Learn Axure RP
CORE TRAINING:
Complete 6 Step-By-Step Tutorials in 1 Hour

DON'T WORRY, WE MADE SOMETHING FOR YOU.
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CORE TRAINING #1: Getting Started

1: CREATE A BLUE BUTTON

1. Drag and Drop a Button Shape
   Drag the Button Shape Widget from the Widgets pane and drop it onto the design area.

2. Edit Text to “Next Page”
   With the Button Shape Widget selected, type “Next Page” to edit the text on the Widget.

3. Set Fill Color to Blue
   With the Button Shape selected, choose a blue color using the Fill Color Button in the Toolbar.

2: ADD A LINK

1. Click “Create Link…”
   With the Button Shape Widget selected, click the “Create Link…” option in the Interactions tab.

2. Select Page 1
   In the Link Properties Dialog, select Page 1.

3. Click Preview
   Click the Preview Button in the toolbar and test your link.
3: PUBLISH TO OUR CLOUD HOSTING SERVICE, AXURE SHARE

Click AxShare Icon
In the toolbar, click the AxShare Icon.

Create an Account
With Create Account selected, enter an Email & Password, and check to agree to the terms.

Click Publish
Click the Publish Button to get a URL you can share.

4: GENERATE HTML FILES LOCALLY

Click Publish Icon
In the toolbar, click the Publish Icon.

Click Generate HTML Files
Select “Generate HTML Files...”

Click Generate
Click the Generate Button.

Note: Viewing local files in Chrome requires an Extension.
GREAT START!

You’ve made your first Axure RP prototype

Now you can...

– Add widgets from the Widgets pane
– Format widgets using the Toolbar
– Add basic links from the Interactions tab
– Generate an interactive prototype
1: ARRANGE PAGES IN THE SITEMAP

Drag “Page 3” Up
Click and drag “Page 3” slightly above and to the right of “Page 2”.

Right-Click to Delete “Page 2”
Select Page 2 in the Sitemap and then right-click and select [Delete].

Add a New Page
Select “Page 3” and right-click. Select [Add > Child Page].

Rename Pages
Rename “New Page 1” to “Last Page”.
Use a slow left-click to rename “Page 3” to “Page 2”.

2: SHOW THE GRID AND CREATE GUIDES

Open the Last Page
Double-click “Last Page,” in the Sitemap. This will open a new tab above the design area.

Toggle the Grid
Right-click the design area and select [Grid and Guides > Show Grid].

Create Guides
Right-click on the design area again and select [Grid and Guides > Create Guides].

Select Preset
Select the “960 Grid: 12 Column” option.

Click OK
Click the OK Button to create your guides.
3: ADD A SINGLE PAGE GUIDE

Drag a Page Guide from the Ruler
Click and drag from the top ruler onto the design area to create a Page Guide at Y: 35. Holding the Ctrl key (Cmd key on Macs) while dragging would make it a Global Guide.

Drag and Drop an Image Widget
Drag an Image Widget from the Widgets pane and drop it when the left edge snaps to the Guide at X:90 and the top edge snaps to the Guide at Y:35.

Resize the Widget
Click and drag the resize handle on the right side of the Image to snap it to the Guide at X:230.

4: CENTER THE PAGE

Select the Page Style tab
Select the Page Style tab in the Page Properties tab.

Center Align the Page
Select the Center Align Button so the page will be centered in the generated prototype.
5: CHANGE THE BACKGROUND COLOR OF ALL PAGES

Open Page Style Editor
Click the Page Style Editor Button to make formatting changes to all your pages.

Select the Color
In the Page Style Editor, select a background color.

Click OK
Click the OK Button to change the background color.

PREVIEW THE PROTOTYPE

Preview your prototype. The Sitemap changes are reflected in the prototype’s Sitemap. Notice that the background color has been changed on all of your pages because we changed the default style in the Page Style Editor. The Image Widget is on the Last Page.

GREAT WORK!

You’re managing pages like a pro

Now you can...

