Seminar 3 - Axure RP 10

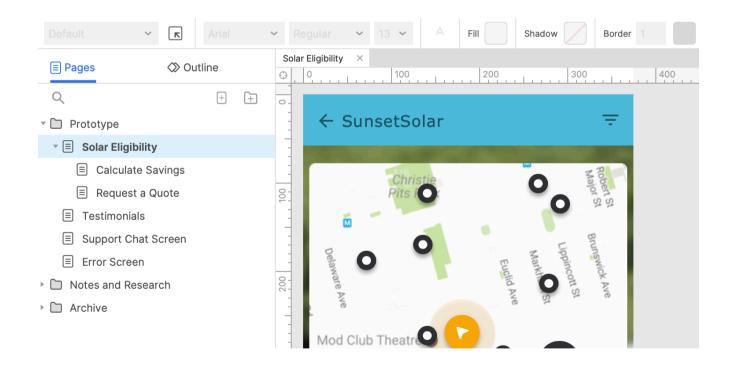
Summary

- 1. Managing Pages
- **2.** Auto generating Flow Diagrams (Sitemaps)
- 3. Creating and using Components
- 4. Creating a Navigation Menu with current page indication
- 5. Events, Cases and Actions
- 6. Further Activity

Managing Pages

Axure RP prototypes are organized into pages, which you can manage in the **Pages** pane. There is no limit to the number of pages you can add to an Axure RP prototype.

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



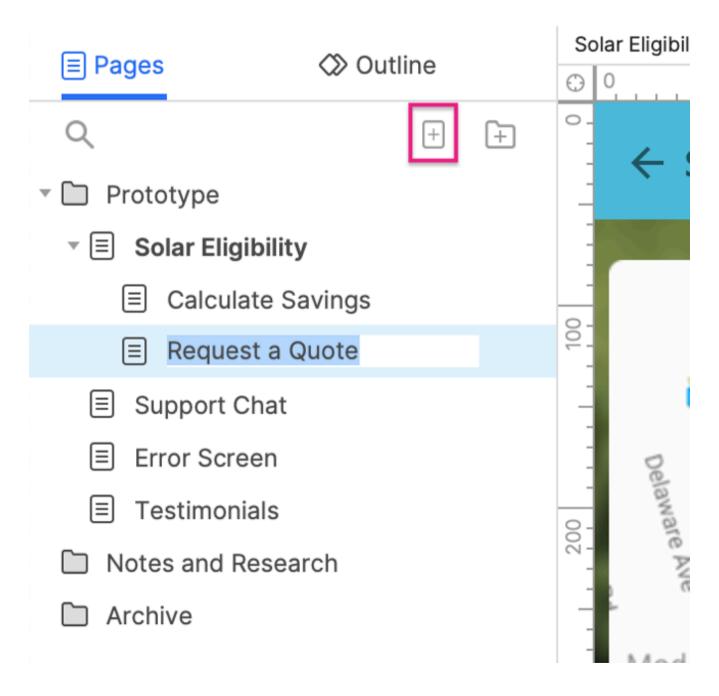
Adding, Deleting, and Naming Pages

To add a page, click the **Add Page** icon at the top-right of the **Pages** pane. You can also right-click a page and use the **Add** submenu to add a page before, after, or as a child

of the clicked page.

To delete a page, right-click it and choose **Delete** or select it and press DELETE.

To rename a page, either do a slow double-click on the page name or right-click it and choose **Rename**. When you rename a page, existing links to it will dynamically update.

