

Diseño de interfaces web

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Desarrollo de Aplicaciones Web
Jose Antonio Velasco Monje



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Getting Started with Axure RP

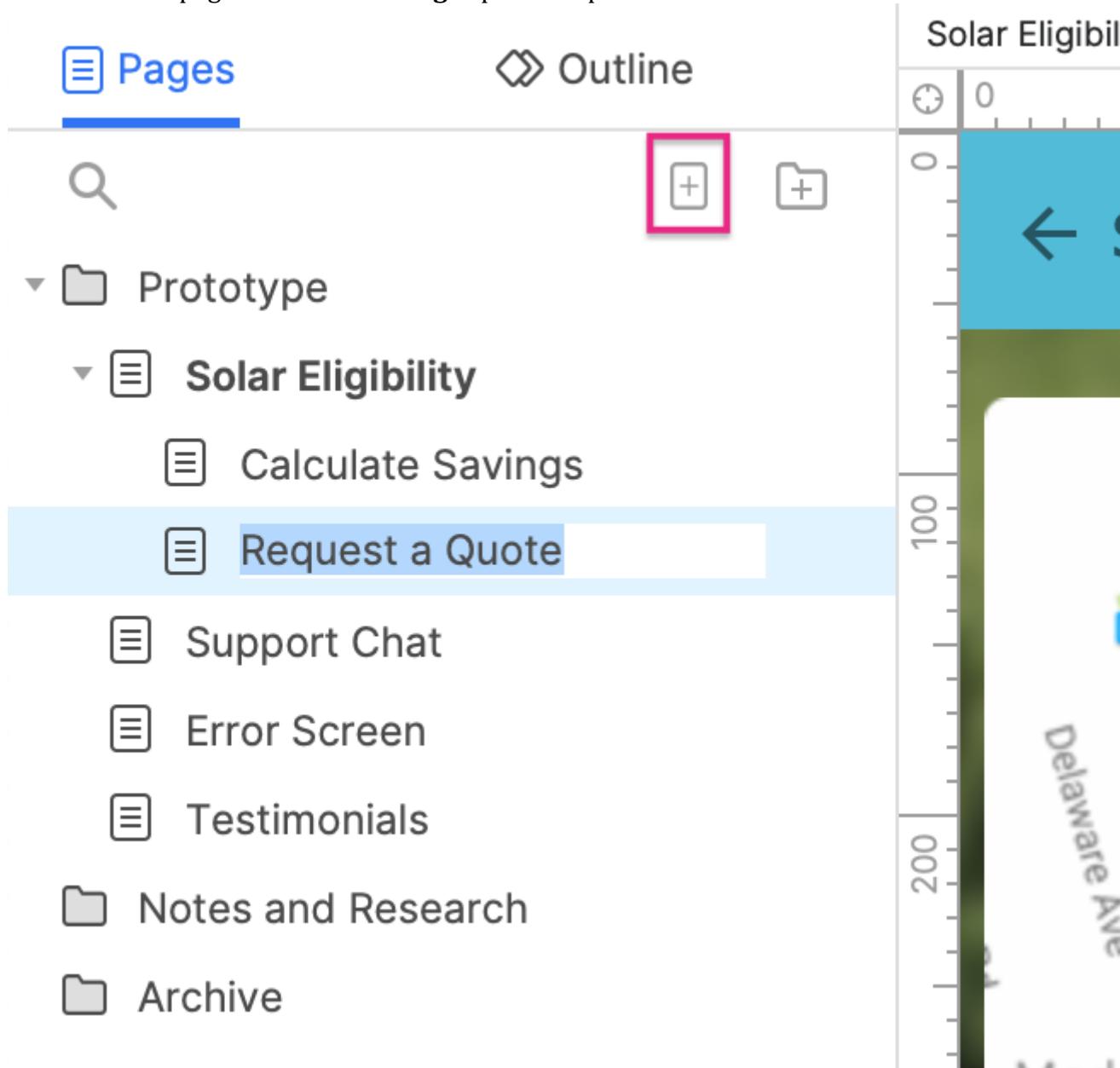
In this introductory guide, you'll learn the basics of creating and sharing prototypes. You'll learn about pages, widgets, and interactions. You'll also learn how to view your prototypes in a web browser and share them with Axure Cloud.

