

Interaction

With this option you will be able to add interactions to an element.

Click on the "finger" icon to make the size proportional and use the handler to rotate the shape easily.



Interaction

Action

Go to page ^

Element

Landing 001 ^

Trigger

Click Hover Other ^

Save

Cancel

Components

The following are the components needed to manage every element linkage and/or interaction.

- 1- "New action" CTA
- 2- Applied actions list
- 3- Action
- 4- Element
- 5- Animation + delay
- 6- Trigger
- 7- Save, cancel, remove buttons

Note: The won't be all shown at the same time, only the ones needed on each step.

Interaction

NEW ACTION

Applied actions

- Show aside-menu
- Move aside-menu-2

Action

Show ^

Element

aside-menu ^

Animation

Fade ^

ease in ^

160 ms

☐ Delay 160 ms

Trigger

Click Hover Other ^

Save

Cancel

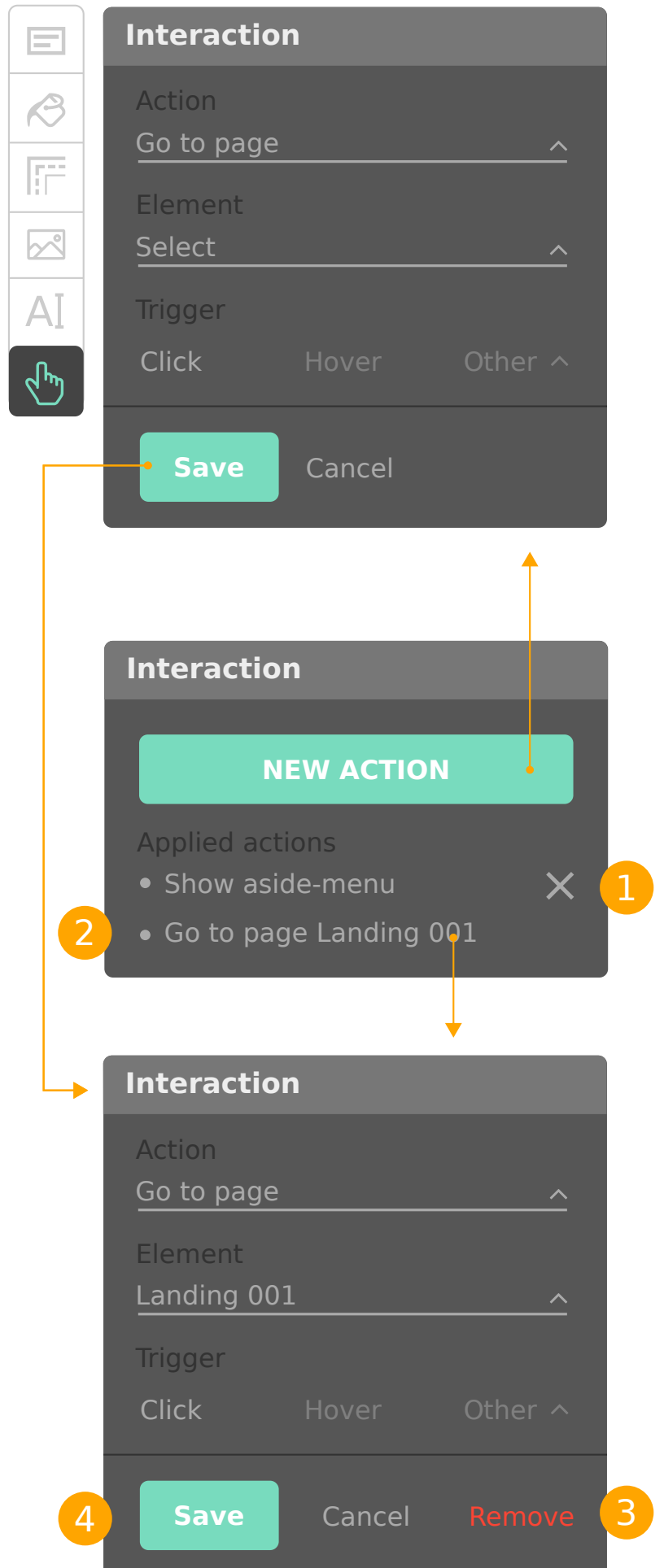
Basic flow

If there is no action applied to the element the first state will be the preselection of the most common use: Go to page on click.

