



# PROTOTYPING IN AXURE

#DUXDAY



AVOCADO AXURE RP BALSAMIQ MOCKUPS CACOO  
CODEPEN CSS DECK DABBLET DRAW.IO FLASH CC  
FLINTO FLUID UP FRAMER STUDIO FRAMER.JS GLIFFY  
GOOGLE WEB DESIGNER INDESIGN CC INDIGO STUDIO  
INVISION JS BIN JS FIDDLE JUSTINMIND KEYNOTE  
LIVEWEAVE LUCID CHART MAGIC MOCKUPS MARVEL  
OMNIGRAFFLE ORIGAMI PIXATE PLACE IT POLYMER  
DESIGNER POP POWERPOINT PROTO.IO SOLIDIFY  
TWITTER BOOTSTRAP UX PIN VISIO VUE WIREFRAME.CC





**WTF IS AXURE!?**



**“AXURE HELPS YOU CREATE SIMPLE CLICK-THROUGH MOCKUPS OR  
HIGHLY FUNCTIONAL, RICH PROTOTYPES WITH CONDITIONAL LOGIC,  
DYNAMIC CONTENT, ANIMATIONS, DRAG AND DROP, AND CALCULATIONS.”**

**– SOME MARKETING GUY AT AXURE**

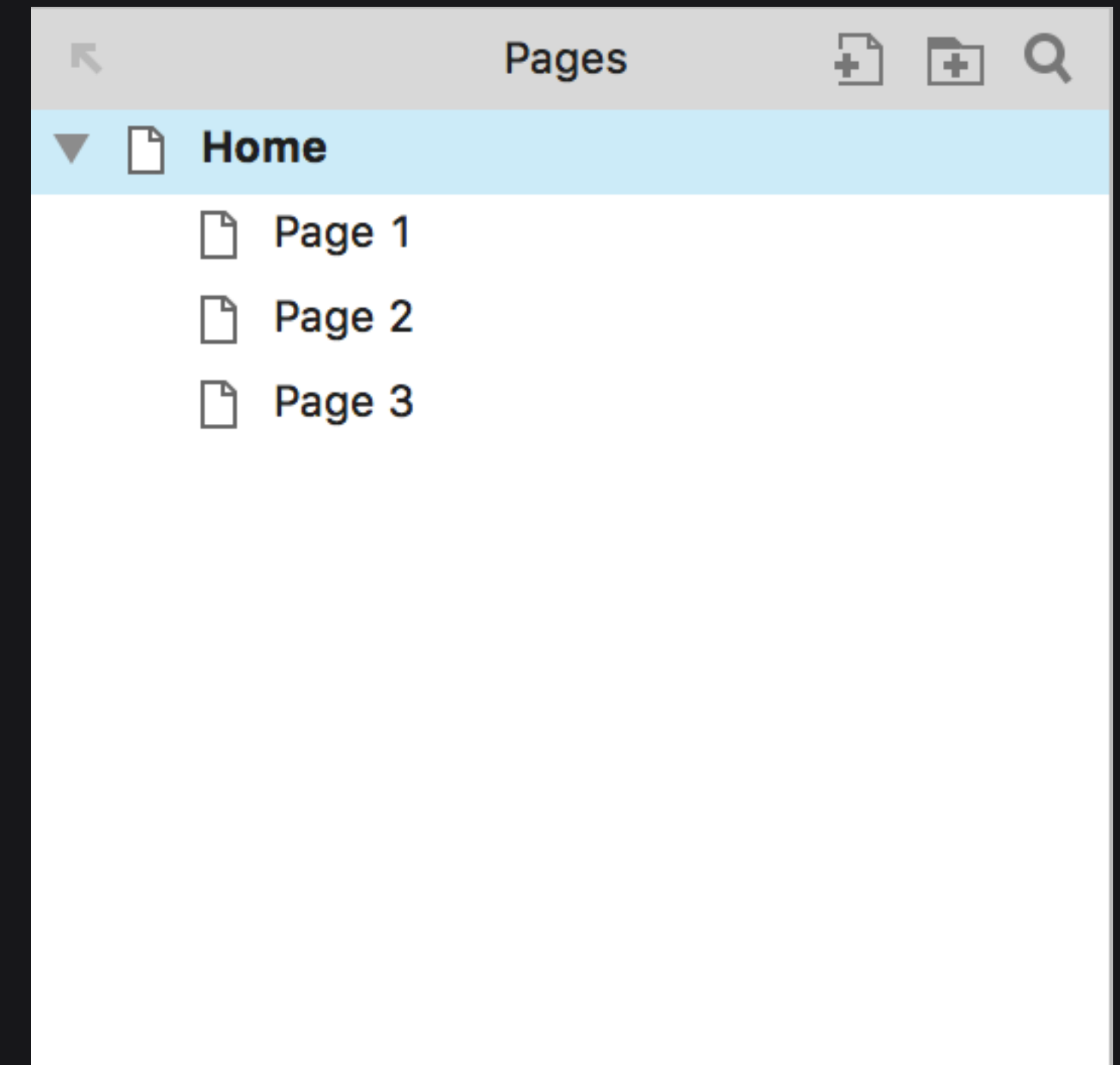


The screenshot displays the Axure RP software interface, which is used for creating interactive prototypes. The interface is divided into several key sections:

- TOOLBAR:** Located at the top, it contains various tools for selection, connection, drawing (pen), and alignment, along with a zoom control set to 100%.
- PAGES:** A panel on the top left showing a list of pages: "Home", "Page 1", "Page 2", and "Page 3".
- SITEMAP:** A panel on the left side showing a hierarchical view of the project structure.
- LIBRARY:** A panel on the left side containing a collection of pre-defined UI elements such as "Box 1", "Box 2", "Box 3", "Ellipse", "Imageholder", "Button", "Primary Button", and "Link Button".
- WORK SPACE:** The central area where the prototype is built, featuring a large white canvas with a grid and a ruler.
- INSPECTOR PANE:** A panel on the right side used for configuring the properties and interactions of the selected element. It includes tabs for "PROPERTIES", "NOTES", and "STYLE", and a section for "Interactions" with options like "OnPageLoad", "OnWindowResize", and "OnWindowScroll".
- OUTLINE:** A panel at the bottom right showing a hierarchical view of the project structure, similar to the Sitemap.

