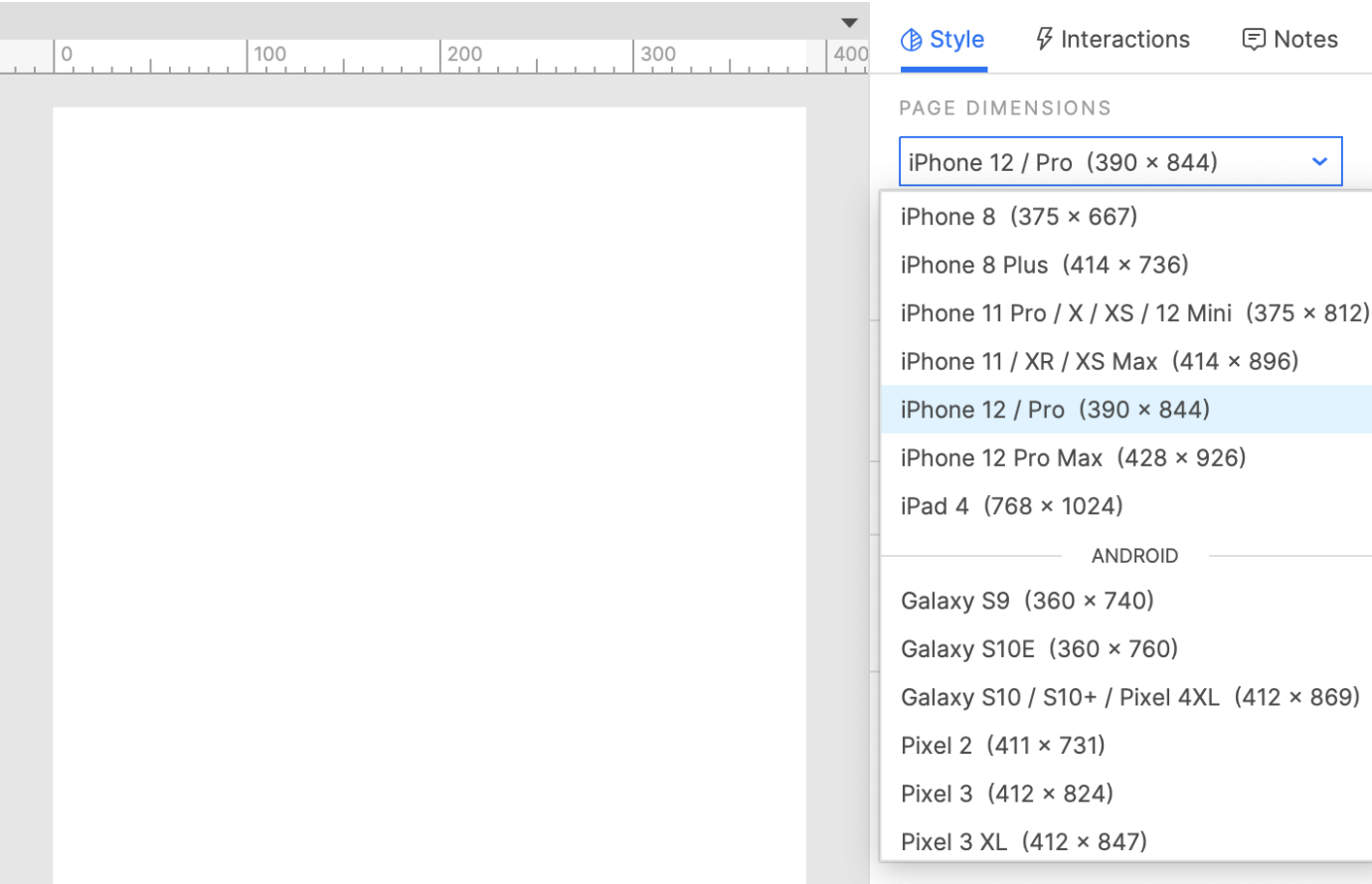
Widgets

You'll build your designs using widgets, which are organized into libraries in the **Libraries** pane. Axure RP comes with four widget libraries pre-installed — **Default, Flow, Icons, and Sample UI Patterns** — but you can also create your own or add libraries created by your teammates.
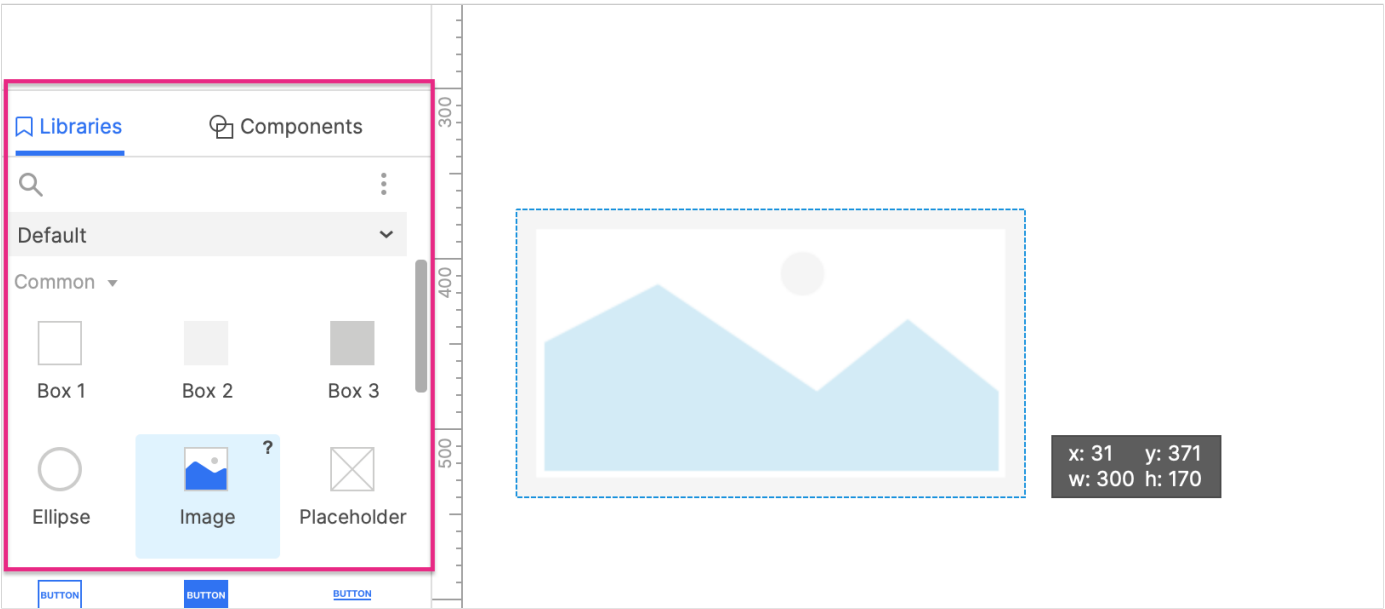

To add a widget to the canvas, drag it from the **Libraries** pane. You can also use the options in the **Insert** menu to add text, images, and shapes.

