



**Berakhir dalam**

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# What can you wireframe with Balsamiq?

## Websites and Web Apps

Go ahead and click around, don't be shy! :)

A Web Page

https://

My Amazing Web App

The best way to xyz on abc with your friends!

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See it in action

Sign Up & Start Your Free Trial

Quick Sign Up

Sign up with Google

Or use your email address

Your first name

Your last name

Your email address

Pick a password

Use at least one letter, one numeral, and seven characters

Sign Up for Balsamiq Cloud

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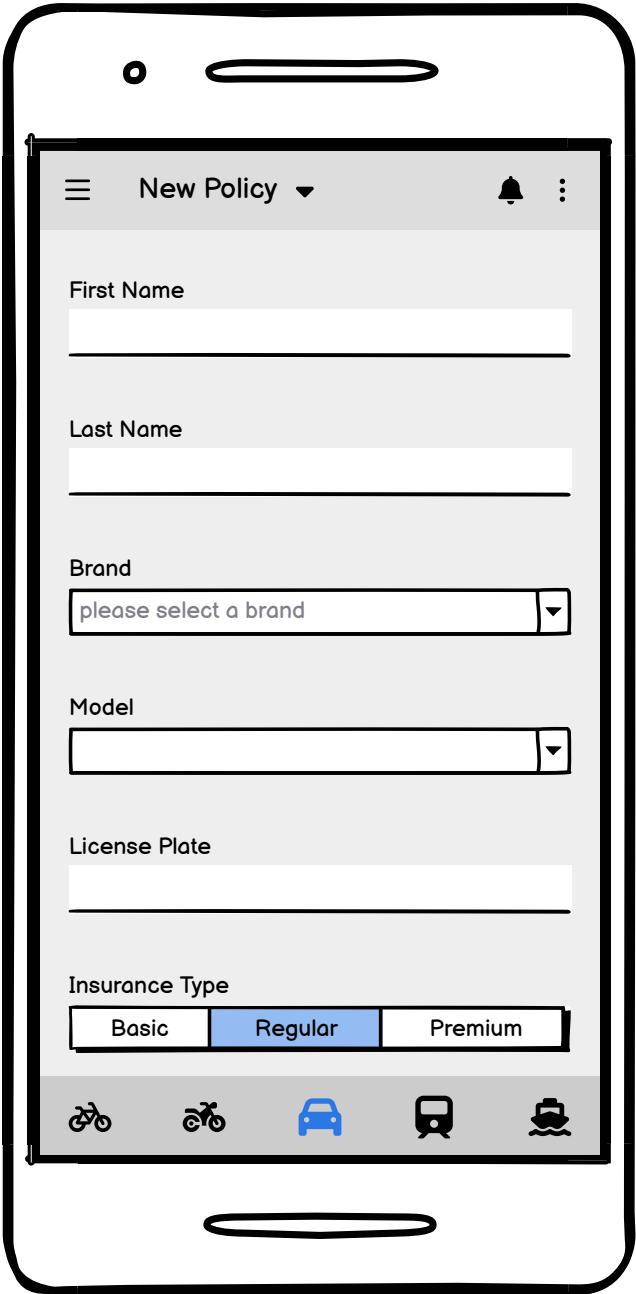
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Effortless Abcdefg

