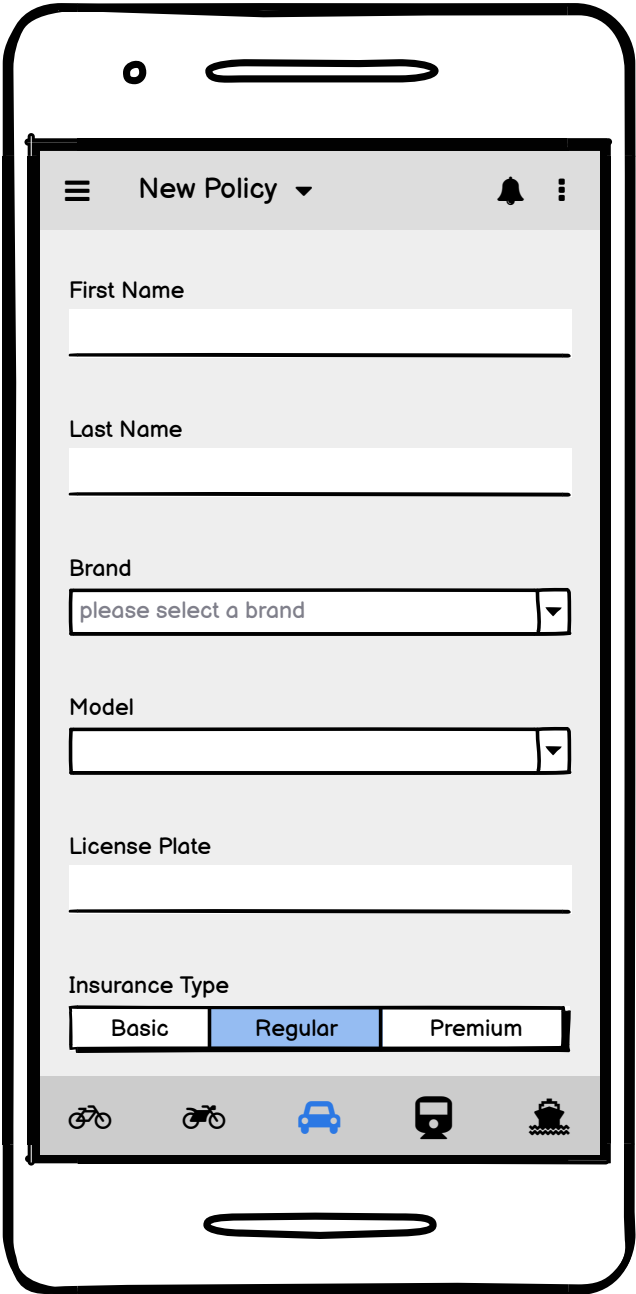
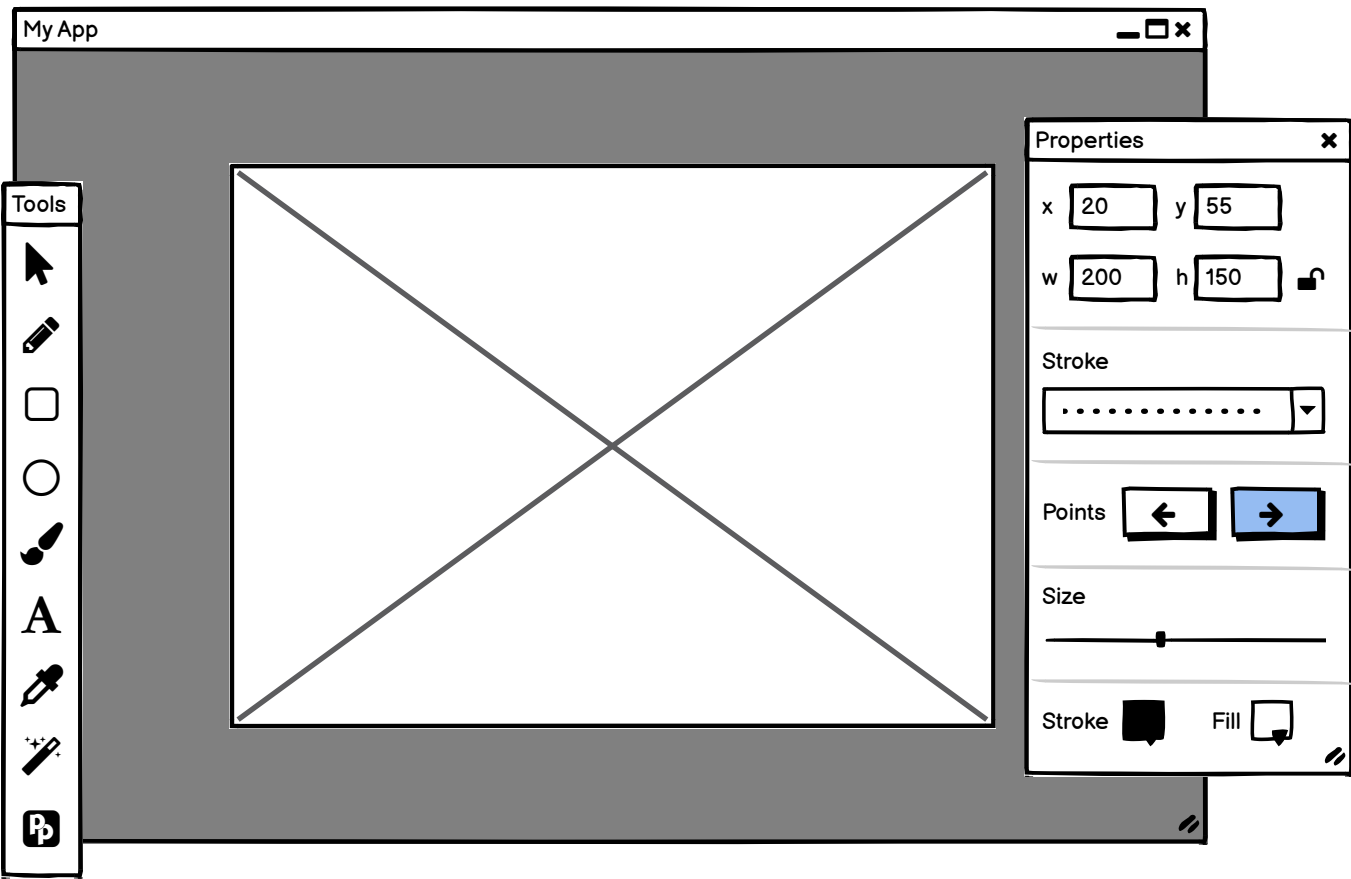