To edit the text on a widget, double click it, or select it and press ENTER.

To change the visual appearance of your widgets, head over to the **Style** pane. Many properties like fill color and font are also located in the style toolbar along the top of the canvas for quick access.

Link to Another Page

It's simple and quick to create links between pages in your prototype.
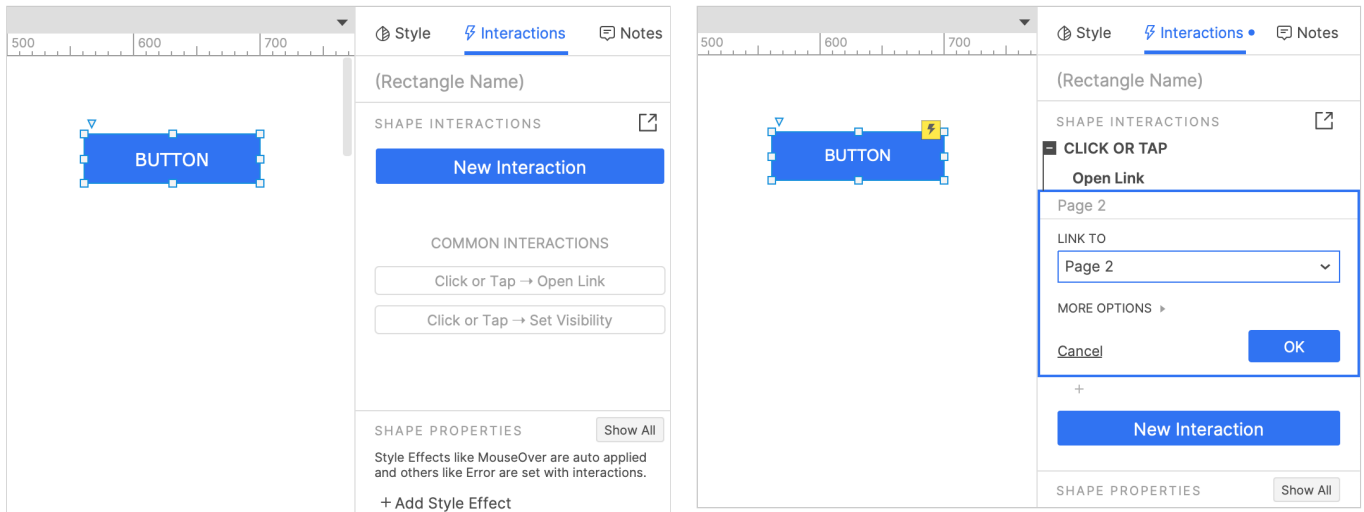
1. In the **Pages** pane, add a new page. You should now have two pages, Page 1 and Page 2.

2. On Page 1, drag a button widget onto the canvas from the **Libraries** pane.

3. Select the button and click **Click or Tap → Open Link** in the **Interactions** pane.

4. Select **Page 2** in the list that appears and click **OK**.

5. Click the **Preview** button at the top-right of the UI to open the prototype in your web browser.

6. Click the button to go to Page 2.

Showing and Hiding Widgets

You can also dynamically show and hide widgets on the page. Learn how in the Hiding and Showing Widgets tutorial.

Interactive Style Effects

You can use style effects to change a widget's visual appearance when it's moused over, clicked on, and more. Learn how in the Interactive Button tutorial.

Sharing Your Prototypes

When you're ready to show your work to your teammates and stakeholders, you can either publish to Axure Cloud for free, or to one of our private hosting solutions with Axure Cloud for Business.

Click the **Share** button at the top-right of the UI and give your project a name and password. Then click **Publish** to get a shareable link to the hosted project.

100%

▶

☁ Share

600   700

Publish Project

Publish to Axure Cloud ⌄   ⚙⟩

Publishing in **Marketing⌄**

Mobile App Redesign

Password for shareable link

Sunset19#95!

Publish Notes

💬 Comments enabled

Publish   ⌄
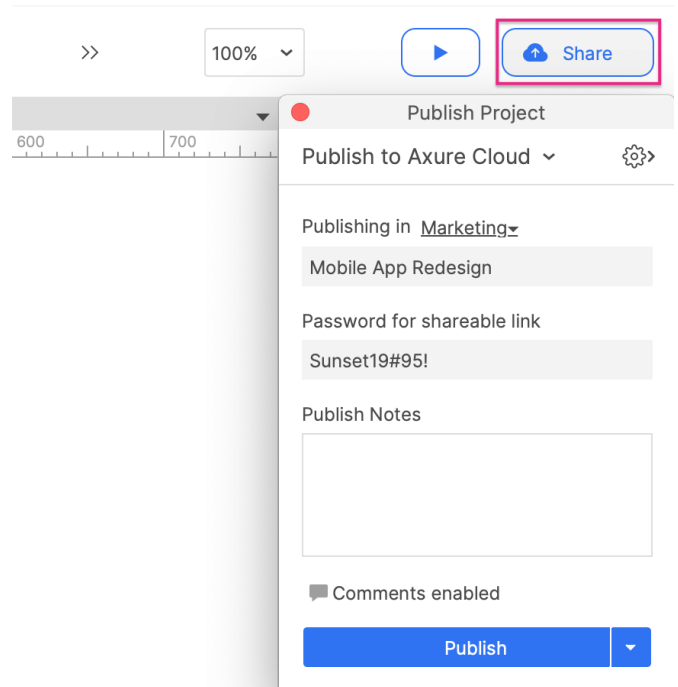
Interactions

Understanding Interactions

Interactions can be added to pages and widgets in the **Interactions** pane. They are made up of **Events**, **Actions**, and sometimes **Cases**.