# SITMAP

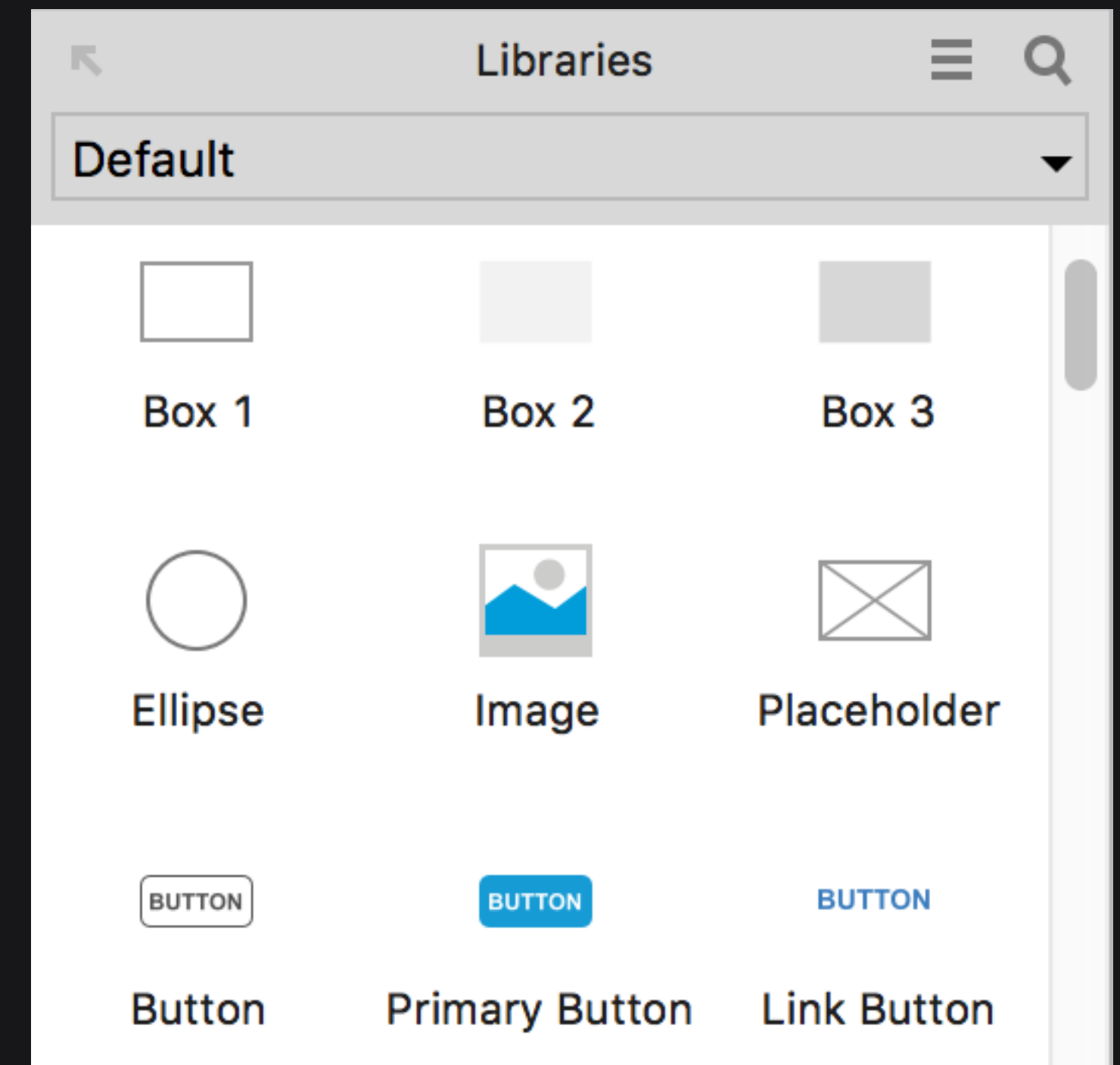
## THE PAGE STRUCTURE OF YOUR PROTOTYPE





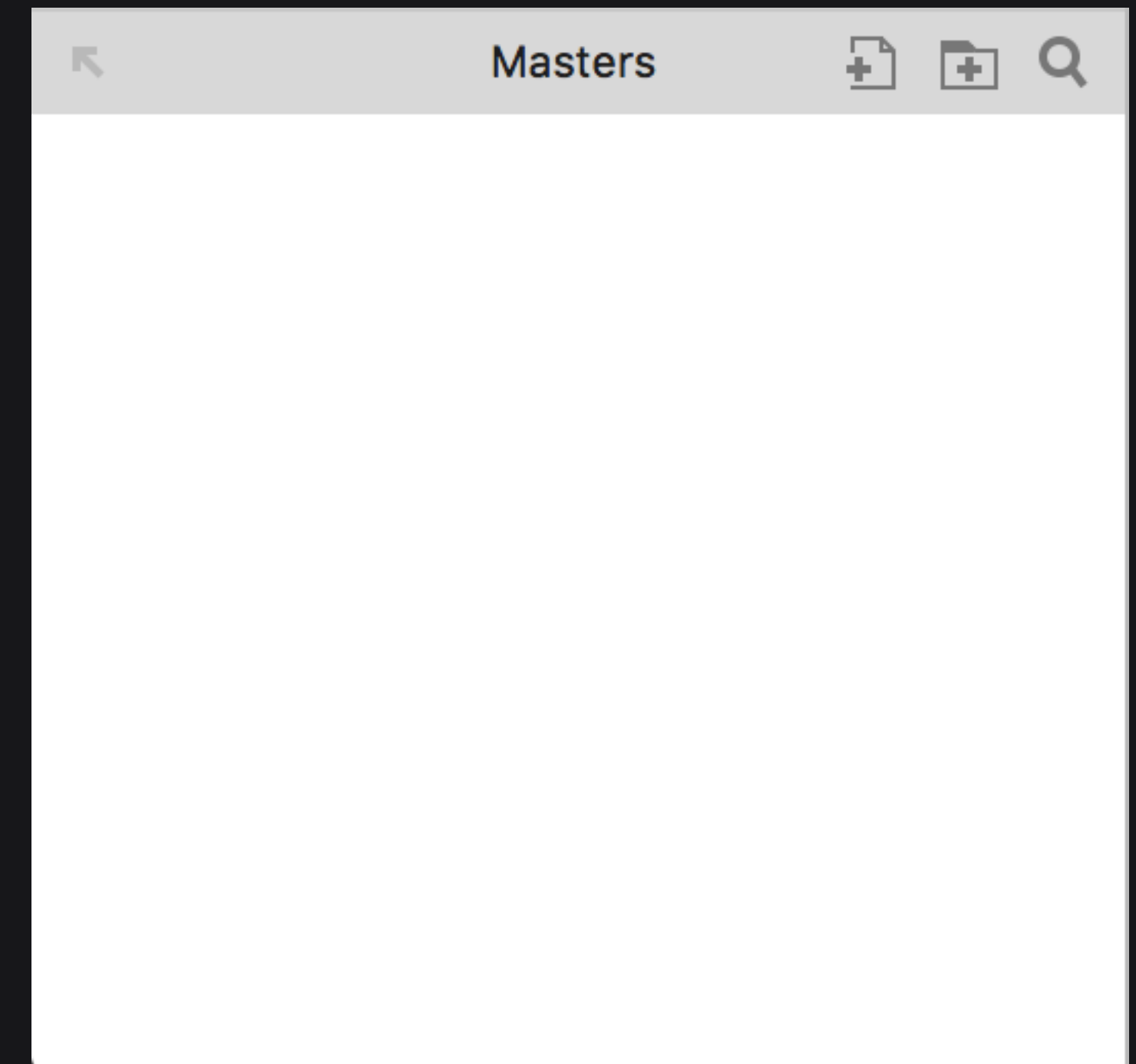
# LIBRARY

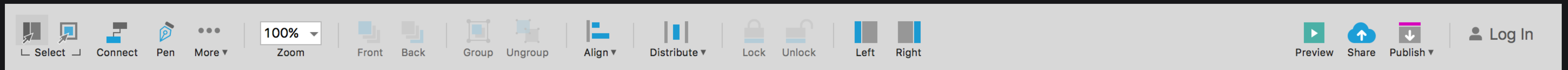