If there are already actions applied the user will have two options:

- Add new action
- Update applied action

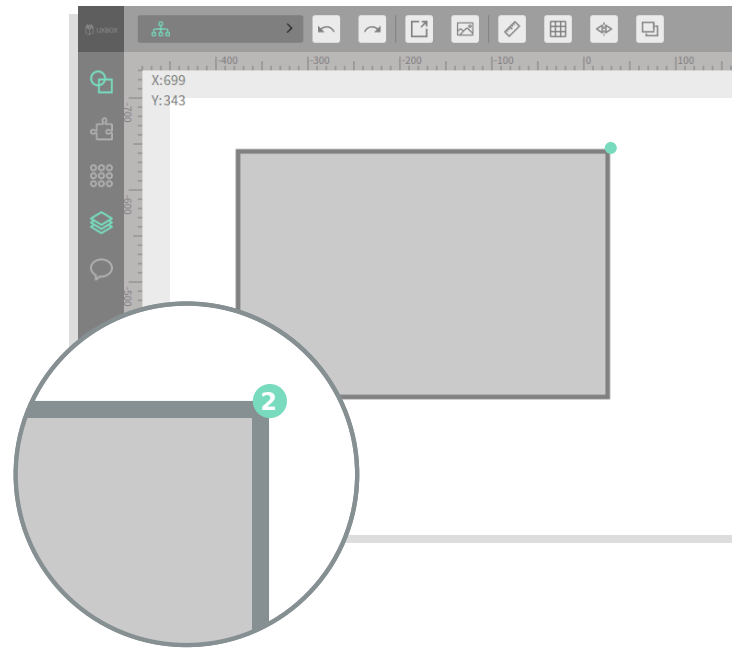
- 1 On hover a remove button will be shown.
IDEA: copy/paste interactions
- 2 Text: Action + Element.
- 3 Once applied, you can also remove it.
- 4 "Save" button will look disabled until everything needed for the action is set.



Identify

Each element with one or more actions applied will be 'marked' with a bullet on the top right corner of the element area.

The bullet will also show the number of interactions applied to it.



Preview and test

A button in the header will switch to preview mode, where you will be able to interact with the design.



Identify on preview mode

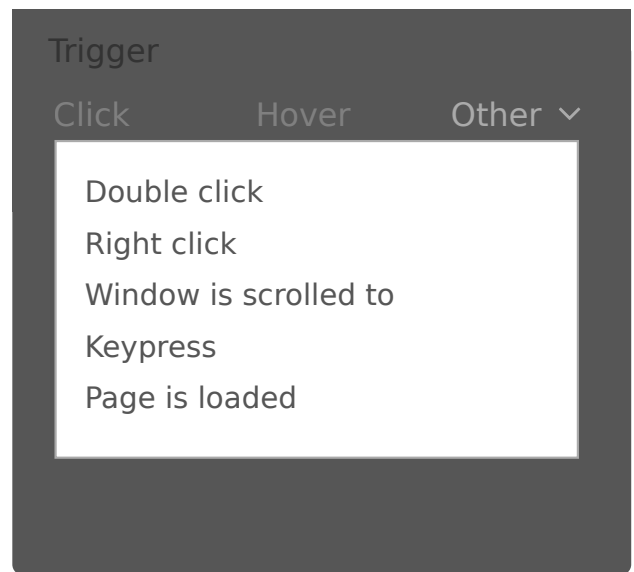
Clicking on the preview page will provide feedback of the elements with interactions.

Note: Not sure of this feature yet. Maybe offering an option to switch it...



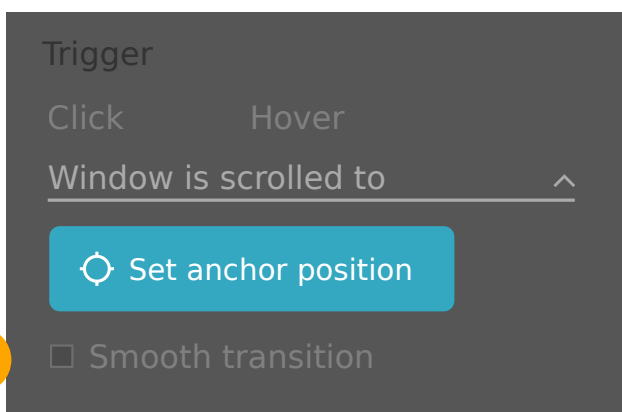
Triggers

- Click
- Double-click
- Right-click
- Hover
- Window is scrolled to (y-axis)
- Keypress (press a certain key)
- Page is loaded
- Focus (form element)
- Blur (form element)



Triggers - Window scrolled to

1- Click on the button to use the anchor position tool



2- Click on the canvas to set the y-axis position to scroll to on the action.



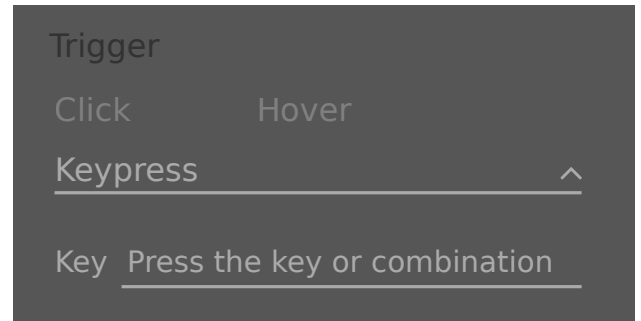
1 Cursor changed to "set anchor icon" + y-axis visual aid.

