**UXPin Experience**

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**Context**: I worked with the VA Platform Spike Forms Library Team in August and September to update a clickable prototype in UXPin to pass to the customer at the close of the contract. I found UXPin difficult to work with, and heard that the previous designer had as well. This document articulates some of those challenges to help other UXPin users avoid them, and provide us more context if we get the choice to switch design programs in the future.

UXPin bugs I encountered, in order of severity:

1. **Deleting entire pages:** When updating content, UXPin deleted all layers on the entire page, 3-4 times over the course of one night. I had to manually re-create the pages from scratch. After this happened a few times, I started cloning the project in order to have a backup to fall back on if a page was wiped clean. I do not know what caused this bug.
2. **Autolayout and interactivity bugs:** UXPin is inexplicably buggy when it comes to linking/adding interactivity to objects that have, or link to, objects that use the auto layout feature. Sometimes the links don’t work, other times they take you to the wrong part of the page. The solution is to remove auto layout from anything that has links or gets linked to. The UXPin support team is aware that I had this bug, but unable to replicate it. Autolayout is a super helpful feature for forms and many other designs, so it’s a shame that you need to avoid this feature when using interactivity.
3. **Displaying links in the wrong place:** On one page, the highlighted areas indicating to the user where they should click were displaying dozens of pixels above and to the left of where they should display. I solved this by removing autolayout, then re-adding links.
4. **Not displaying a link hint:** When trying to link to a group of elements (e.g. burial allowance) further down on a mage, UXPin wouldn't recognize the group and didn’t show it in the list of options that I could link to. I had to delete and re-add the group to get it to recognize it. This was a one-time occurrence and I’m not sure what caused it.
5. **Upsetting spacing when removing autolayout:** When you remove autolayout, sometimes it disrupts the spacing of your previously nicely spaced elements. (This happened when I removed autolayout from the stepper on page 1.0 of the desktop version. It looked fine in Edit mode, but the spacing was way too much in Preview mode.) The solution is to manually re-space the elements, or add autolayout again (which puts you at risk of experiencing bug #2, above).
6. **Link hints not displaying in nested groups:** I had a case where I had a deeply nested object (a button nested within other groups), and UXPin didn’t show the highlight hint for the user, indicating that they should click it. I could not figure out the cause. The solution was to remove the link and put a hot spot over the button, which shouldn’t be necessary.
7. **Importing from Sketch:** I heard importing from Sketch was very buggy and difficult, though I didn’t try it myself.

UXPin feature requests:

1. I wish there was a Paste to Replace feature, like Figma has.
2. I wish you could resize the frame to the size of the objects on it (otherwise you have to manually resize each frame once you’ve set the final spacing of the objects on it, which is very time consuming and prone to lots of change.)

Other UXPin notes:

* UXPin allows drag and drop elements from Storybook. We aren’t sure how straightforward this is, but it would be a great feature if it works well. We want to research this.

Sketch

* Neither Sketch nor Figma is Fedramped (we’re not sure about UXPin)
  + Sketch says they won’t do it.
  + Figma sounds like they have intent to get there.
* Figma seems like the best option (robust product, used by many in the design community), but it’s not used by the VA right now so it’s unlikely that we’d start using it unless something changed with the VA.
* Does offer [prototyping features](https://www.sketch.com/docs/prototyping/), which would negate the need for UXPin. However, it may not have a few key features that we’d like:
  + For example: Does Sketch allow you to type into an element? We think not, and we need this feature. Worth more research.
  + Does Sketch offer a select menu? (Sketch + Invision does, but Invision is too pricey.)