Events are the triggers in an interaction. For example, a click, a mouse enter, or a key up. Different widgets can respond to different events. [Full](#) [list of Events.](#)

Actions are responses to those events. For example, when a button is clicked, an **Open Link** action can be performed to link to another page. [Full list of Actions.](#)

Cases allow you to perform different actions depending on the scenario. We will look into Cases in the next seminar.
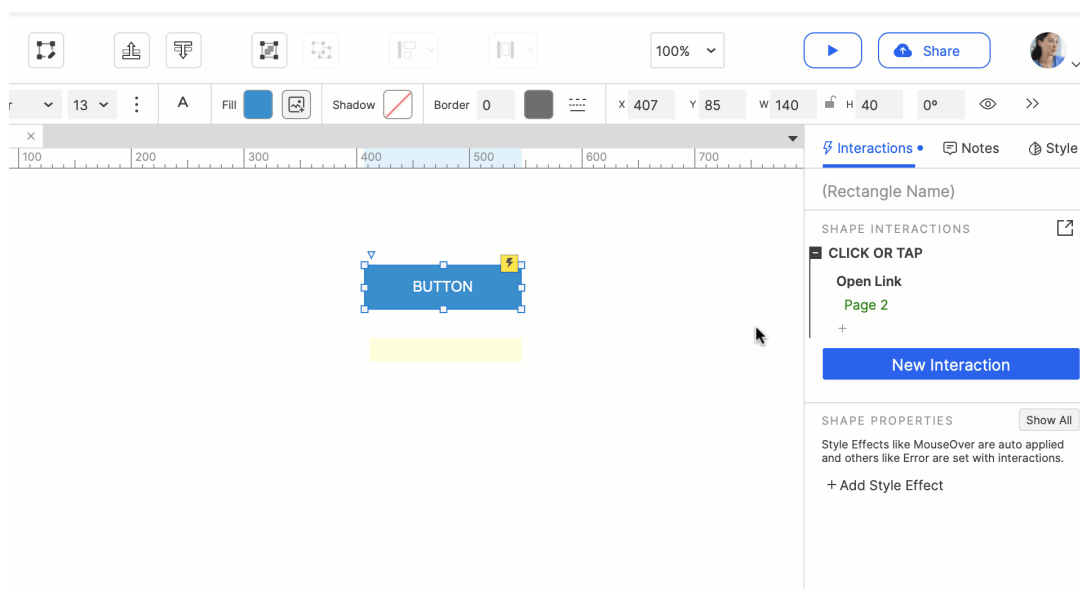
Follow the steps below to try building a simple interaction.

1. Open a new RP file and add a second page in the **Pages** pane.

2. Add a **Paragraph** widget to the new page so it isn't blank.

3. Open **Page 1** and add a **Button** widget.

4. Select the Button widget and click **New Interaction** in the Interactions pane.

5. Select the **Click or Tap** event.

6. In the actions list, select the **Open Link** action.

7. Choose **Page 2** from the *Link To* dropdown and click OK.

8. Click the **Preview** button to test out the interaction.
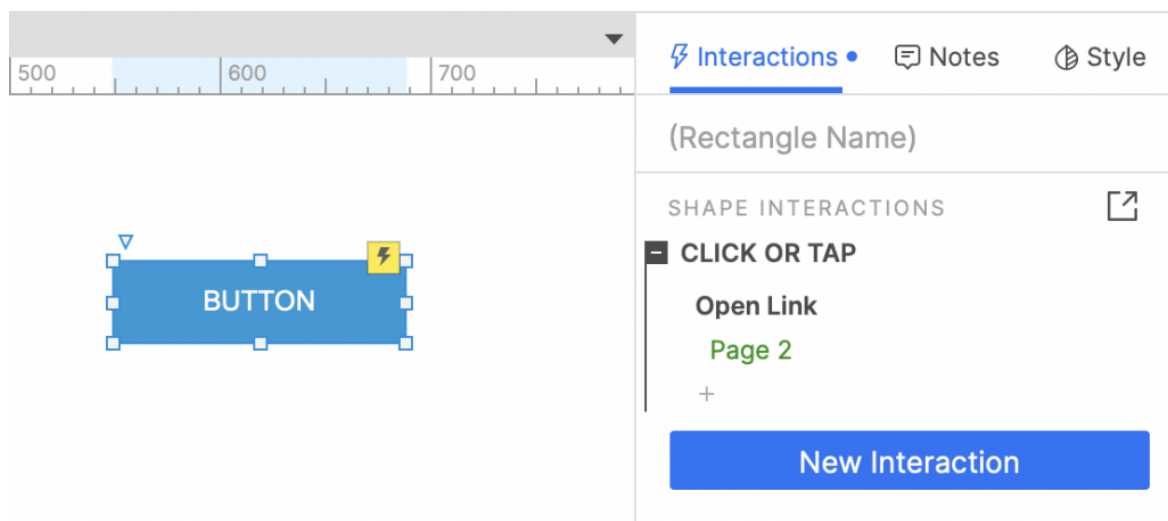
Interactive Button Tutorial

In this tutorial, you'll learn how to use style effects to create a button that takes on different styling when it's in various interactive states, such as being moused over or clicked on.

> **📝 Note**
>
> Click here to download the completed RP file for this tutorial.