2 You can choose add a transition on the scrolling

3 Once position is set, y-axis info is shown on the button

Triggers - Keypress

- 1- Select "press the key or..."
- 2- Press the key
- 3- Selected key is shown
- 4- Selecting the key will go to 1



Trigger

Click Hover

Keypress ^

Key Press the key or combination

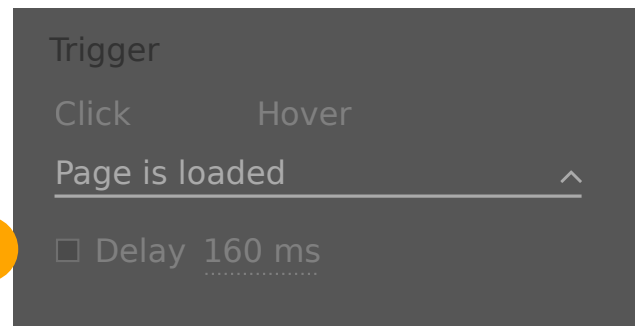


Key X

Triggers - Page is loaded

- 1- Click on the button to use the anchor position tool

1 You can set a delay



Trigger

Click Hover

Page is loaded ^

☒ Delay 160 ms



Actions

LINKAGE

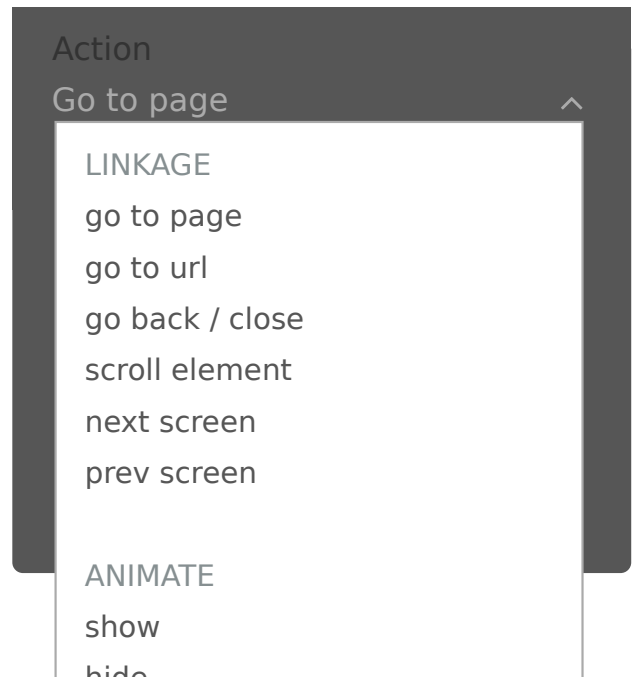
- go to page
- go to url
- go back / close
- scroll element (point the screen)
- next screen
- prev screen

ANIMATE

- show
- hide
- toggle show / hide
- opacity
- move by (move x pixels)
- move to (move to a set position)
- size
- color
- rotate

FORM ACTIONS (one day...)

- Disable
- Enable
- Select/check
- Deselect/uncheck
- Focus





Actions - go to page

Pages will be listed in alphabetical order.

A dark-themed configuration panel for the 'Go to page' action. It has a title 'Action' and a subtitle 'Go to page' with an upward arrow. Below is an 'Element' section with a 'Select page' input field, also with an upward arrow.

Actions - go to url

The url field will be focused and prefilled with "http://".
You will also be able to decide whether open the link in a new window on preview mode.

A dark-themed configuration panel for the 'Go to url' action. It has a title 'Action' and a subtitle 'Go to url' with an upward arrow. Below is an 'Element' section with a text input field containing 'http://'. At the bottom is a checkbox labeled 'Open in a new window'.

Actions - scroll element

The same tool used on triggers (view 004) to set the scroll position will be used to set the scroll position.

A dark-themed configuration panel for the 'Scroll element' action. It has a title 'Action' and a subtitle 'Scroll element' with an upward arrow. Below is an 'Element' section with a blue button labeled 'Set anchor position' (with a target icon) and a checkbox labeled 'Smooth transition'.

Actions - next/prev screen

This action will use the order decided for the user on the screens menu.

Actions - animate

Different animate actions will have different settings. UXBOX will show what is needed at the time is needed.