## YOUR PROTOTYPE BUILDING BLOCKS



MASTERS

**MASTERS ARE REUSABLE OBJECTS YOU CREATE**





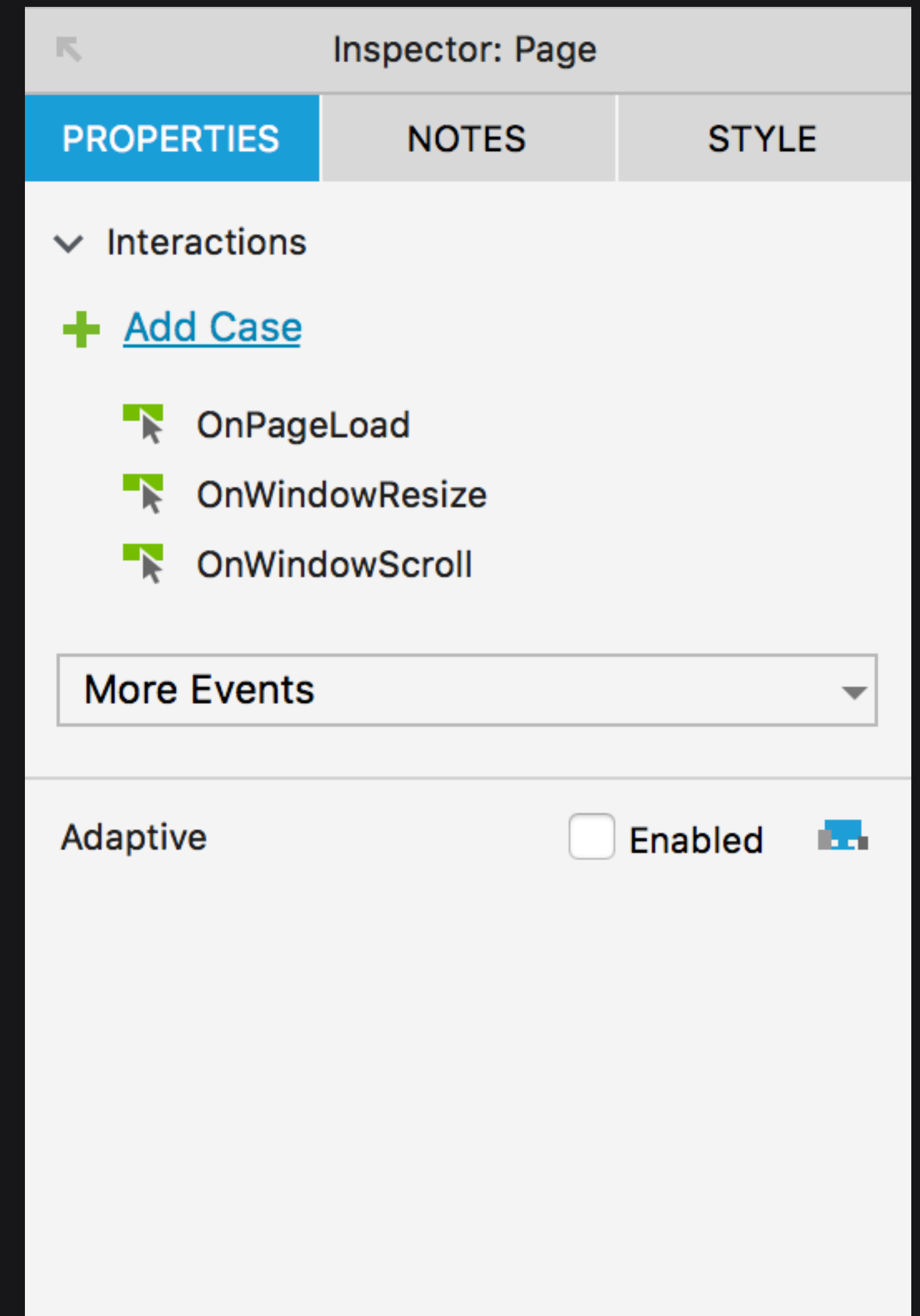
## TOOLBAR

THE QUICK AND DIRTY WAY TO GET STUFF DONE



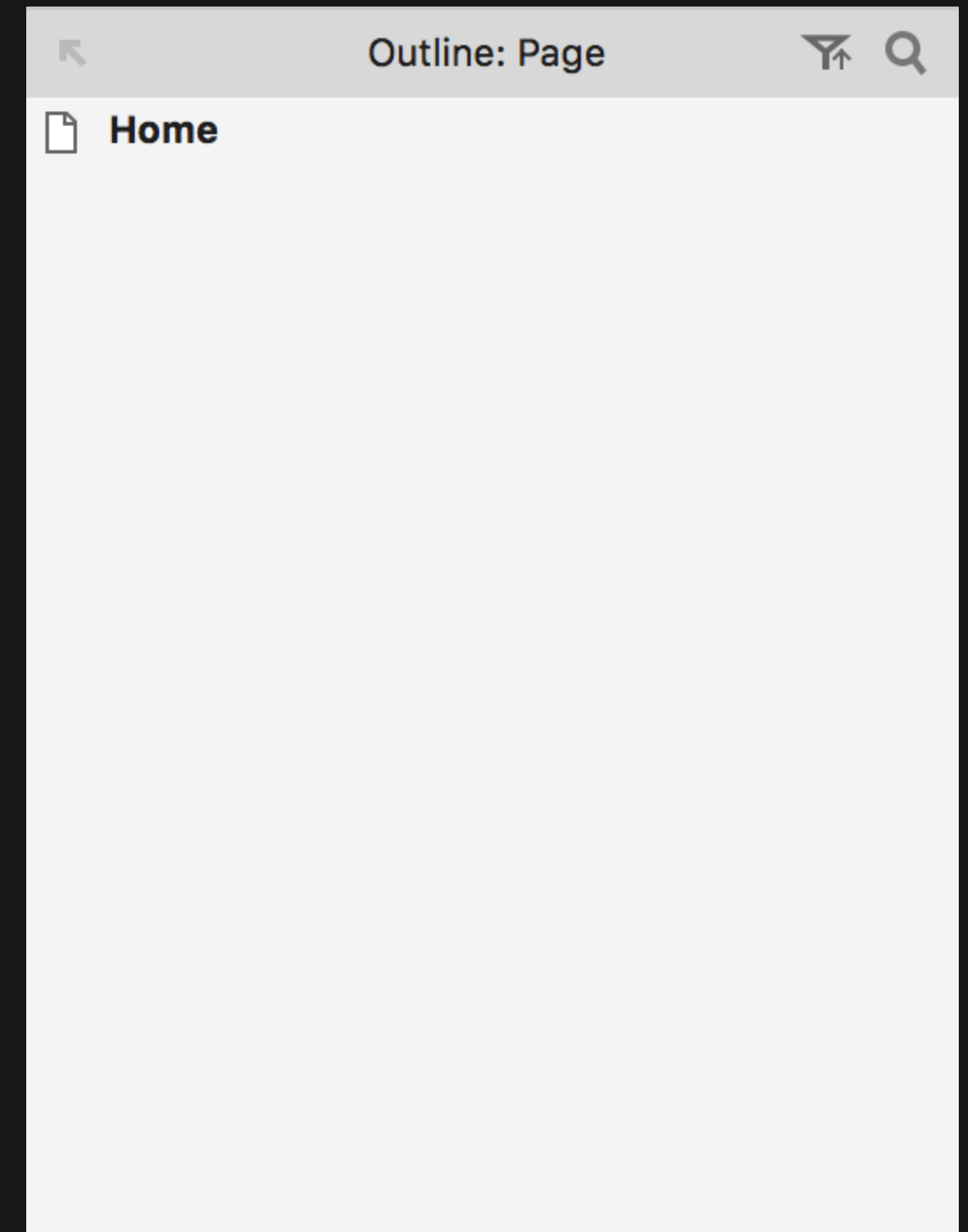