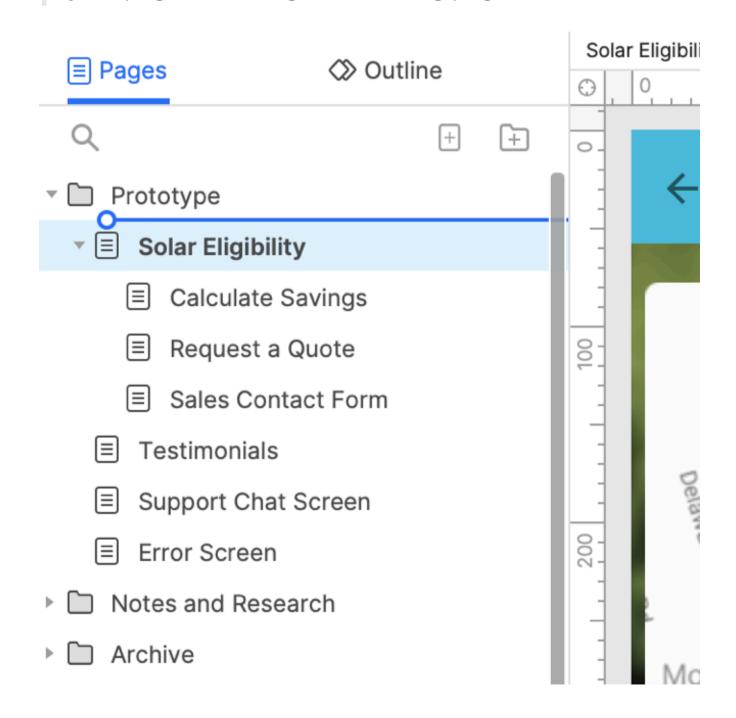


Organizing Pages

To reorder, indent, and outdent pages in the **Pages** pane, drag the page name up, down, right, or left. Alternatively, you can use your keyboard's arrow keys while holding CTRL (Windows) or CMD (Mac).

Tip

The page at the top of the **Pages** pane serves as the prototype's landing page in the web browser. Reorder your pages to change the landing page.



Folders

You can organize your prototype's pages into folders. Add a folder using the **Add Folder** icon at the top-right of the **Pages** pane. You can also right-click a page and select **Add → Folder**.

To delete a folder, right-click it and choose **Delete** or select it and press DELETE.

Warning

Deleting a folder will also delete the pages it contains. Axure RP will ask you to confirm the action before deleting a folder containing pages.

To rename a folder, either do a slow double-click on the folder name or right-click it and choose **Rename**.

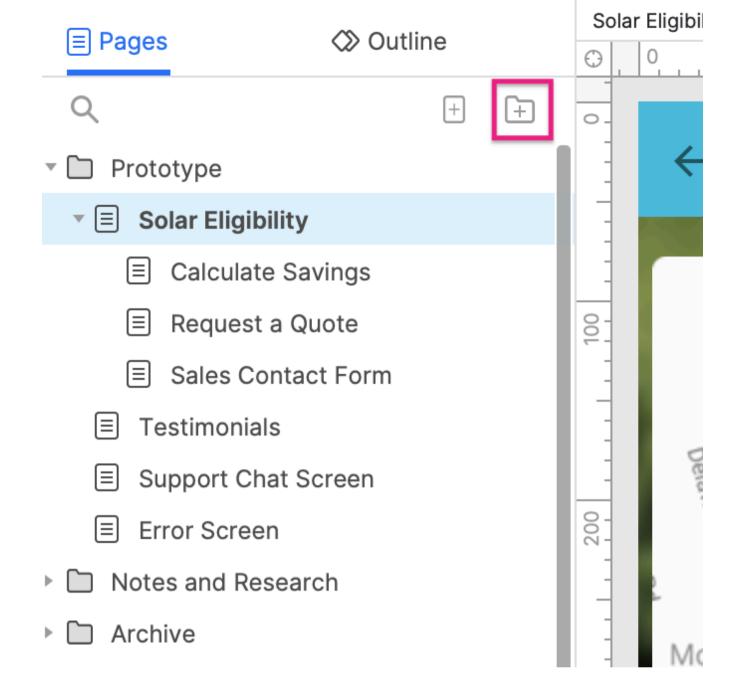
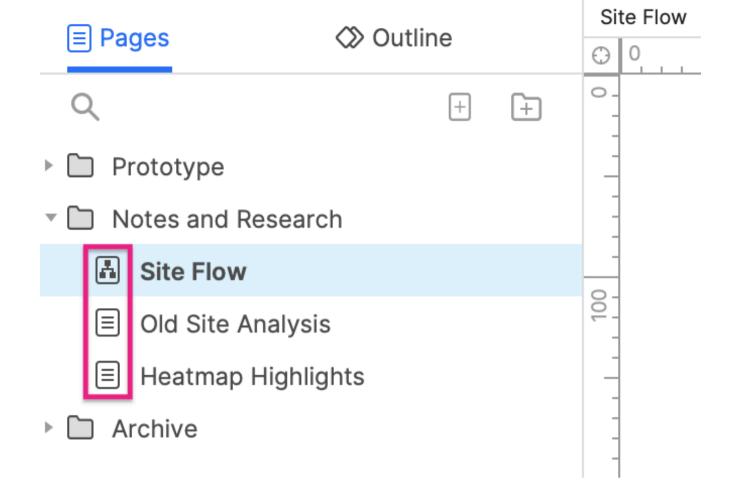
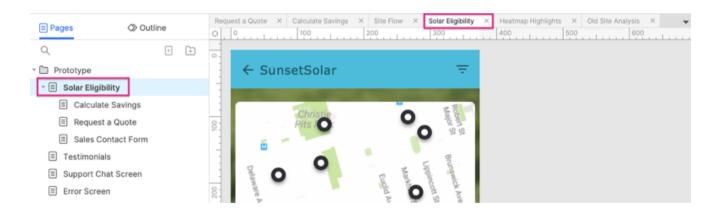