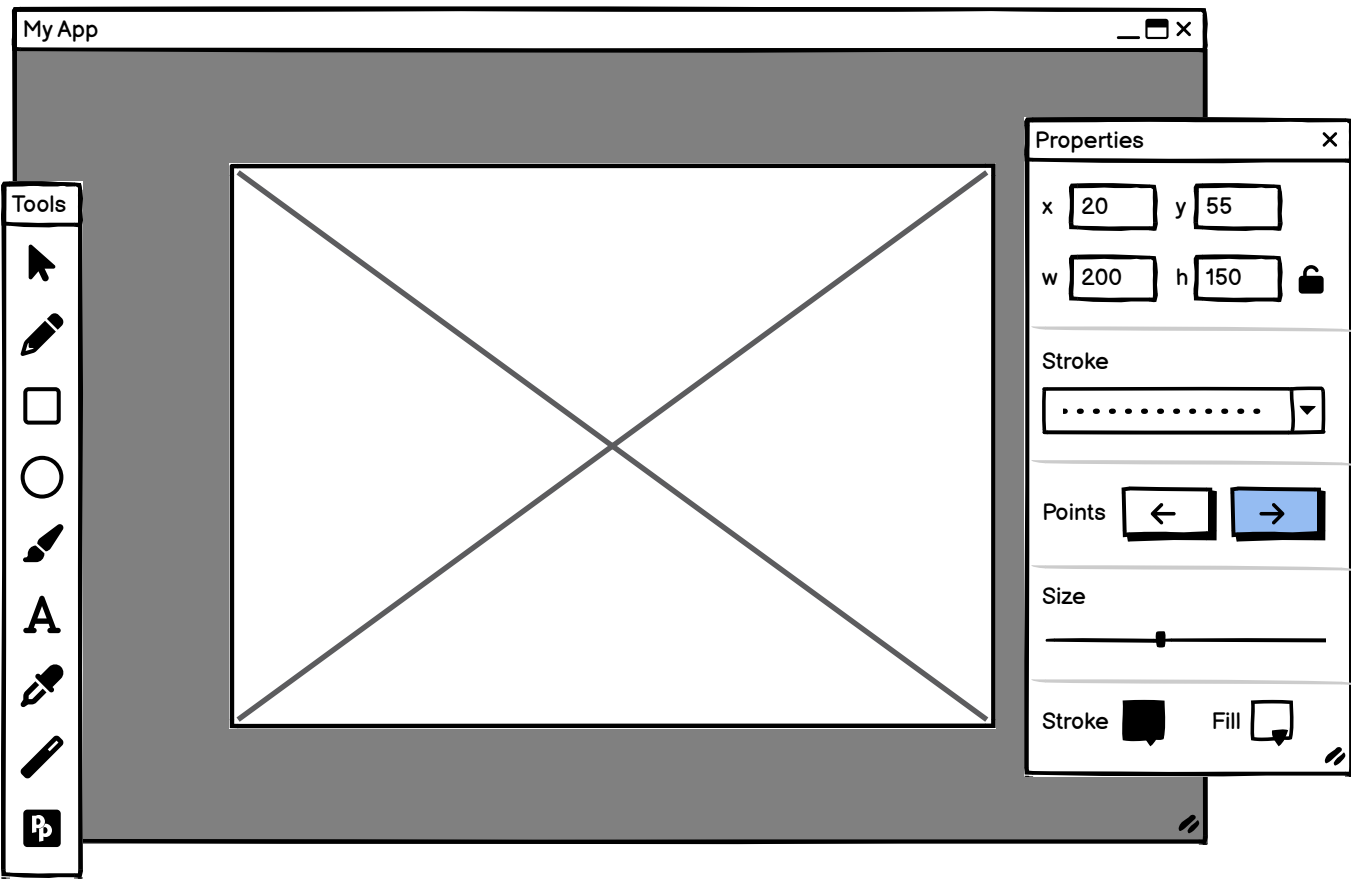
Do the things you do, but better!

# What can you wireframe with Balsamiq?

## Mobile Apps



## Desktop Apps



# Getting around Balsamiq

Back to your projects

Add a new wireframe

The Menus

The UI Library

Drag and drop UI controls from this list on to the canvas.