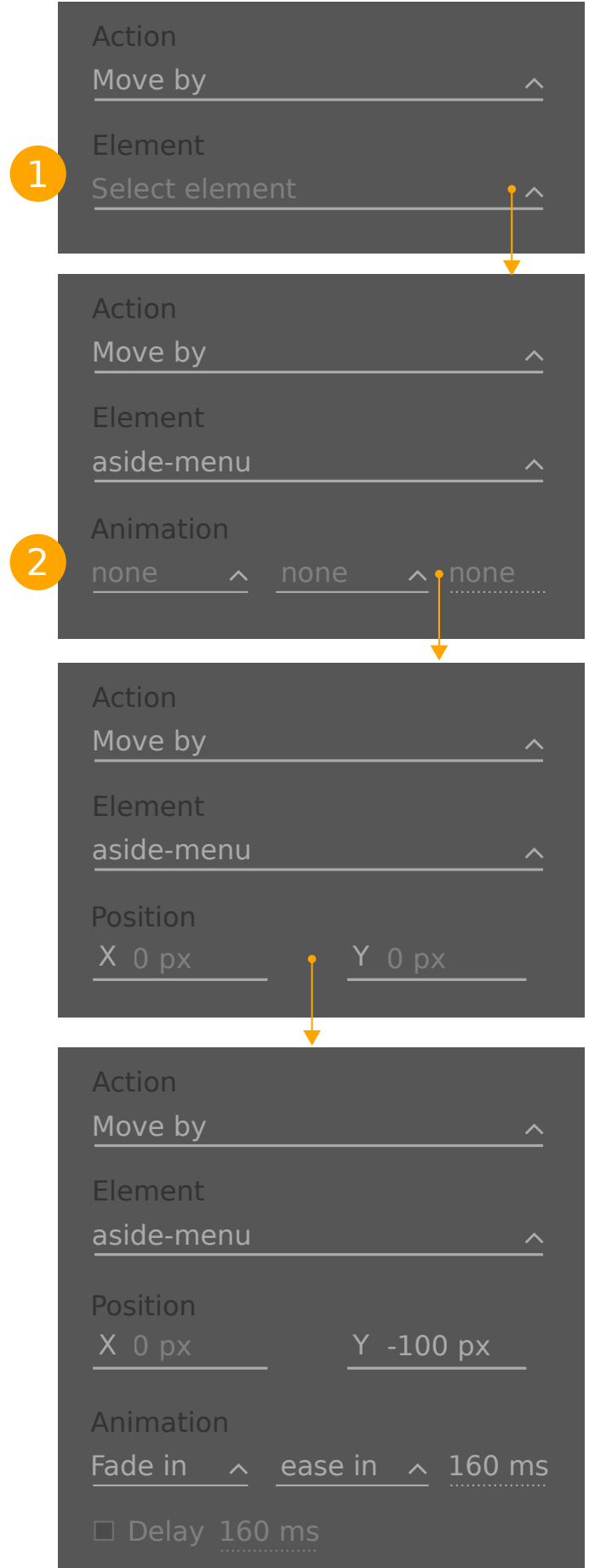
- 1 Elements options:
 - This element
 - List of smart objects + layers existing on the current canvas.
- IDEA: how hard would be to made a selecting element tool (similar at the "anchor position")?

- 2 Animations:
 - Fade in
 - Fade out

Effects:

- Linear
- Ease in
- Ease out

Once an animation is set, speed will automatically be set at 160 ms.



The image displays four sequential screenshots of the UXBOX 'Actions - animate' settings panel, illustrating the configuration process for an animation. Each panel is a dark gray box with white text and input fields.

- Panel 1:** Shows the 'Action' dropdown set to 'Move by' and the 'Element' dropdown set to 'Select element'. An orange circle with the number '1' is next to the 'Element' dropdown.
- Panel 2:** Shows the 'Action' dropdown set to 'Move by' and the 'Element' dropdown set to 'aside-menu'. An orange circle with the number '2' is next to the 'Animation' section.
- Panel 3:** Shows the 'Action' dropdown set to 'Move by' and the 'Element' dropdown set to 'aside-menu'. The 'Position' section shows 'X 0 px' and 'Y 0 px'. An orange arrow points from the 'Y 0 px' field to the next panel.
- Panel 4:** Shows the 'Action' dropdown set to 'Move by' and the 'Element' dropdown set to 'aside-menu'. The 'Position' section shows 'X 0 px' and 'Y -100 px'. The 'Animation' section shows 'Fade in', 'ease in', and '160 ms'. A checkbox for 'Delay 160 ms' is also visible.



Actions - animate - parameters

Show, Hide, Toggle show/hide:

- *No special parameters*

Opacity:

- Opacity (0.2)

Size:

- Size (width | height)

Move to:

- Position (X | Y)

Move by:

- Move (X | Y)

Color:

- Color (hexadecimal)

Rotate

- Degrees (-45°)