Diagram Types

The icon to the left of the page name indicates the type of diagram the page contains, either **Page** or **Flow**. To change the icon, right-click a page and use the **Diagram Type** submenu.



Managing Open Pages

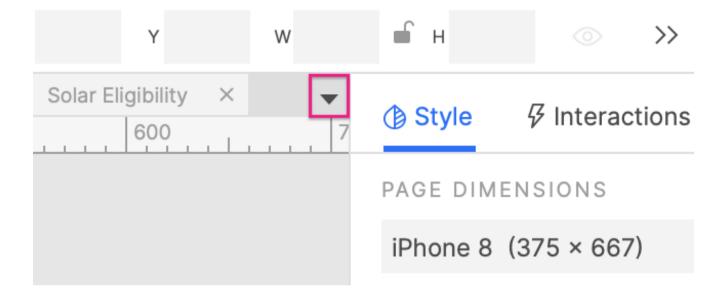


Each page open on the canvas is represented by a tab above the canvas. Click a page's tab to show it on the canvas or navigate through the tabs using the keyboard shortcuts.

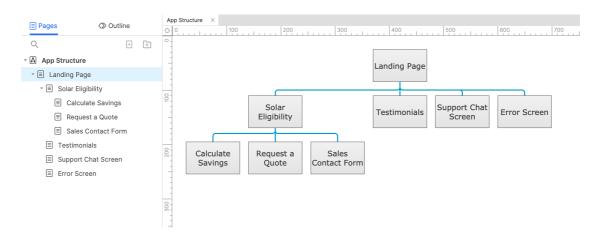
You can reorder the page tabs by dragging them, and you can click the **X** icon on a tab to close it. You can also right-click a tab and choose from **Close Tab**, **Close All Tabs**,

and **Close Other Tabs** (which leaves open only the tab you right-clicked).

For a full list of your currently open pages, click the arrow icon at the top-right of the canvas.



Auto Generating Flow Diagrams



Axure RP can generate a flow diagram for you based on the page structure of your prototype. To get started, make sure that the page structure you want to document has a top-level parent page, and then do the following:

- 1. Open the page you want to put the flow diagram on.
- 2. Right-click the topmost page of the page structure you want to document, and select **Generate Flow Diagram**.
- 3. Choose between a **Standard**, vertical diagram or a **Right Hanging** one, and click **OK**.