Pages

Axure RP files are organized into [pages](#), which you can manage in the **Pages** pane.

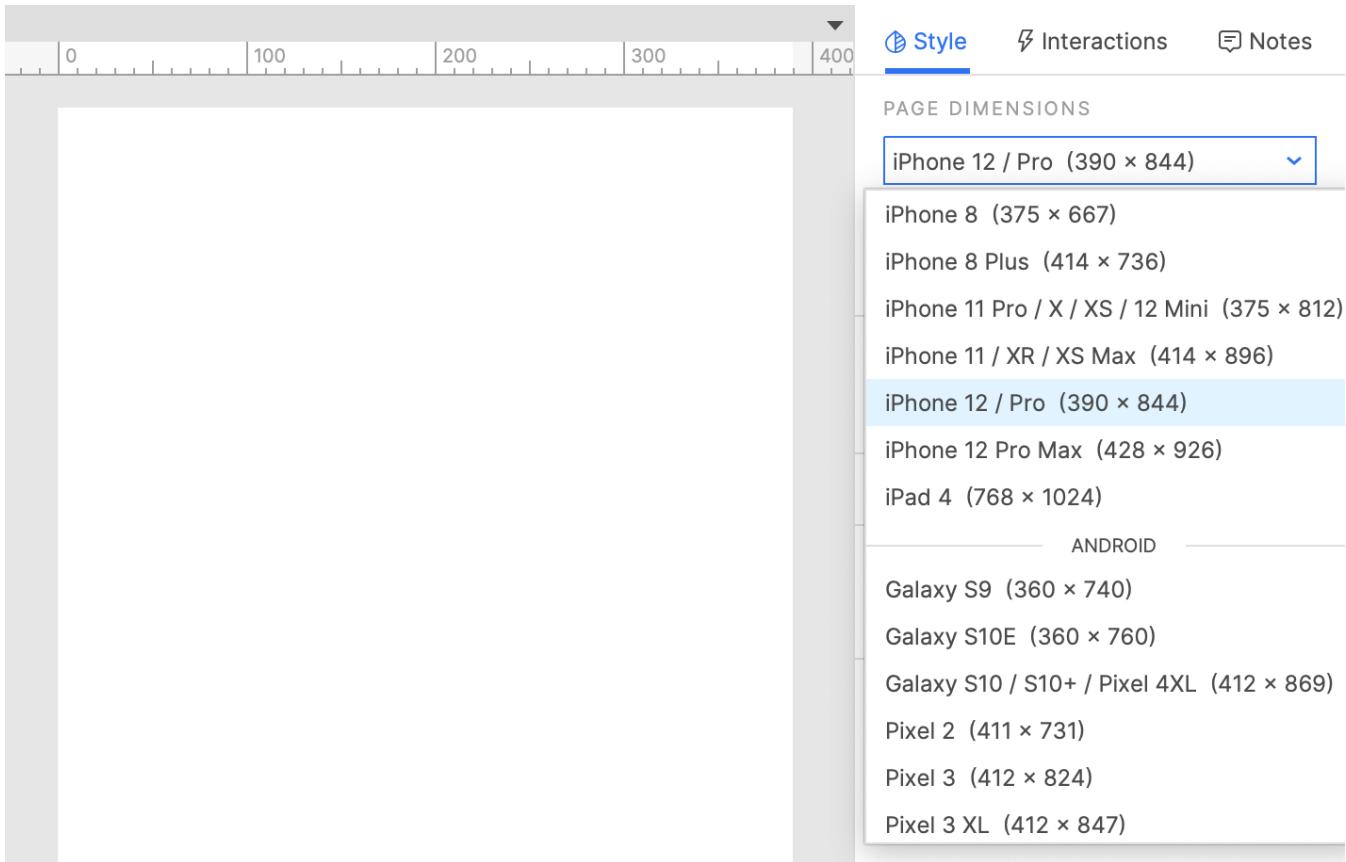
To add a page, click the **Add Page** button at the top-right of the **Pages** pane.