The Navigator

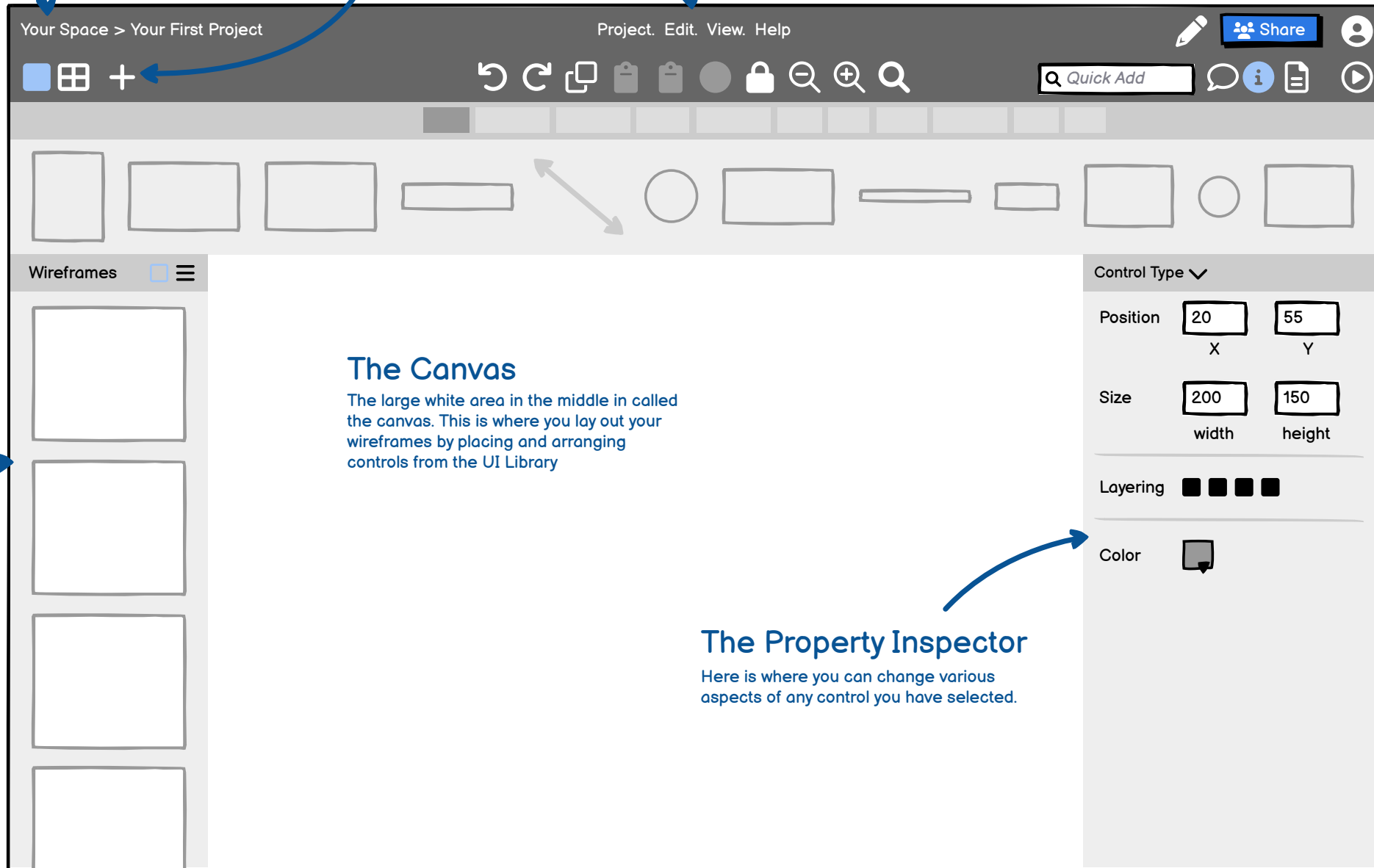
This is how you move through the different wireframes (pages) in your project.

The Canvas

The large white area in the middle is called the canvas. This is where you lay out your wireframes by placing and arranging controls from the UI Library

The Property Inspector

Here is where you can change various aspects of any control you have selected.



# Adding UI Controls

User Interface Controls are the building blocks for your wireframes.

Sometimes called *widgets*, *elements*, or *components*, these are Buttons, Checkboxes, Labels, etc. Balsamiq includes 75+ control types, for websites, as well as web, desktop, or mobile apps.

## Let's try it!

### 1. Double-Click on a "Block of Text" control in the UI Library (above)

Balsamiq will place it in the top-left of your wireframe. You can also drag+drop if you prefer.

### 2. Grab the new control and move it to this area

Just click anywhere in the middle of the control, and drag.



### 3. Drag the bottom-right control point to resize it.

Try to hit the target!



## That's it!

You've just learned how to add, move, and resize UI controls!

This is most of what you will be doing to assemble wireframes in Balsamiq.

# Customizing Controls

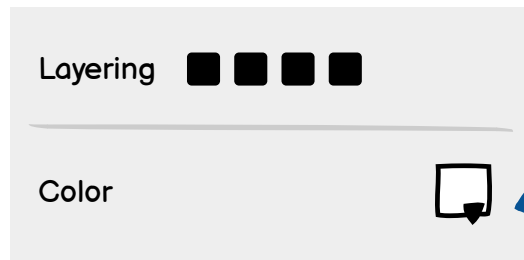
After adding a control, you can customize it via the Property Inspector (the panel on the right).