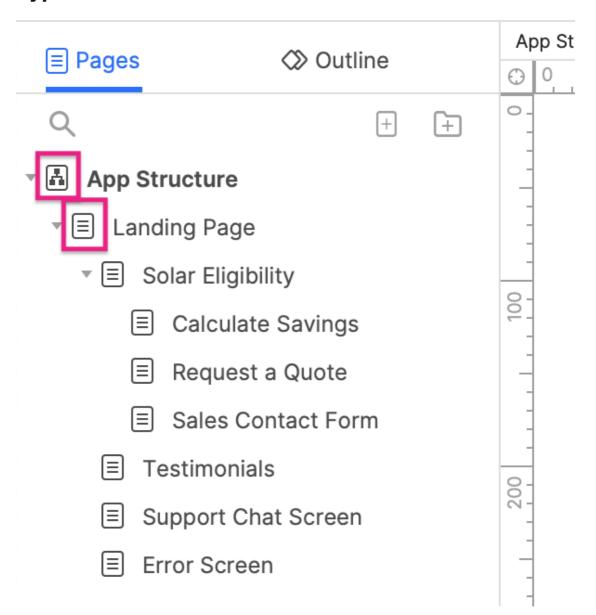
Note

Each shape in the flow diagram will include a <u>page</u> reference for its corresponding page in the project.

Diagram Types

By default, pages are marked with the "Page" diagram type icon in the **Pages** pane. You can change the diagram type for pages with flow diagrams to "Flow" by

right-clicking the page name and selecting **Diagram** Type \rightarrow Flow.



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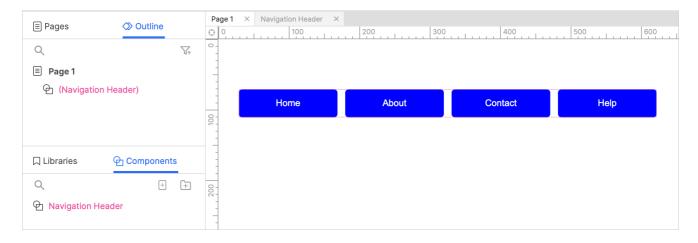
After completing the previous flow diagram (sitemap) try and create one that look like this one:

https://8eqnip.axshare.com/?g=14&id=8pnika&p=sitemap

Creating and Using Components

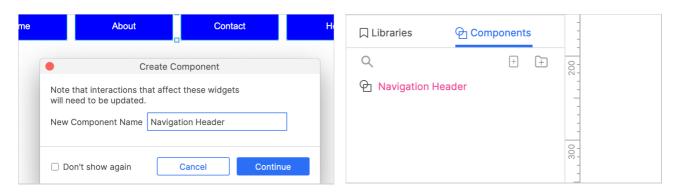
Components (formerly Masters) are collections of widgets that you can maintain in a central location and reuse throughout a project. Changes you make to the main component are automatically pushed out to every individual instance of the component in the project.

Elements that are commonly created as components include headers, footers, and navigation bars since they're generally the same on every page of a website or application.



Creating Components

You can create a component from widgets you've already added to the canvas by selecting them, right-clicking, and choosing **Create Component** in the context menu. The widgets will stay exactly where they are on the canvas, but they'll now be the first component instance of a new main component, listed in the **Components** pane.

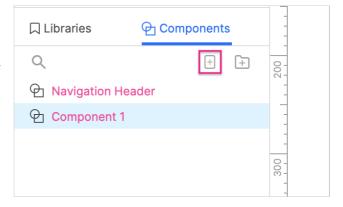


Note

If you want to skip naming components you create from existing widgets, you can check the **Don't show again** checkbox in the **Create Component** dialog. You can later uncheck this selection on the **Components** tab of the application preferences menu.