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



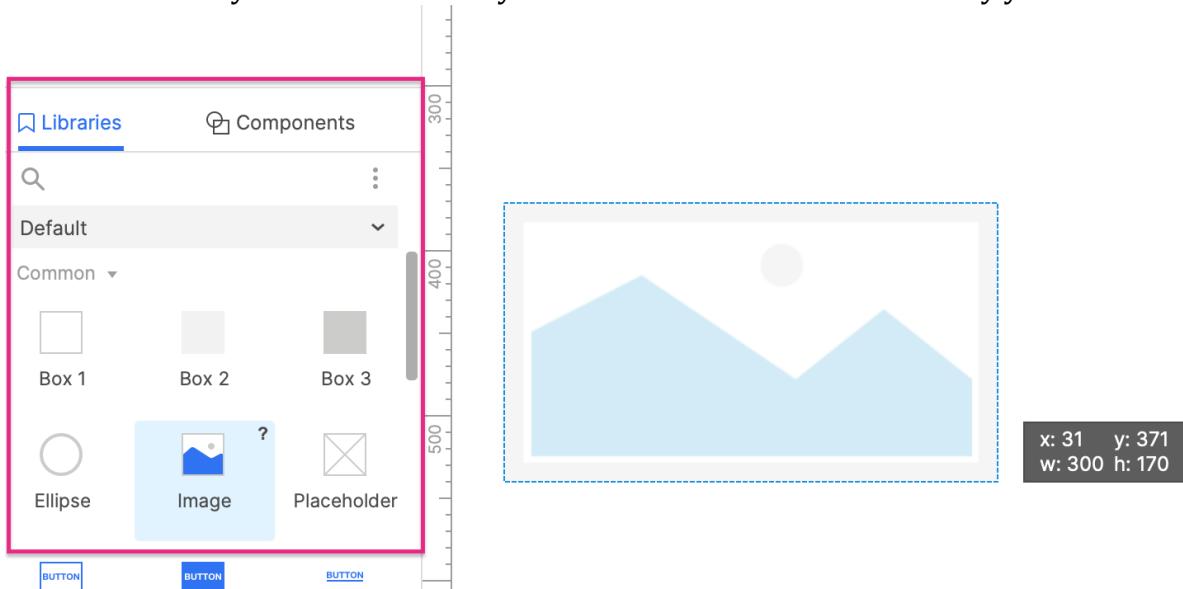
The Canvas

The canvas is where you'll build your designs. You can work without boundaries, or you can set page dimensions based on the target device you're designing for.



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](#).