## Let's try it!

1. Click on the Sign Up button to select it.



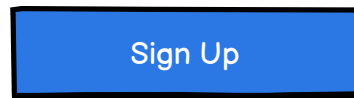
2. Look right to the Property Inspector, and use it to change the button color to blue.



It looks like this!

## That's it!

The button above should now look like this:



Try customizing the button some more with the inspector!



# Editing Text in Controls

To edit a control's text, you can double-click on it, or use the ENTER key after selecting it.

## Let's try it!

### 1. Double-click on this button control

You will see a text editing area pop up.



Button

### 2. Enter a new label for your button

For instance, "Subscribe".

### 3. Hit the ENTER key to commit the new text

Or click anywhere on the canvas.

## That's it!

The button should now look like this:

Subscribe

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## Text in Balsamiq is really powerful!

You can make it **bold**, *italic*, and even make it change the format of controls.

Double-click on each of the controls below to see some examples.

This is **bold** text.


[Home](#) > [Products](#) > [Xyz](#) > Features

One	Two	Three
-----	-----	-------

Alert	
Alert text goes here	
No	Yes

A **paragraph** of **text** with an [unassigned link](#).

A *second row* of *text* with a [web link](#)

An icon  inline with text.

Fancy hidden feature!

Try typing 'lorem' in a text control,  
and see what happens!

# Drawing Controls

There is another way to add UI controls to the canvas. It takes two hands!

## Let's try it!

- 1. With your non-dominant index finger, hold down the R key

The mouse pointer will change to look similar to this: 

- 2. While holding the key, drag your mouse across the screen

Try to hit the.  target!

- 3. Let go of the mouse button to finish drawing the rectangle

You might need to practice this a couple of times, but once you get it, you'll be so fast.



You can draw other controls quickly the same way.

Key	Draws a...
R	Rectangle
T	Block of Text
Y	Line of Text
I	Image
A	Arrow

Try them out in this area!



# Working with Images

To add images to your wireframes, you simply drag and drop them onto the canvas.

## Let's try it!

1. Find an image file (PNG, JPG) on your computer, and drag it here.

The image will be imported into this project.

2. Move and resize it as you please

Hold down the SHIFT key to maintain its aspect ratio.

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## Fancy things you can do with images and screenshots!



### Crop them!

To use only the parts that you want to see.



### Split them!

To make room for new features in existing UIs.



### Sketch them!

So that people don't get hung up on colors.