## INSPECTOR PANE

**THIS IS WHERE THE MAGIC HAPPENS. HERE IS WHERE YOU CONTROL INTERACTIONS AND STYLING.**

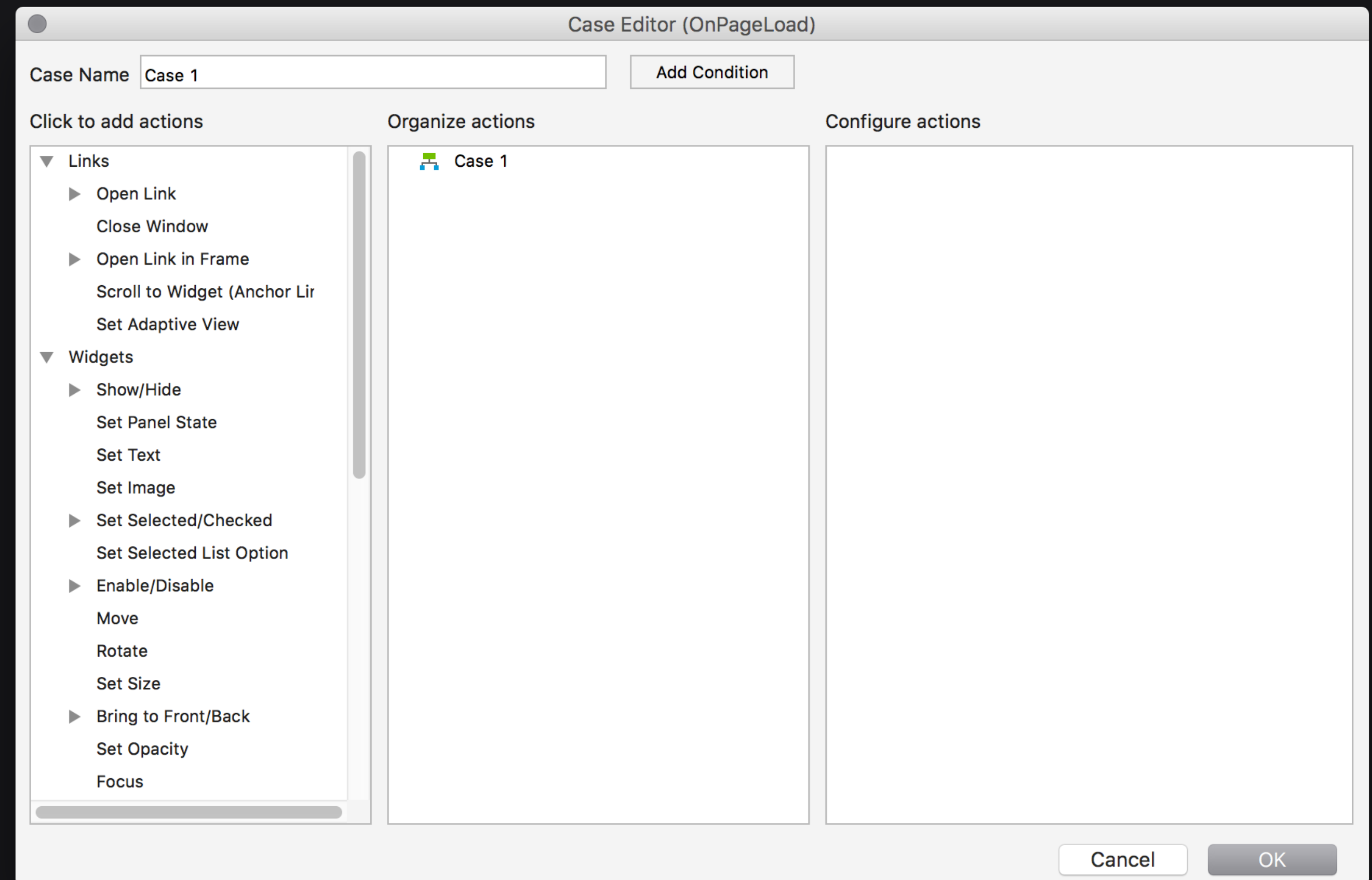


OUTLINE

THINK OF THIS AS YOUR LAYERS PANEL IN  