1. Widget Setup
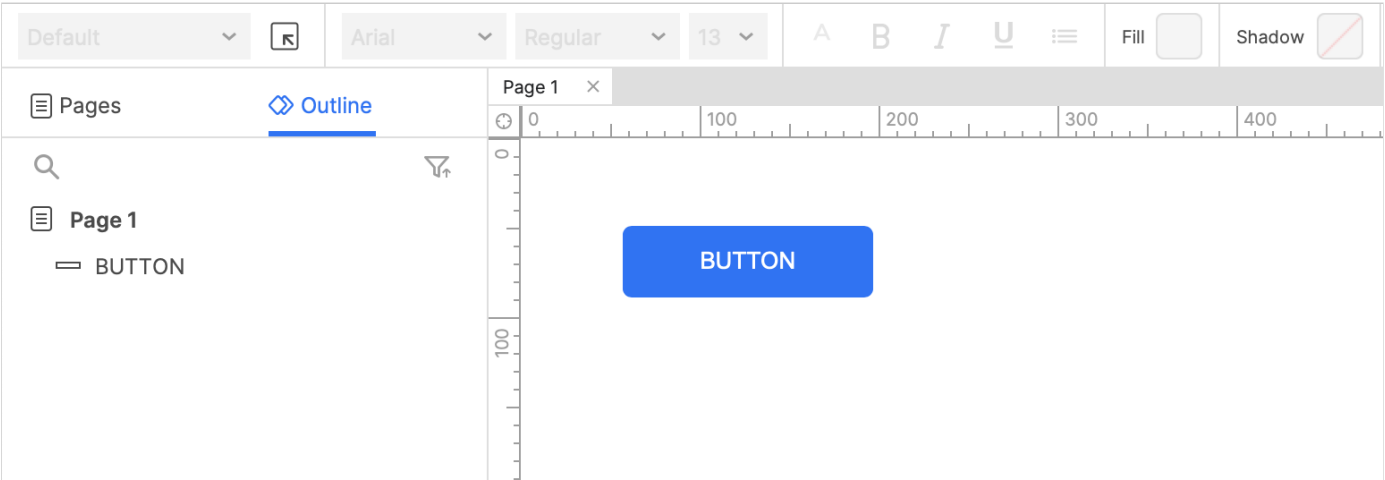
1. Open a new RP file and open **Page 1** on the canvas.

2. Drag a button widget onto the canvas.

2. The MouseOver Style Effect

The MouseOver style effect temporarily changes a widget's styling while the mouse cursor is on top of it in the web browser. When the cursor moves off the widget, the widget returns to its default styling.
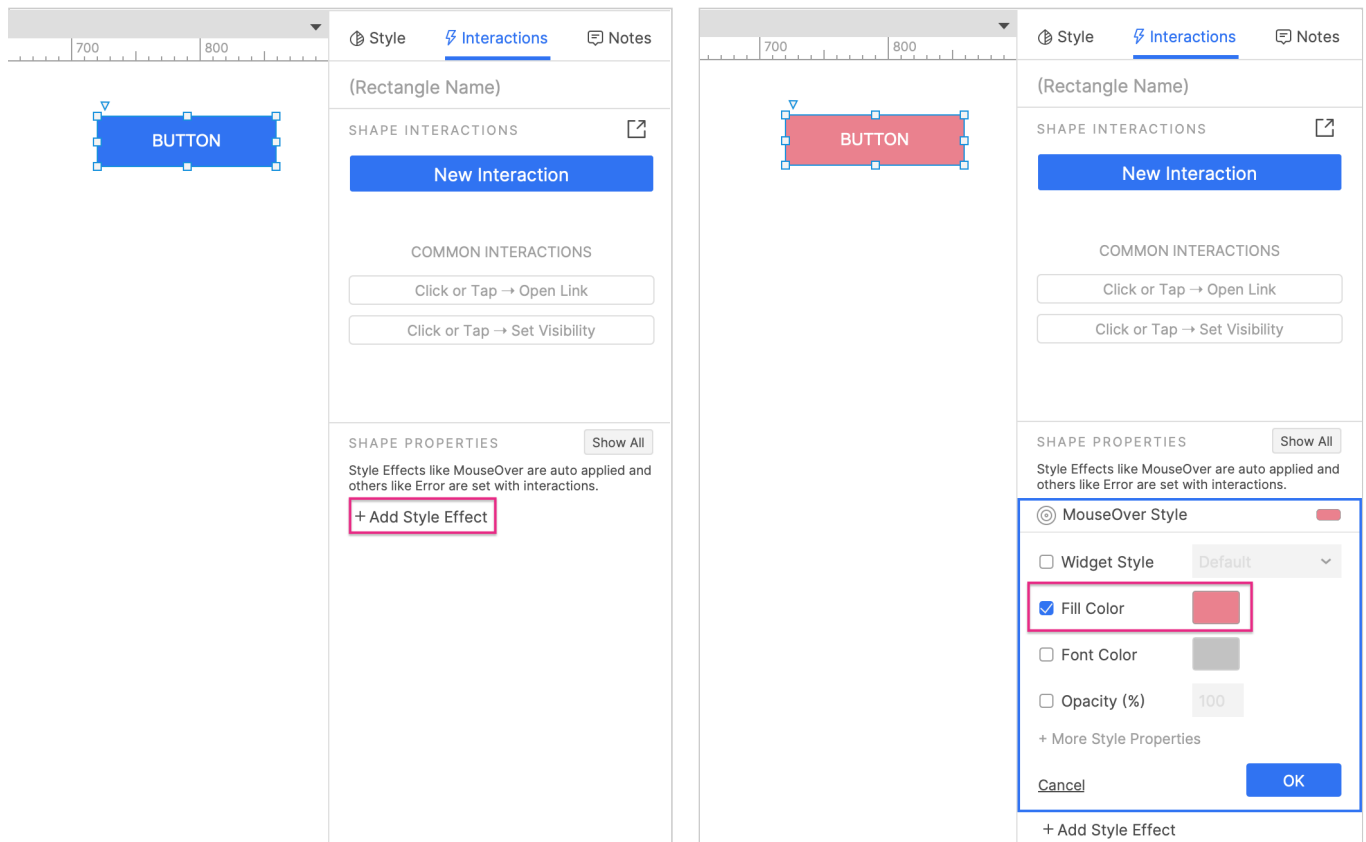
1. Select the button widget and click **Add a style effect** in the **Interactions** pane.

2. Select **MouseOver Style** in the list.

3. In the **MouseOver Style** block that appears, check the **Fill Color** property and select a pink color in the color picker.