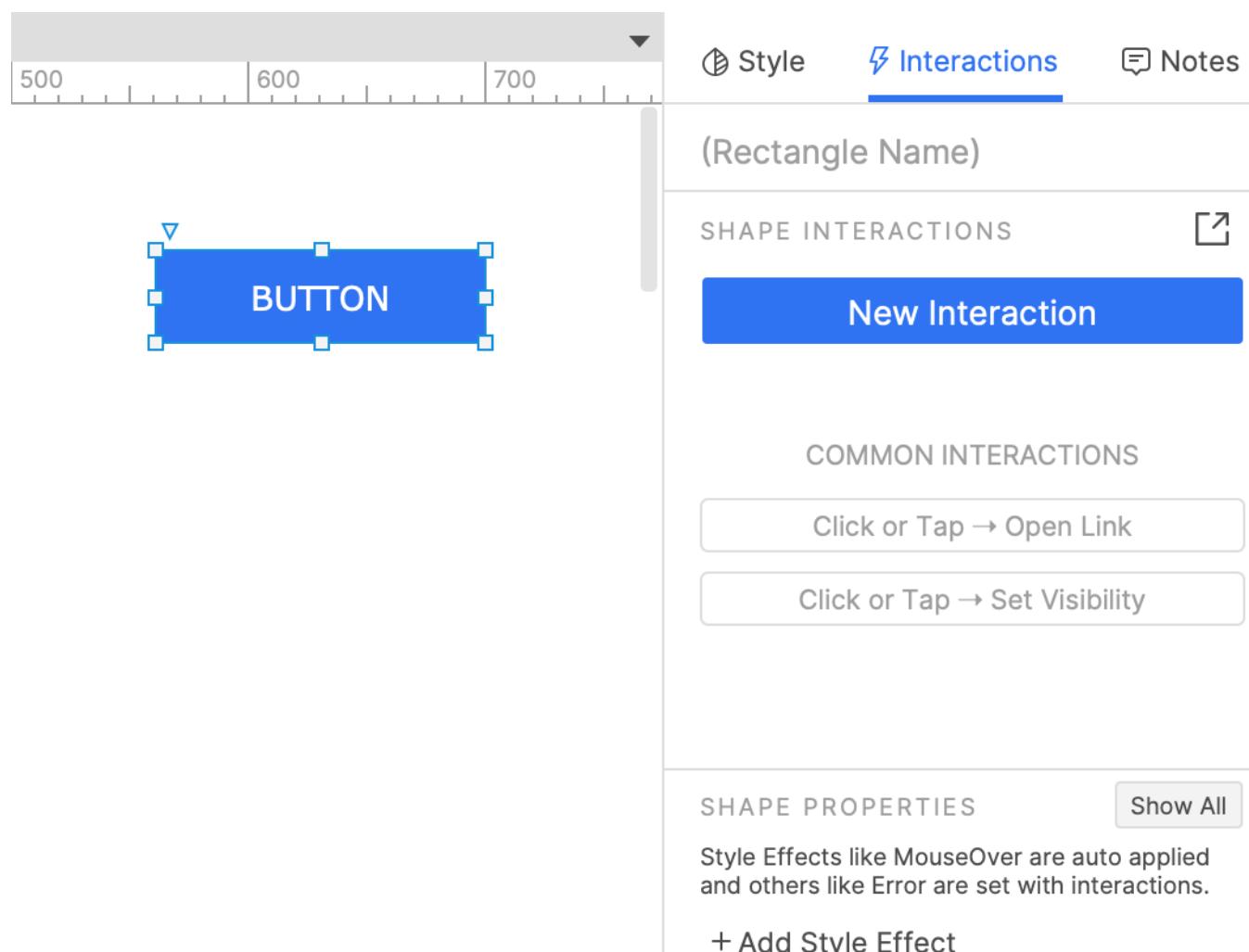
To [change the visual appearance of your widgets](#), head over to the **Style** pane. Many properties like fill color and font are also located in the style toolbar along the top of the canvas for quick access.