PHOTOSHOP



**CASE EDITOR**  
**THIS IS WHAT MAKES**  
**AXURE DIFFERENT.**  
**HERE IS WHERE YOU**  
**CREATE YOUR**  
**INTERACTIONS.**



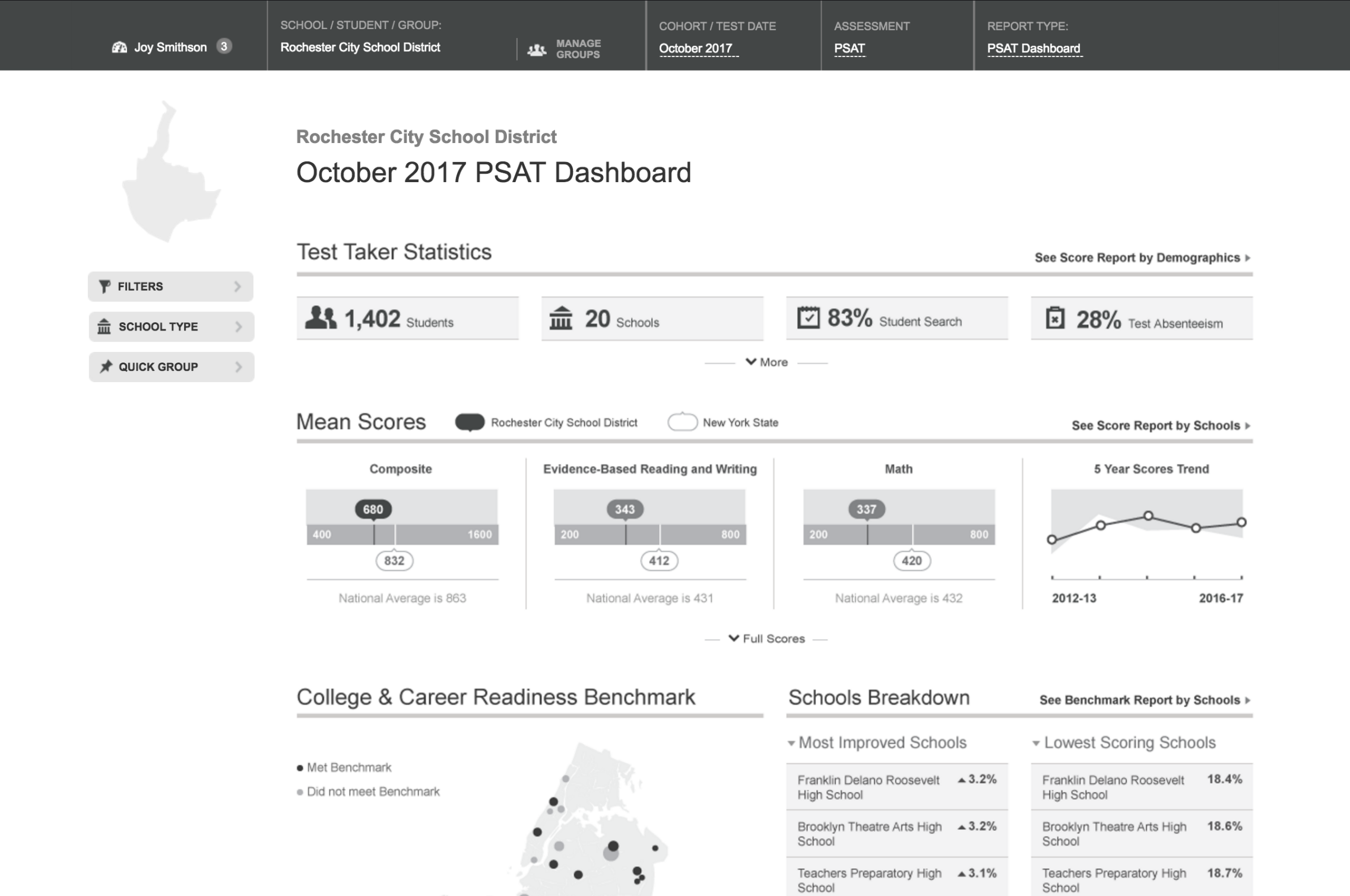
THAT'S COOL...