4. Click **OK** to save the style effect.

3. The MouseDown Style Effect

The MouseDown style effect temporarily changes a widget's styling when the widget is clicked, while the mouse button is pressed down. When the mouse button is released, the widget returns to its default styling.
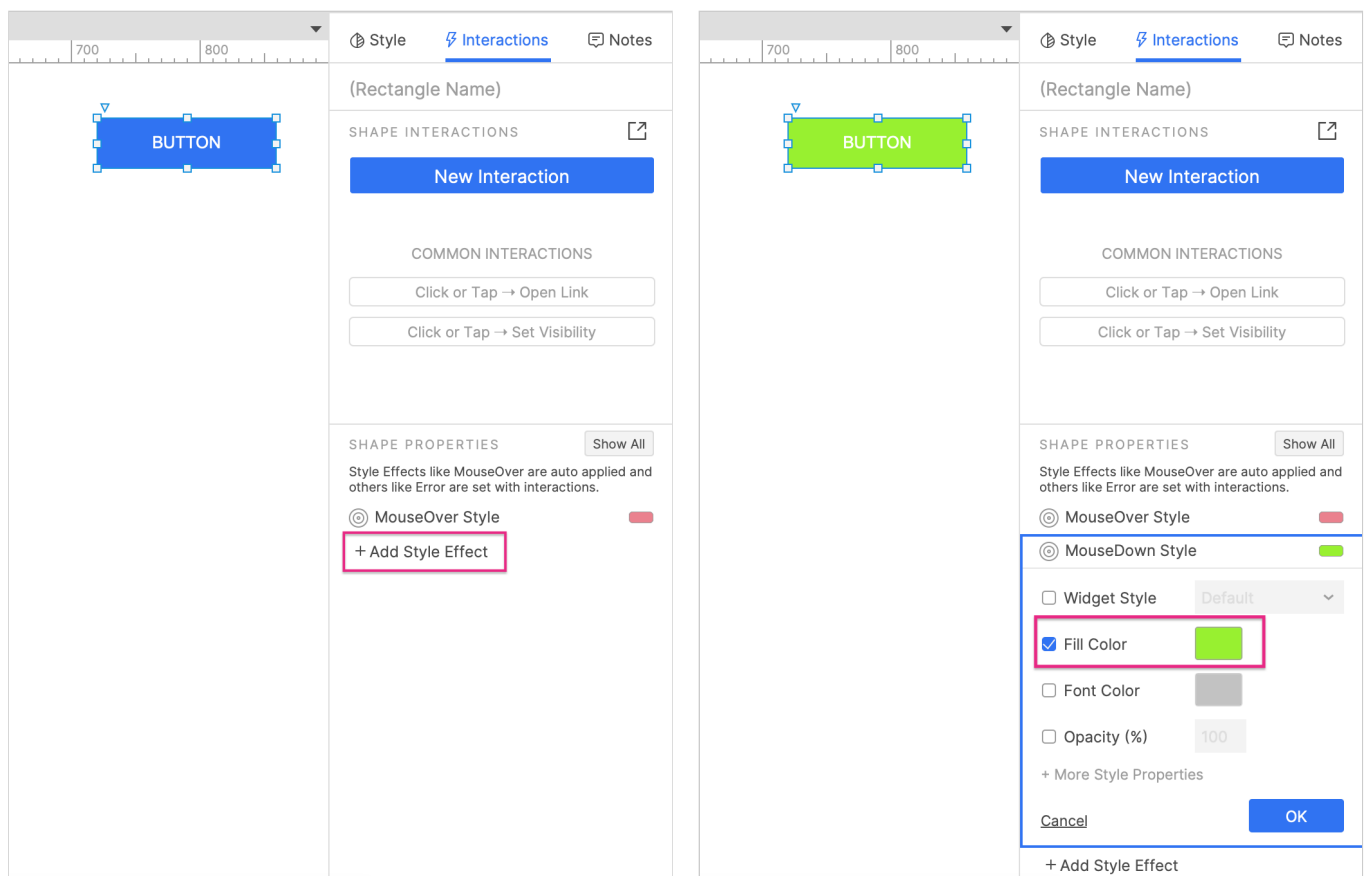
1. With the button still selected, click **Add Style Effect** in the **Interactions** pane.

2. Select **MouseDown Style** in the list.

3. In the **MouseDown Style** block that appears, check the **Fill Color** property and select a green color in the color picker.

4. Click **OK** to save the style effect.

4. Preview the Interactions

1. Preview the page and mouse over the button to make it pink.

2. Hold your mouse down on the button to make it green.

5. The Selected Style Effect

The Selected style effect temporarily changes a widget's styling when the widget is set to its selected state with a **Set Selected** action. (For checkboxes and radio buttons, this happens automatically when they are clicked.) When the widget returns to its unselected state, it also returns to its default styling.

> 📝 **Note**
>
> For some examples of the Selected style effect in action, check out the Tab Menu tutorial and the Navigation Menu tutorial.