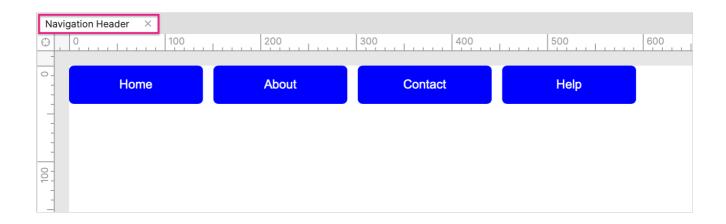
Creating in the Components Pane

You can also create blank components by clicking the **Add Component** icon at the top-right of the **Components** pane.



Editing Components

To edit a component and its contained widgets, double-click its name in the **Components** pane or double-click any instance of it that you've added to the canvas. The component will open in a new tab on the canvas.



Navigation Menu Tutorial

In this tutorial, you'll learn how to make a navigation menu that you can add to many pages and manage from a single, central location as a component.

1. Widget and Page Setup

■ Note

Click here to download the completed RP file for this tutorial.



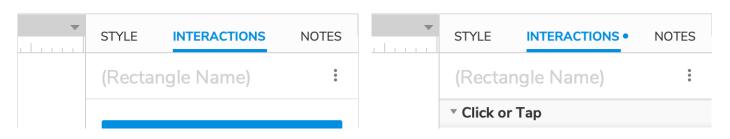
- 1. Open a new RP file.
- 2. In the ${f Pages}$ pane, do a slow double-click on ${f Page 1}$ to rename it. Name it ${f Home}$.
- 3. Add three more pages to the project by clicking the **Add Page** icon at the top-right of the **Pages** pane. Name the pages About, Contact, and Help.
- 4. Double-click **Home** to open it on the canvas.
- 5. Drag four button widgets onto the canvas and line them up horizontally.

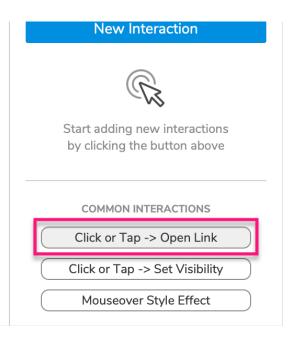
🕊 Tip

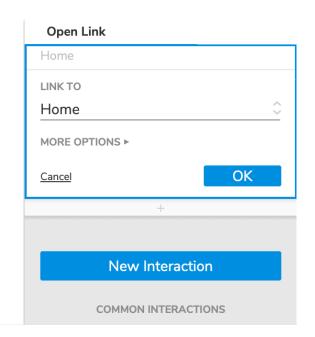
You can automatically align and distribute widgets by selecting them and using the **Align** and **Distribute** options at the top of the interface.

6. Change the text on the buttons to Home, About, Contact, and Help to match the page names.

2. Configure the Button Links





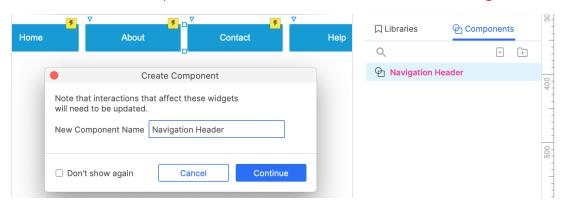


- 1. Select the **Home** button and click **Click or Tap Open Link** in the **Interactions** pane.
- 2. In the list that appears, select **Home**. Then, click **OK** to save the action.
- 3. Repeat these steps for the other three buttons, selecting the corresponding page for each button.

9 Tip

You could alternatively use the reference page feature to link the navigation buttons to the pages.