WHAT DO I DO WITH IT?



THE COLLEGE BOARD  
REPORTING PROTOTYPE


<http://nik.xyz/collegeboarddemo>





# FLORIDA HOSPITAL SCHEDULING PROTOTYPE

<http://nik.xyz/fhschedulingdemo>



APPOINTMENT TYPE

SCHEDULE

PATIENT INFORMATION

CONFIRMATION

Select An Appointment Location & Time

Sociosqu bibendum scelerisque gravida ullamcorper mattis eget eget suspendisse tincidunt ullamcorper metus fringilla ullamcorper a cum at a ac fusce semper tellus sociosqu.

Altamonte Springs, FL

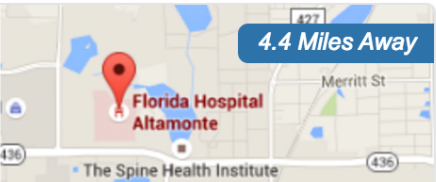
Q

Soonest Available

Nearest Location

FLORIDA HOSPITAL – ALTAMONTE

661 E Altamonte Drive, Suite 131  
Altamonte Springs, FL 32701



October 1, 2015	October 2, 2015	October 3, 2015	October 4, 2015	October 5, 2015	October 6, 2015	October 7, 2015
11:00 AM	9:00 AM	No Available Appointments	No Available Appointments	9:00 AM	9:00 AM	9:00 AM
12:00 PM	10:30 AM			10:00 AM	9:30 AM	10:00 AM
1:00 PM	11:00 AM			10:30 AM	10:00 AM	10:30 AM
1:30 PM	3:00 PM			11:30 AM	10:30 AM	11:30 AM
2:30 PM	4:30 PM			12:30 PM	11:00 AM	12:30 AM
View More Times	View More Times			View More Times	View More Times	View More Times

Previous Step

Schedule

Next Step

Patient Information



# WHY AXURE



OMG PLZ HELP!

**AWESOME TRAINING MATERIAL AND SUPPORT COMMUNITY**



THE DEVIL IS IN THE DETAILS

**FINE-GRAIN CONTROLS TO ADD THE SMALLEST INTERACTIONS THAT MAKE  
THE BIGGEST DIFFERENCE**



DO THE IMPOSSIBLE

**GOOD FOR PROTOTYPING COMPLEX INTERACTIONS AND BEHAVIORS**



WIDGETS FOR DAYS!

**ROBUST LIBRARY OF WIDGETS OUT OF THE BOX**



**WHAT MAKES AXURE  
DIFFERENT?**




## VARIABLES


SET LOCAL VARIABLES.

SET GLOBAL VARIABLES.

CREATE SOMETHING REALISTIC.

Organize actions

▼  Case 1

 Set value of OnLoadVariable equal to "1"

Configure actions

Select the variables to set [Add variable](#)

☒ OnLoadVariable to "1"