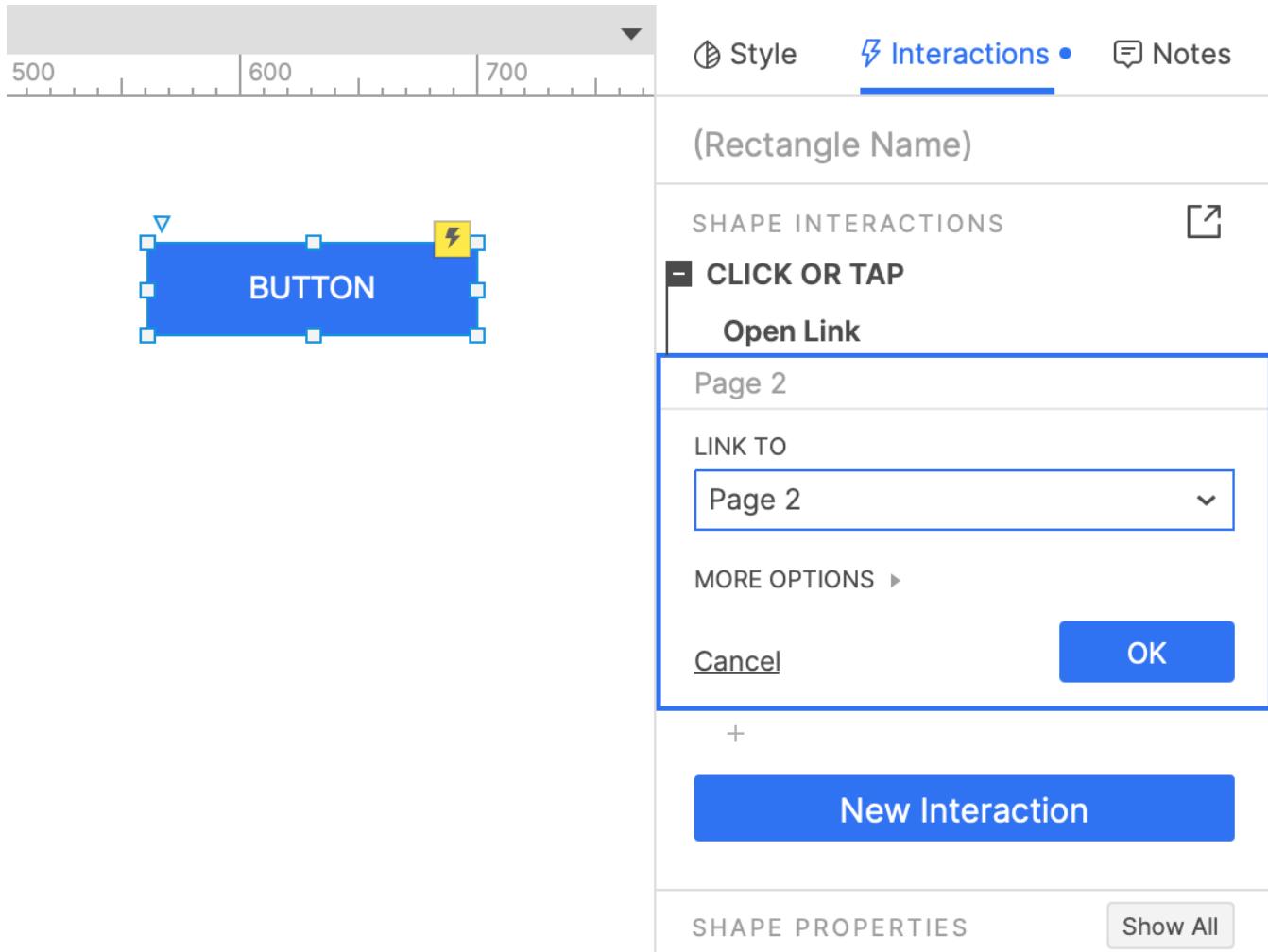
Interactions

Once you have some widgets on the canvas, you can add interactivity to them in the **Interactions** pane.

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.

The image shows the Axure software interface for publishing a project. At the top, there are navigation icons (back, forward, search), a zoom level indicator (100%), and a 'Share' button, which is highlighted with a red rectangle. Below the toolbar, there's a vertical sidebar with a ruler scale from 600 to 700. The main workspace contains the following elements:

- A red circular icon followed by the text "Publish Project".
- A "Publish to Axure Cloud" dropdown menu with a gear icon.
- A section titled "Publishing in Marketing".
- A section titled "Mobile App Redesign".
- A field labeled "Password for shareable link" containing the value "Sunset19#95!".
- A section titled "Publish Notes" with an empty text area.
- A "Comments enabled" indicator with a speech bubble icon.
- A large blue "Publish" button.