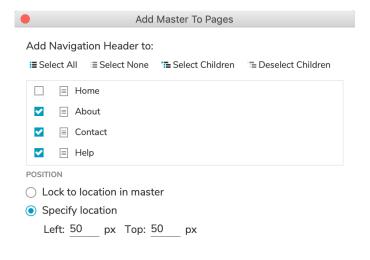
3. Create a Component and Add It to the Other Pages

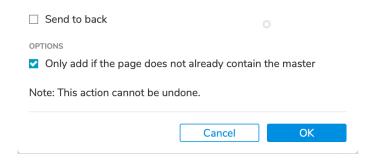


- 1. Select all four buttons and right-click the selection. In the context menu, select **Create Component**.
- 2. In the dialog that appears, name the component Navigation Header and click Continue.
- 3. The new component should now be listed in the Components pane. Right-click it and select Add to Pages.
- 4. In the dialog that appears, check the **About**, **Contact**, and **Help** pages since the component is not yet on those pages.
- 5. Under **Position**, specify the page coordinates you would like the component to be placed at. Then, click **OK**.



Any changes you make to the widgets inside the component will be reflected on all pages the component appears on.





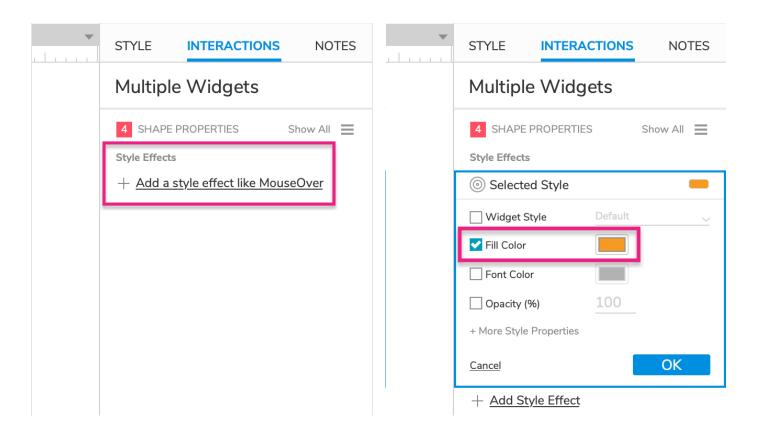
4. Preview

Preview the page and click the navigation buttons to move between the prototype's pages.

5. Indicate the Current Page

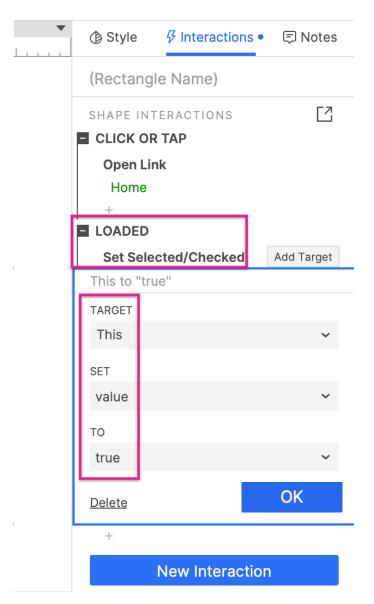
Note

Click here to download the completed RP file for this portion of the tutorial.

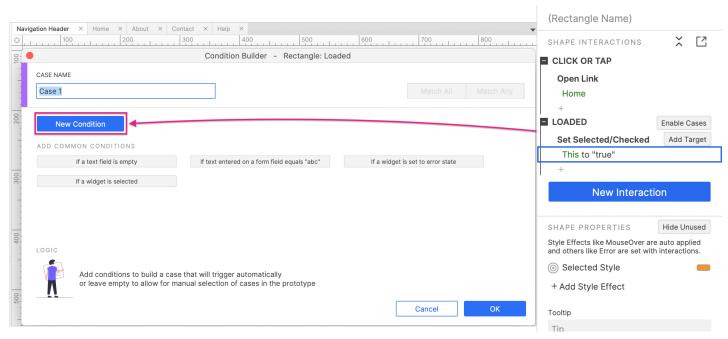


- 1. Double-click the **Navigation Header** component to open it on the canvas.
- 2. Select all four buttons and click **Add a style effect** in the **Interactions** pane.