— Add, delete, and move pages in the Sitemap
— Use the Grid and Guides to help layout Widgets
— Format a page in the Page Style tab
— Make style changes to all pages using the Page Style Editor
1: ADD A BUTTON SHAPE AND SET THE MOUSEOVER STYLE

- Add a Button Shape: Drag the Button Shape Widget from the Widgets pane and drop it on the Design Area.
- Open the Interaction Style Dialog: Select MouseOver from the Properties tab and check the boxes for bold and fill color. Then, select a gray fill color and click OK.

2: DUPLICATE AND DISTRIBUTE THE BUTTON SHAPES

- Drag to Make 3 Copies: Hold the [Ctrl] key and drag to duplicate the Widget. If you’re using a Mac, hold the [Option] key instead. Do this 3 times to have a total of 4 Widgets.
- Select the Widgets: Select all the button shapes by left-clicking while holding and dragging.
- Align and Distribute: With all the buttons selected, click the Align Middle and then the Distribute Horizontally Buttons in the Toolbar.
- Edit Text on Button Shapes: Select, then name each button as shown. They should match the pages in the Sitemap.
3: CONVERT THE BUTTON SHAPES TO A MASTER

1. Select the Button Shapes
   - Click and drag to select all four buttons.

2. Convert to Master
   - Right-click the four selected buttons and then select [Convert to Master].

3. Name the Master
   - Name the Master "NavigationHeader".

4. Chose Behavior
   - Select the radio button for "Lock to Master Location".

5. Click Continue
   - Click the Continue Button to create your Master.

4: PLACE THE MASTER ON EACH PAGE

1. Open Page 1
   - Double-click "Page 1" in the Sitemap to open it in the design area.

2. Drag Master on Page
   - Drag the Master from the Master’s pane and drop it on the design area for “Page 1”.

3. Repeat
   - Open “Page 2” and “Page 3” and drag and drop the Master onto each of them.
5: ADD LINKS TO THE BUTTON SHAPES IN THE MASTER

Double-click to open Master
Open the “Navigation Header” Master by double-clicking.

Select Home Button
Select the Home Button in the Master

Click Create Link
Click Create Link in the Interactions tab.

Select Home Page
Select the Home Page from the droplist.

Repeat
Repeat steps 2-4 on each button to link them to their corresponding pages.

PREVIEW THE PROTOTYPE

Preview your prototype. Move your mouse over the buttons to see the MouseOver style and click them to navigate between your pages. Notice that the links added one time in the Master work on all of the pages.

AWESOME!
One edit of your Master makes changes everywhere.

Now you can...
— Edit a Widget’s MouseOver Style
— Convert Widgets into Masters
— Place a Master anywhere and have it snap into place
1: ADD A BUTTON SHAPE AND TWO TEXT FIELDS

Add Button, two Text Fields
Drag a Button Shape Widget and two Text Field Widgets and drop them on the design area.

Edit Text on Button
Edit the text on the Button Shape Widget to read, “Swap Focus”.

Label the Button
With the Button Shape Widget still selected, label it “Button1” in the Widget Interactions and Notes pane.

Edit Hint Text
With the first text field selected, edit the hint text in the Properties tab to read, “Text Field 1”.

Label TextField1
Label the Text Field “TextField1”.

2: DISABLE THE SECOND TEXT FIELD

Edit Text Hint
Edit the hint text on the second Text Field Widget to read “Text Field 2”.

Disable Text Field 2
In the Properties tab, click “Disabled”.

Label TextField2
With Text Field 2 selected, label it “TextField2”.
3: MAKE CLICKING THE BUTTON DISABLE THE FIRST TEXT FIELD

1. Select Button1
2. Edit OnClick Event
3. Add Action to Disable
4. Specify TextField1
5. Don’t Click Yet

Select Button1
Click to select the “Swap Focus” Widget.

Edit OnClick Event
Double-click the “OnClick” Event in the Interactions tab.

Add Action to Disable
Select the Action in the left most column for “Disable”.

Specify TextField1
Check the box for “TextField1” in the far right column.

Don’t Click Yet
We’re not quite done with this Case yet. In the next step, we will add a third Action.