Add the Selected Style Effect to the Button

1. Back in Axure RP, select the button widget and click **Add Style Effect** in the **Interactions** pane.

3. In the **Selected Style** block that appears, chck the **Fill Color** property and select a purple color in the color

4. Click **OK** to save the action.

Set the Button to Its Selected State
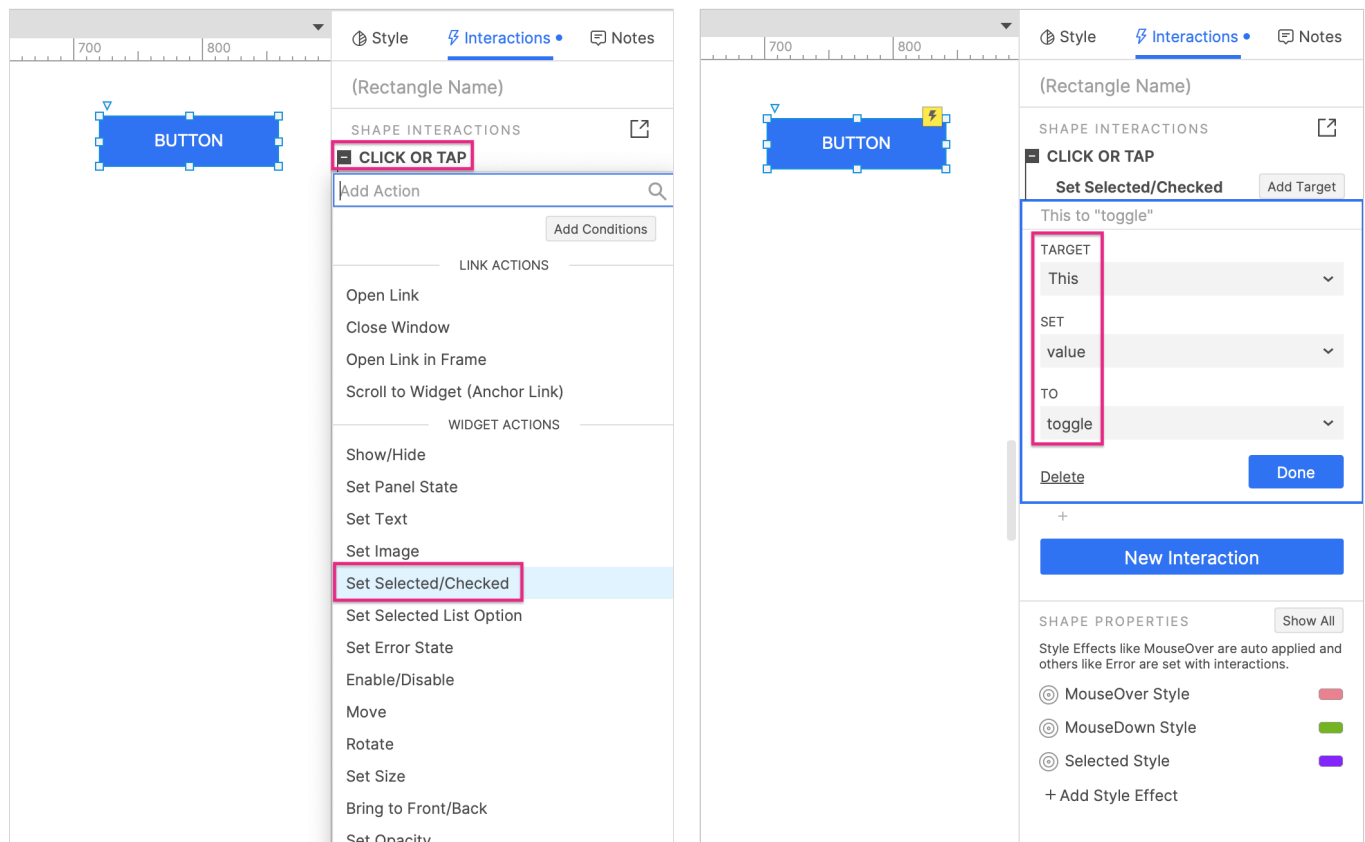
4. With the button still selected, click **New Interaction** in the **Interactions** pane.

5. Select the **Click or Tap** event and then the **Set Selected/Checked** action.

6. Select **This Widget** in the **Target** dropdown.

7. Leave **value** in the **Set** dropdown and select **toggle** in the **To** dropdown.

8. Click **OK** to save the action.

6. The Disabled Style Effect

The Disabled style effect temporarily changes a widget's styling when the widget is set to its disabled state with an **Enable/Disable** action. When the widget is enabled again, it also returns to its default styling.

> 📝 **Note**
>
> While a widget is disabled, users can't click it or type in it in the web browser. This is particularly applicable to form widgets, which you may want to disable in certain cases. For an example, check out the Terms and Conditions tutorial.
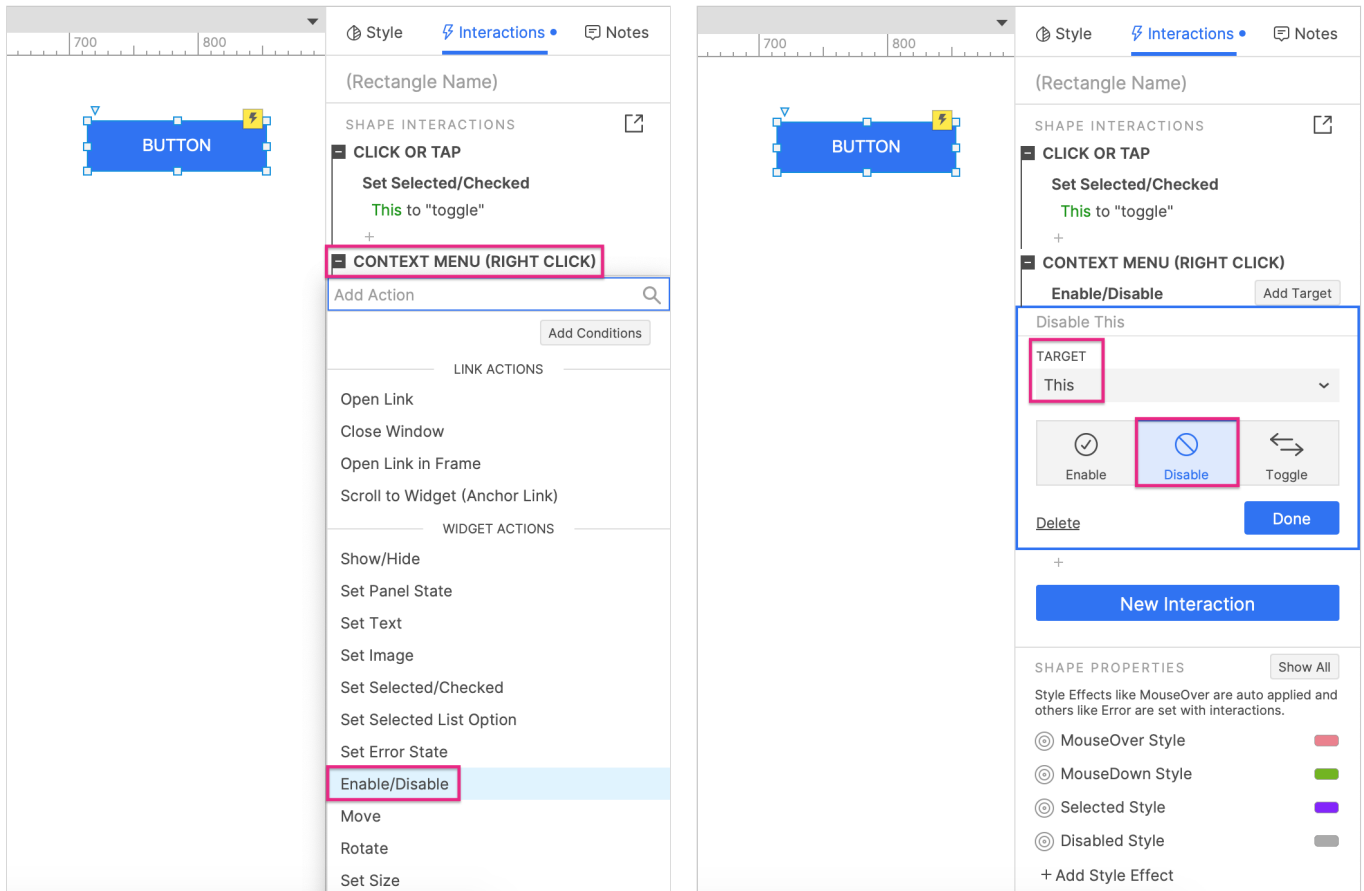
Add the Disabled Style Effect to the Button