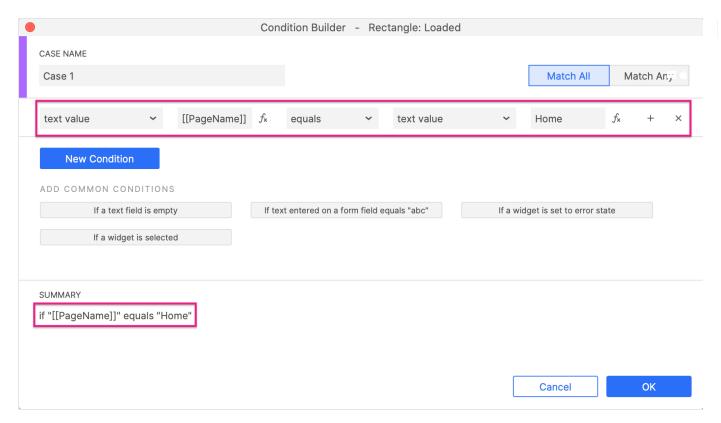
- 3. Click the **Selected** style effect and choose an orange fill color in the block that appears.
- 4. Select the **Home** button and click **New Interaction** in the **Interactions** pane.
- 5. Select the **Loaded** event and then the **Set Selected/Checked** action.
- 6. Select **This Widget** in the **Target** dropdown and leave the other values as they are.
- 7. Click **OK** to save the interaction.



8. Hover your mouse cursor over the **Loaded** event heading and click **Enable Cases** and then Add Condition to the right. In the **Condition Builder** dialog that appears, click **New Condition**.



9. In the condition row that appears, select **text value** in the first dropdown and enter [[PageName]] in the field next to it. Leave the other fields as they are.



The summary at the bottom of the dialog should read: if "[[PageName]]" equals "Home". This condition will be met if the **Home** page is the page loaded in the web browser.

- 10. Click **OK** to close the **Condition Builder**.
- 11. Repeat these steps for the remaining three buttons.

6. Preview

Preview the page and click the navigation buttons to move between the prototype's pages. When each page loads, its corresponding navigation button should turn orange.

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The following section is further reading and practice in case you would like to learn more on Events, Cases and Actions.

If you have completed the activities up to here you may skip the remaining pages and visit <u>Seminar 3 Part II</u> to complete the activity there.

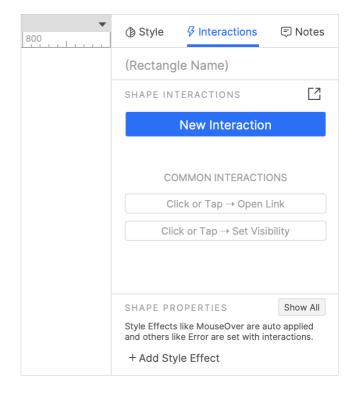
Events, Cases, and Actions

Interactions determine the dynamic behaviors of widgets and pages. Clicking a button to navigate to another page in the prototype is an interaction, as is mousing over a widget to reveal another widget on the page.

You'll create and manage your prototype's interactions in the **Interactions** pane. You can choose from the most common interactions for a selected widget at the bottom of the pane, or you can click **New Interaction** to build your own.