4: AND ENABLE THE SECOND TEXT FIELD

1. Add Enable Widget Action
2. Specify TextField2
3. Don’t Click Yet

Add Enable Widget Action
Add another Action to the same Case by clicking on “Enable”.

Specify TextField2
Check the box for “TextField2”.

Don’t Click Yet
We’re not quite done with this Case yet. In the next step, we will add a third Action.
5: AND SET FOCUS ON THE SECOND TEXT FIELD

1. Add Set Focus Action
   Add another Action to the same Case by clicking on “Focus.”

2. Specify TextField2
   Check the box for “TextField2.”

3. Double-Check the Actions
   Make sure that all the Actions appear exactly as in the image above.

4. Click OK
   Click the OK Button to confirm all of the changes.

6: SET FOCUS ON TEXT FIELD 1 WHEN THE PAGE LOADS

1. Add a Case to OnPageLoad
   Double-click the “OnPageLoad” Event under the Page Interactions tab.

2. Add Set Focus Action
   Select the Action in the left most column for “Focus.”

3. Specify TextField1
   In the far right column, check the box for “TextField1.”

4. Click OK
   Click the OK Button to confirm all of the changes.
IMPRESSIVE!

With your new knowledge of interactions,

Now you can...

– Add Cases to Events
– Use the Case Editor to add Actions to Cases and configure the Actions
– Add Interactions to both Widgets and Pages
CORE TRAINING #5: Introducing Dynamic Panels

START A NEW FILE

1: ADD AN IMAGE AND A BUTTON SHAPE

Download “AxureBikePics.zip” and unzip the folder of images on your computer. You can use your own images, if you prefer.

Add Widgets
Place an Image Widget and a Button Shape Widget on the design area as shown.

Select Image
Double-click the Image Widget and select the first image: “BlueBike1”.

Click Open
Click “Open” to use the picture. Click “Yes” if asked to autosize.

Edit Text on Button
Edit the text on the Button Shape to read “Next”.

2: CONVERT TO DYNAMIC PANEL AND ADD STATES

Convert to Dynamic Panel
Right-click the Image Widget and select (Convert to Dynamic Panel).

Label Dynamic Panel
Label the new panel “DynamicPanel1”.

Duplicate First State
Select State1 and click the Duplicate State icon twice in the Widget Manager.

Label Each State
Slow double-click to label the states “BikeLeft”, “BikeMiddle”, and “BikeRight”.

Download & Unzip
Download “AxureBikePics.zip” and unzip the folder on your computer.

Add Widgets
Add Widgets
Add the states “BikeLeft”, “BikeMiddle”, and “BikeRight”.

Select Image
Select Image
Select the image “BlueBike1”.

Click Open
Click Open
Click “Open” to use the picture. Click “Yes” if asked to autosize.

Edit Text on Button
Edit the text on the Button Shape to read “Next”.

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3: ADD AN IMAGE TO EACH STATE

Open state BikeMiddle
Double-click the “BikeMiddle” State in the Widget Manager to open it in the design area.

Import Image
Double-click the Image Widget and import the second image.

Click Open
Click “Open” to use the picture.
Click “Yes” when asked to autosize.

Repeat for BikeRight
Repeat steps 1-3 to place the third image on the “BikeRight” State.

4: MAKE CLICKING NEXT SET THE PANEL TO THE NEXT STATE

Select Next Button
Select the “Next” Button Shape Widget on the Home page.

Add a Case to OnClick
Double-click the OnClick Event for the Button Shape to add a Case.

Add Action
Select the action in the left most column for “Set Panel State”.

Specify Panel and Options
Choose DynamicPanel1 and match the options for the action as shown above.

Click OK
Click the OK Button to add the Action.
EXCELLENT!

Now that you’re familiar with Dynamic Panels,

Now you can...

– Create Dynamic Panels with multiple states
– Open and edit Dynamic Panel States
– Add interactions to set the current state of a Dynamic Panel
CORE TRAINING #6: Conditions, Values, and Variables

1: ADD A TEXT FIELD AND BUTTON SHAPE

Add Text Field and Button
Place a Text Field Widget and a Button Shape Widget on the design area.