Set variable to

value ▼

1

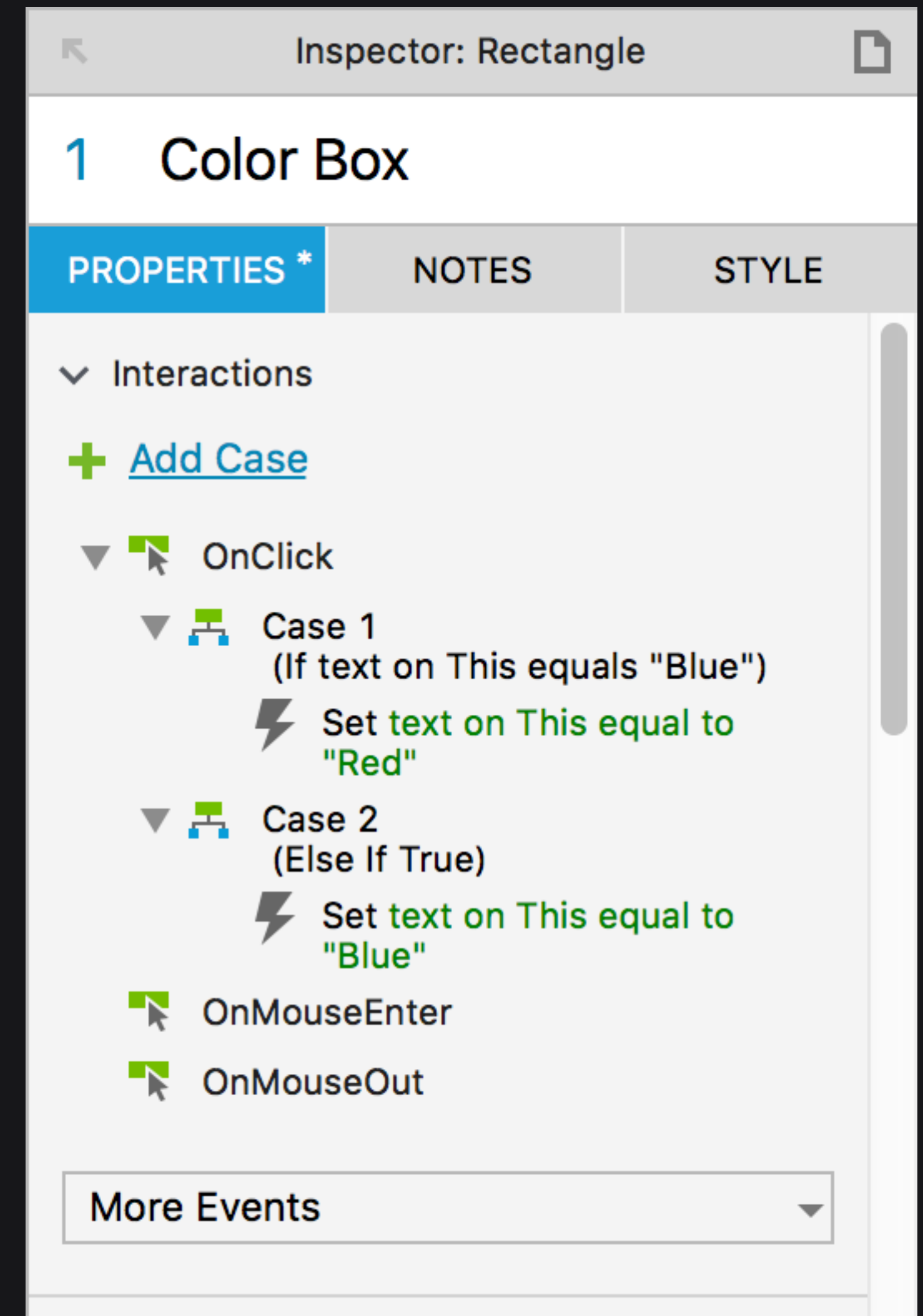
fx





## CONDITIONAL LOGIC

IF THIS, THEN THAT. OH, SOMETHING ELSE,  
LETS DO THAT.



REPEATERS

FAKE IT TILL YOU MAKE IT.

USE MOCK DATA A USER

CAN INTERACT WITH.

Home

0100200300400500600700800

0100200300400500600

John Smith

Ben Bishop

Mike Jones

Inspector: Repeater

1 (Repeater Name)

PROPERTIESNOTESSTYLE

Interactions

+ Add Case

OnLoad

OnItemLoad

Case 1

⚡ Set text on (Rectangle) equal to "[[Item.FirstName]] [[Item.L...]]"