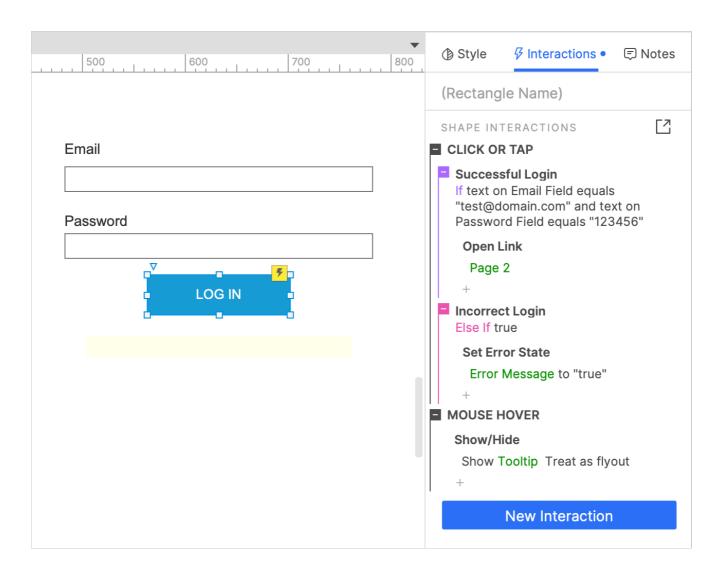
If you need more room to work on your interactions, click the window icon at the bottom-right of the **Interactions** pane or double-click any event or widget name to open the **Interaction Editor** dialog.



The Structure of an Interaction

Interactions are made up of three parts:

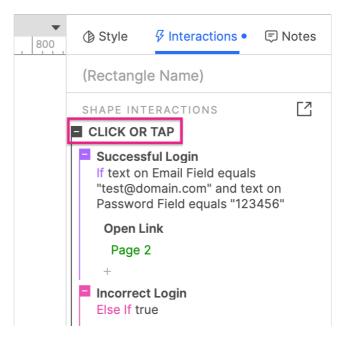
- widget and page events
- cases that are added to events
- actions that are added to cases



Events

Events are triggers that correspond to particular page and widget behaviors. When the triggering behavior occurs in the web browser, the event is "fired," and any cases attached to it are executed in response. For example, if you click a button to navigate to a different page in the prototype, you have fired its **Click or Tap** event.

To view a page or widget's available events, select it and click **New Interaction** in the **Interactions** pane.



Then, select an event in the list to configure an interaction under it.

To delete an event and all of its cases and actions, select it in the **Interactions** pane and press **DELETE**.



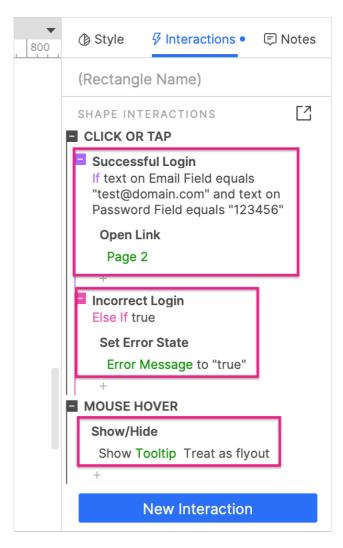
Cases

Cases are ordered lists of actions that occur in the web browser in response to a page or widget event firing. A case is automatically added to an event when you assign one or more actions to it, though the first case's name is hidden by default. Hover your cursor over the event's name and click **Enable Cases** to the right to see the first case's name.

If needed, you can add additional cases to an event by clicking the **Add Case** icon to the right of the event's name. When the event fires in the web browser, you can choose which of its cases to execute in the menu that appears. Alternatively, you can set up conditional logic to make this determination automatically based on certain criteria.

To delete a case from an event, select it in the **Interactions** pane and press

You can reorder the cases under an event by dragging them up and down. (The order of cases is important when you're working with conditional logic.)



Actions are the changes that occur in the web browser in response to a page or widget event firing. For example, if you click a button to navigate to a

Open Link action has occurred in response to the button's Click or Tap event.

When you select an event in the **New**Interaction menu, you'll be shown the list of available actions. After selecting an action, you'll be prompted to configure it. You can then add additional targets to the action (for actions that take targets) by hovering your cursor over the action's name and clicking **Add Target** to the right.

To add more actions to a case, click the "+" **Insert Action** icon at the bottom of the case. To delete an action from a case, select it in the **Interactions** pane and press **DELETE**.

You can reorder the actions in a case by dragging them up and down.
Actions occur in sequential order from top to bottom, so it's important to arrange them in the exact order you want them to happen in the web browser.