Label Text Field
Label the Text Field “UserNameTextField”.

Edit Text and Label Button
Edit the Button Shape text to read “Login”. Then label it “LoginButton”.

Edit OnClick for Button Shape
With the Login Button selected, double-click its OnClick Event to open the Case Editor.

2: ADD A CONDITION TO CHECK THAT THE TEXT FIELD IN NOT BLANK

Click the Add Condition Option
Click “Add Condition” to the right of the Description Field to open the Condition Builder.

Set the Condition Values
Match the values in each of the fields:
- “length of widget value”
- “UserNameTextField”
- “does not equal”
- “value” with the last field blank.

Click OK
Click the OK Button to return to the Case Editor.
3: SET THE ONLOADVARIABLE TO THE TEXT FIELD VALUE

- Add the Set Variable Action
  - In the Case Editor, add the Action to “Set Variable Value”.

- Select OnLoad Variable
  - Check the checkbox for OnLoadVariable.

- Set the OnLoad Variable
  - Match the values in each of the fields to:
    - "text on widget"
    - "UserNameTextField"

- Don’t Click OK
  - We’re not quite done with this Case yet. In the next step, we will add a second action.

About Variables
- Variables allow you to store values that are passed from page to page.
- You can condition on variable values and also set text on widgets to variable values.

4: ADD THE ACTION TO OPEN PAGE 1

- Add the Action for Open Link
  - Add another Action to the same case by clicking on “Open Link”.

- Select Page 1
  - Select “Page 1” as the destination for the link.

- Click OK
  - Click the OK Button to confirm all of the changes to this Case.
5: ADD A SECOND CASE FOR WHEN THE TEXT FIELD IS BLANK

Else If
By default, Case 2 is given an “Else If True” condition. This means that if the condition in Case 1 is not met, Case 2 will be performed.

In this case, if the Text Field is blank, it will link to Page 2.

1. Add a Second Case
With the Login Button still selected, double-click the OnClick Event again. This will open the Case Editor for Case 2.

2. Add the Action for Open Link
Add the Action for, “Open Link.”

3. Specify Page 2
Select, “Page 2,” as the destination for the link.

4. Click OK
Click the OK Button to confirm all of the changes to this Case.

6: ADD A RECTANGLE TO PAGE 1

1. Open Page 1
Double-click “Page 1” in the Sitemap to open it in the design area.

2. Add Rectangle Widget
Add a Rectangle Widget to Page 1.

3. Label Rectangle
Label the rectangle “WelcomeMessage”.

4. Add Case to OnPageLoad
Double-click the OnPageLoad Event in the Page Interactions tab.
7. SET THE RECTANGLE TEXT WHEN THE PAGE LOADS

Add the Set Text Action
Select the "Set Text" action.

Select the WelcomeMessage
Select the WelcomeMessage widget.

Click the fx Button
Click the "fx" Button to open the Edit Text Dialog.

8. PUT THE ONLOADVARIABLE IN THE WELCOME MESSAGE

Enter Welcome Text
Type the text "Welcome," include a comma and a space at the end.

Select OnLoadVariable from Droplist
Click on "Insert Variable or Function..." to open the droplist. Select "OnLoadVariable" to insert "[[OnLoadVariable]]" in the text.

Click the OK Buttons
Click the OK Buttons on all the open dialogs.
CONGRATULATIONS! YOU HAVE COMPLETED CORE TRAINING.

After this taste of conditions, values, and variables,

Now you can...

– Add conditions in the Case Editor and use the Condition Builder
– Set variable values to pass data across pages
– Set the text on widgets to include variable values

You are well on your way to becoming an Axure Master and ready to put your Axure RP knowledge to good use. Return to the Training Page to explore More Adventures.

Navigate back to the “Home” page and preview your prototype. First, leave the text field empty and click the Login Button. Because the field was blank, you will link to Page 2. Use the Sitemap to go back to the Home Page, and this time, type your name into the blank field and then click the Login Button. You will link to Page 1 and see your name in the welcome message.
Nice to meet you

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