1. Back in Axure RP, select the button widget and click **Add Style Effect** in the **Interactions** pane.

2. Select **Disabled Style** in the list.

3. In the **Disabled Style** block that appears, check the **Fill Color** property and select a grey color in the color picker.

4. Click **OK** to save the action.

Set the Button to Its Disabled State

5. With the button still selected, click **New Interaction** in the **Interactions** pane.

6. Select the **Context Menu (Right Click)** event and then the **Enable/Disable** action.

7. Select **This Widget** in the **Target** dropdown and select **Disable** below it.

8. Click **OK** to save the action.

7. Preview the Interactions

1. Preview the page and click the button to set it to its selected state and make it purple. Then click it again to remove the selected state.

2. Right-click the button to disable it and make it grey.

Viewing and Sharing Your Prototypes

You'll view and interact with your Axure RP prototypes in your web browser. When you're ready to view or publish your prototype via one of the options below, Axure RP converts your work to HTML, CSS, JavaScript, and image files, collectively known as "the HTML output."

Preview

As you're working on your prototypes, you'll want to regularly test out your progress in the browser. That's where the **Preview** option comes in. Click the **Preview** button at the top-right of the UI to view the page currently open on the canvas.

While previewing, the prototype in your browser is linked to the RP file. When you make a change in the file, refresh the prototype in the browser to see those changes.
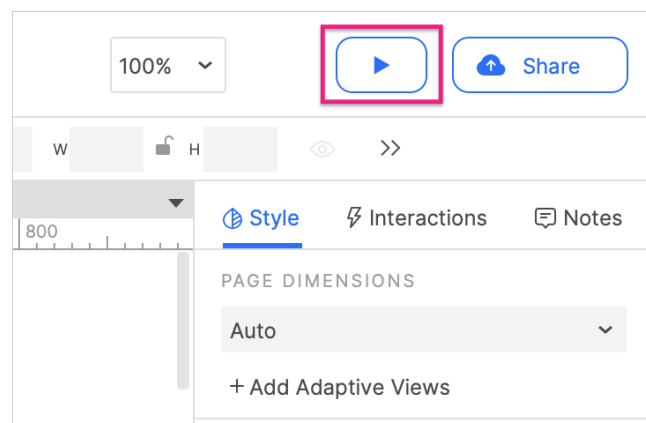
> 📝 **Note**
>
> Previews are only visible on your computer and cannot be accessed from any other device. If you need to view your prototype on a different device or

share it with others, publish it to Axure Cloud or save and share a local copy of the prototype's HTML output.

The Console

When you preview a prototype, you can use the **Console** pane of the prototype player to test and troubleshoot your interactions.

Preview Options

By default, previewed prototypes open in your operating system's default web browser and with the prototype player in its default state. You can change this behavior at **Publish → Preview Options**.

From this dialog, you can also customize the HTML output that you see when previewing.
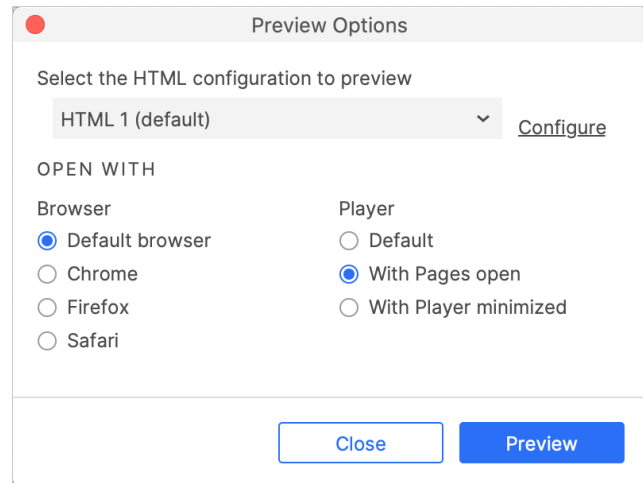
Publish to Axure Cloud

When you need to view your prototypes on devices other than your work computer, or when you want to **share your prototypes with others**, publishing to Axure Cloud is the quickest option.

You can publish by clicking the **Share** button at the top-right of the Axure RP UI or via the Axure Cloud web interface at app.axure.cloud.
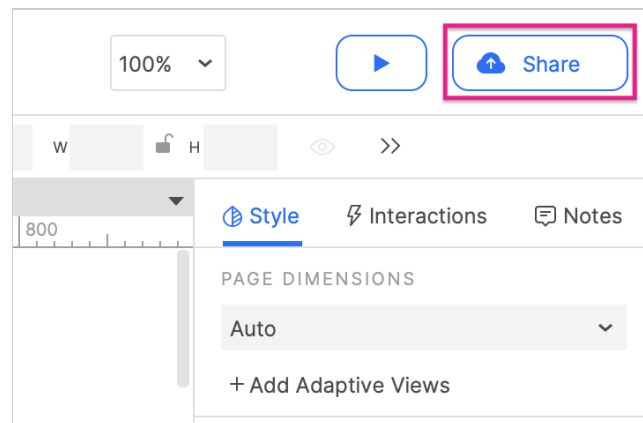
Share Links

Once you publish your prototype to Axure Cloud, you'll get back a link to the published prototype that you can share with others and use on any device with a web browser.