### Extract text from them!

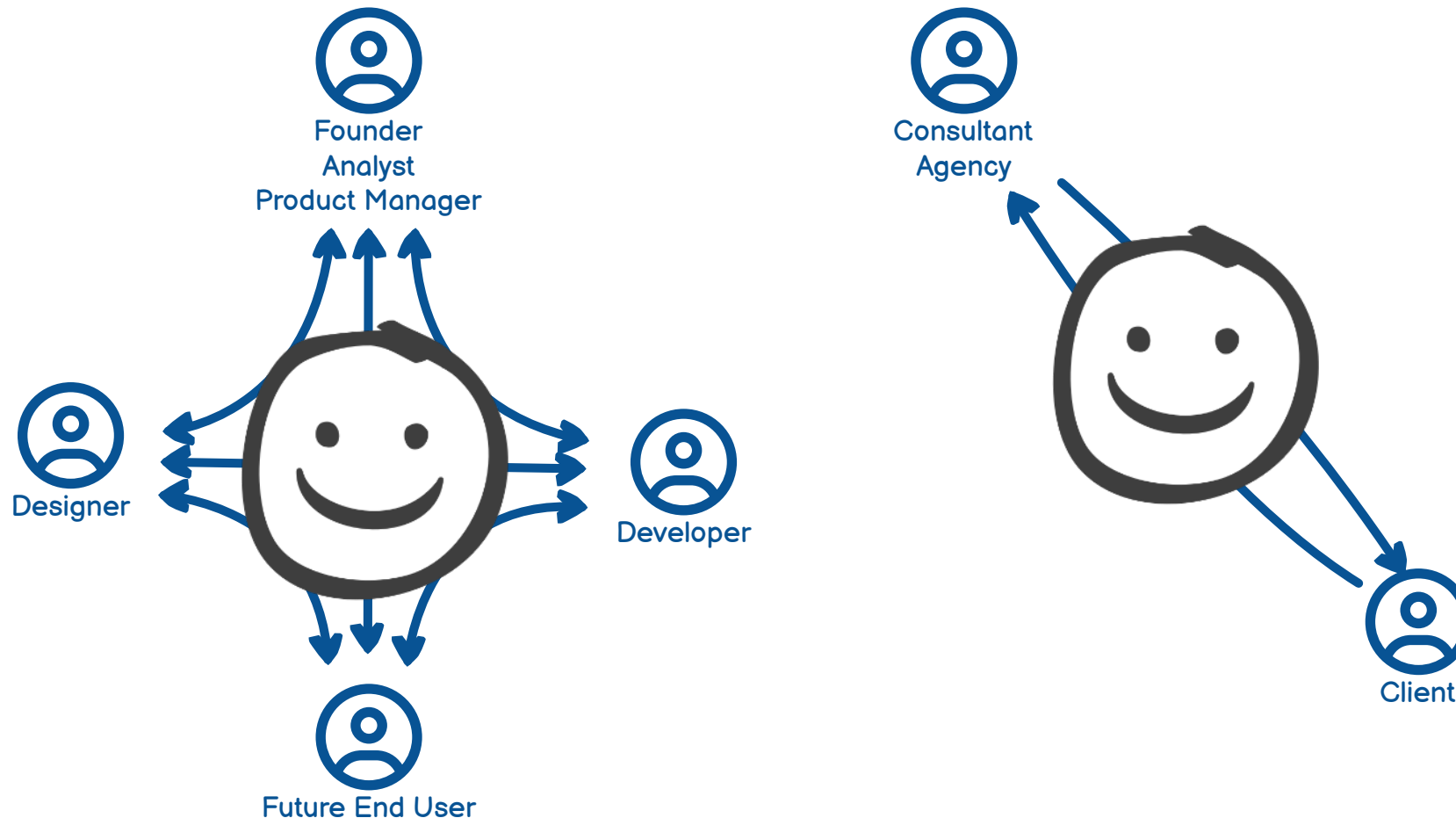
To magically split the text from the image, so you can edit it.

# Sharing and Reviewing

Balsamiq Cloud makes it easy to collaborate on your projects with other people.

You can invite each stakeholder to join your projects and you can grant them permission to fully edit your wireframes, or just view and add comments.

Just click the blue  button in the top right corner.



# Congrats!

You now know enough to start your own project!

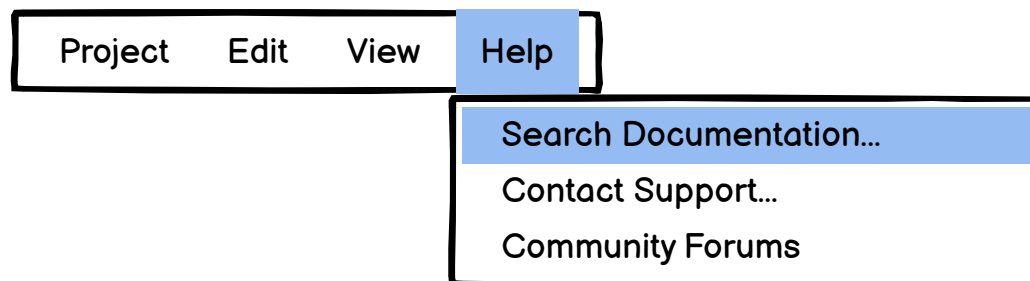
You can add wireframes to this one, or go back to the Projects List and create a brand new one.

If you ever need this instructional project again, you can import the "Intro to Balsamiq Cloud" project from Wireframes To Go.

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## There's a lot more to discover!

Become a Balsamiq pro by exploring our extensive documentation and tutorials! We even have a giant **Wireframing Academy** to teach you how to wireframe effectively. You'll find it all in the Help menu!



If you ever need assistance, you can contact our friendly Support team from there, too! :)