OnItemResize

Repeater

First Name

Last Name

Add Col

John

Smith

Ben

Bishop

Mike

Jones

Add Row

☒ Isolate Radio Groups

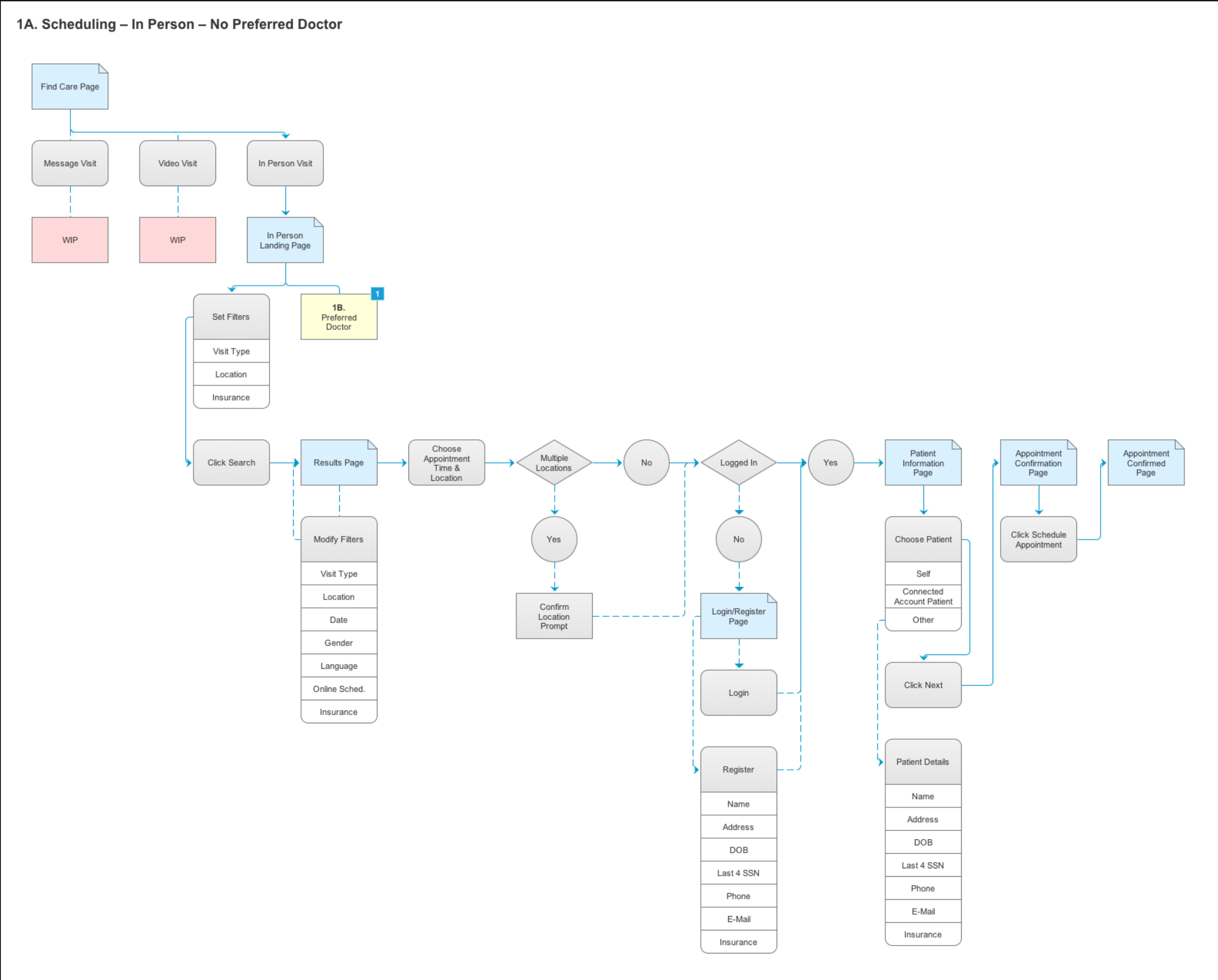
☒ Isolate Selection Groups

☒ Fit to Content in HTML



FLOWS

IT'S THE ONE STOP UX  
 DELIVERABLE SHOP



DYNAMIC  
CONTENT  
GET CLOSER TO  
THE REAL THING

Home

0100200300400500600700800

0

100

200

300

400

500

600

700

800

0

100

200

300

400

500

600

Hi DUXers.

DUXers

1

Inspector: Text Field

1 Text Field

PROPERTIES

NOTES

STYLE

Interactions

+ Add Case

OnTextChanged

Case 1

Set text on Title equal to "Hi [[This.text]]."

OnFocus

OnLostFocus

More Events

Text Field

Type

Text

Hint

Aa Hint Style

 #999999;

Hide hint after 

Typing

Focus

Max Length

Hide Border

Read Only

Disabled

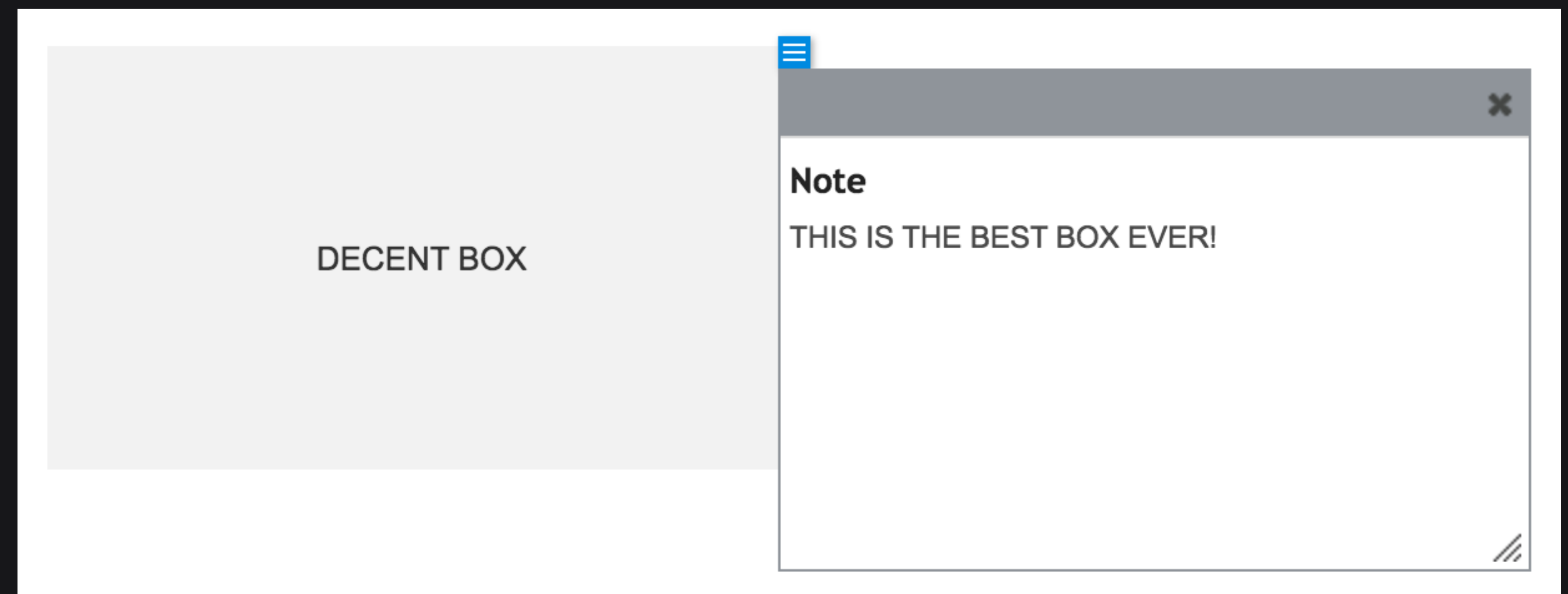
Submit Button

Clear

Tooltip

# ANNOTATIONS

## ANNOTATE YOUR WIRES & PROTOTYPES EASILY



**“I’VE BEEN AMAZED AT HOW OFTEN THOSE OUTSIDE THE DISCIPLINE  
OF DESIGN ASSUME THAT WHAT DESIGNERS DO IS DECORATION.  
GOOD DESIGN IS PROBLEM SOLVING”**

**– JEFFERY VEEN**



# LET'S MAKE SOMETHING

## Login

Username

Password

LOGIN