With Access Code

If you set a project access code, you'll have the option to copy a link with a hashed version of the access code embedded in the link.

Anyone you share the embedded link with will be able to bypass the access code page and view the prototype without manually entering the access code.
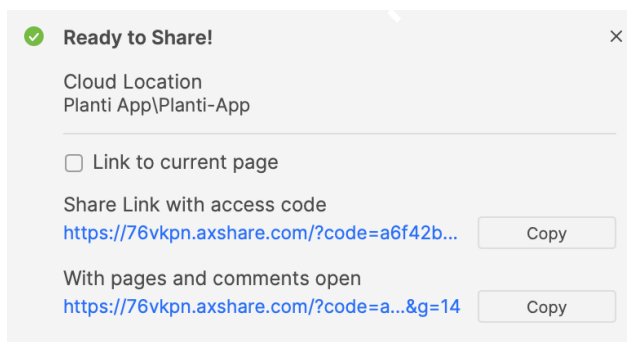

Link to Current Page

When sharing or updating a project, you also have the option to link to the page you currently have open on the canvas in Axure RP at the time of publishing. To do so, select the **Link to current page** checkbox in the **Ready to Share** dialog.

Discussions and Notifications

When you view a prototype hosted on Axure Cloud, you can use the **Comment** pane of the prototype player to discuss the prototype with your teammates and stakeholders.
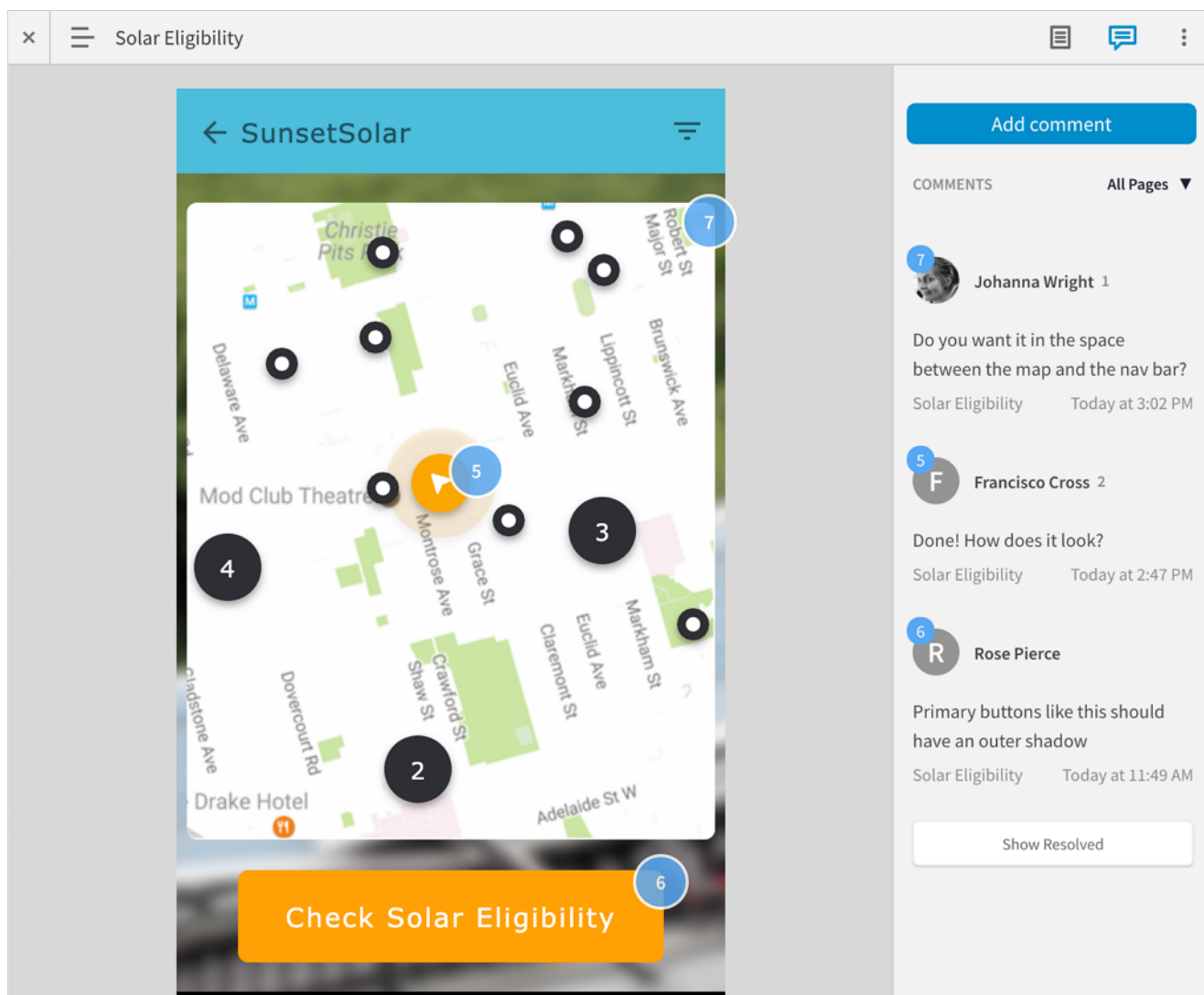
When you publish a prototype to Axure Cloud, you can inspect the prototype's pages to view style, content, and layout information about the elements on the page.

Publish Locally

If you'd like to publish your prototype to a location other than Axure Cloud, you can do so by exporting a local copy of the prototype's HTML output at **Publish → Generate HTML Files**. Modify the settings in the HTML Generator as needed, and then click **Publish**.

You can distribute the exported HTML files anywhere you'd like: you can place them on a shared network drive, zip them into an archive folder and email them, or even host them on your own web server.