What can you wireframe with Balsamiq?

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

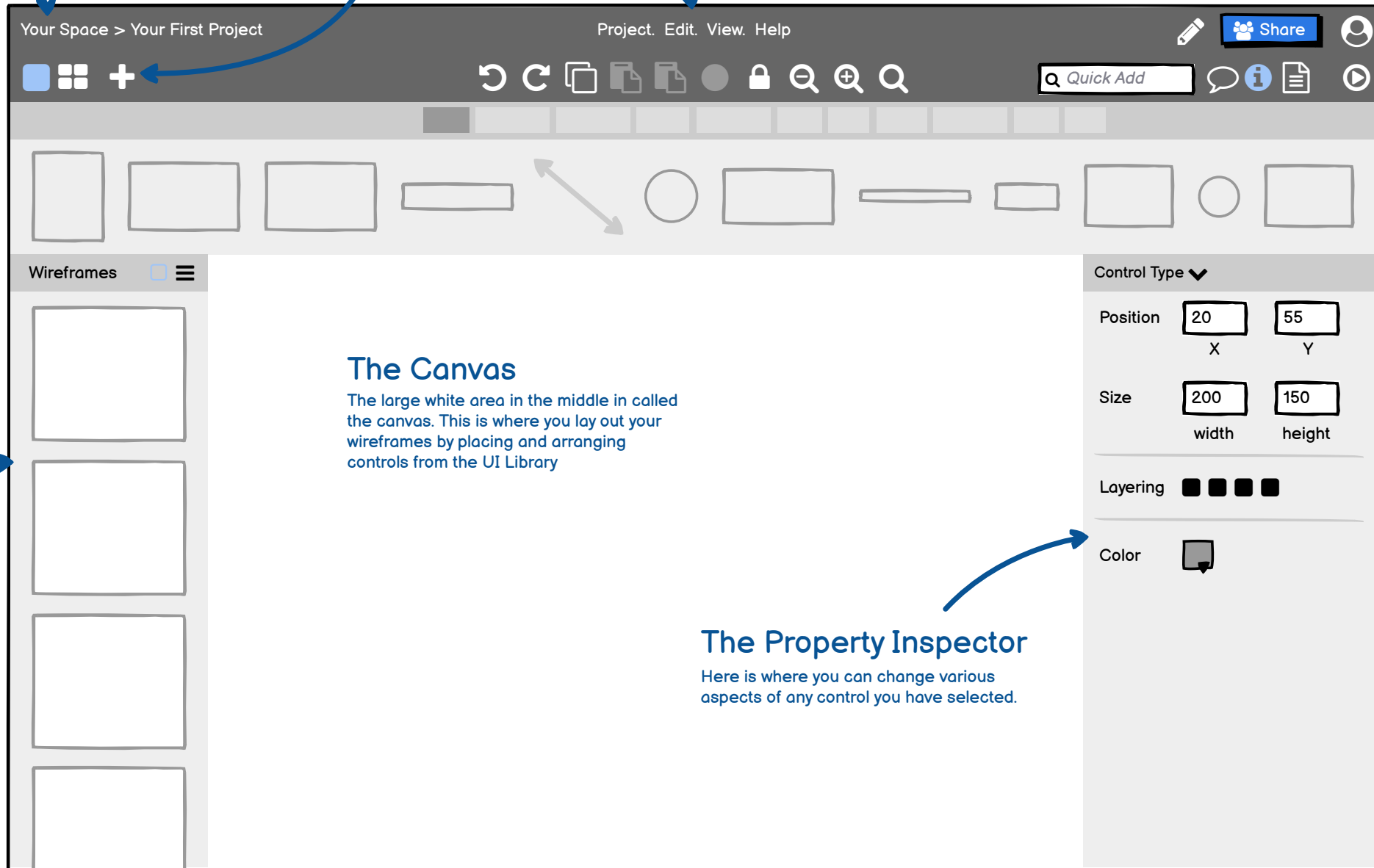
This is how you move through the different wireframes (pages) in your project.

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.



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.

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.

