SOFTANDGUI

UXToolbox version 2.1

Getting Started Guide 2.1

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softandGUI - UXToolbox
Getting Started Guide v2.1

In This Guide

Welcome to softandGUI UXToolbox

Welcome to softandGUI UXToolbox, the all-in-one rapid application design and prototyping solution. Designed for beginners and experts alike, UXToolbox makes it quick and easy to design, develop, prototype and document User Interfaces of new and existing applications. Whether you are preparing a customer quote, creating a new website, mobile phone application, or experimenting with ideas in ways to modify an existing application, UXToolbox has all the tools and features you will need to create and document rich User Interfaces within one easy-to-use solution.

About this guide

This guide provides an overview of UXToolbox to help you get started. Depending on the version of UXToolbox you are using, some of the controls and features described in this guide may not be available.

If you are unable to find the help and information you are looking for here, why not visit our support pages at www.softandgui.co.uk/Pages/Support/Support.aspx or send an email to support@softandgui.co.uk

Installing UXToolbox

Follow one of the procedures below to install UXToolbox.

Installing UXToolbox using downloaded files

1. Navigate to the UXToolbox install package
2. Double-click the setup.exe file
3. Follow the on-screen instructions

Installing UXToolbox using an installation disc

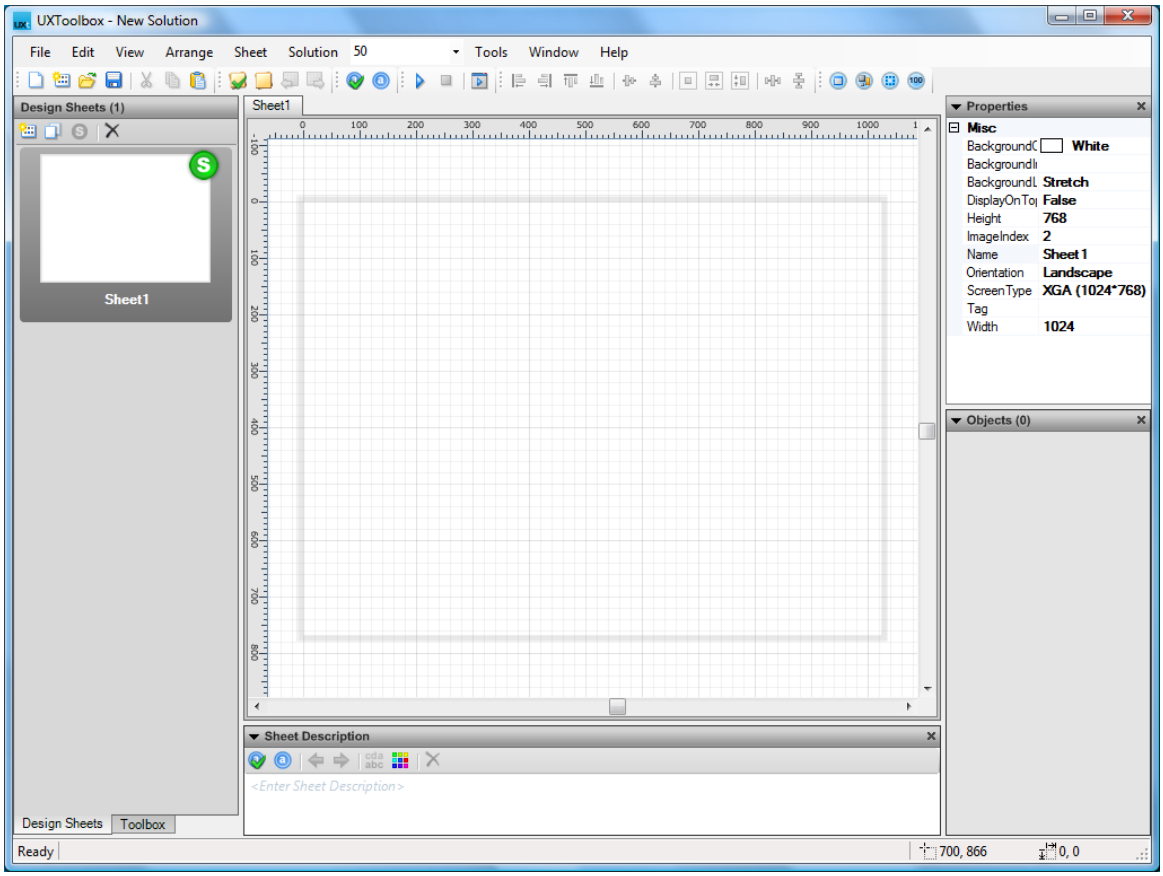
1. Insert the UXToolbox installation DVD into your DVD drive. If Autorun is enabled on your computer the UXToolbox installation window will appear and you can skip straight to step 4
2. Choose Start | Run
3. Type e:\setup (substitute the appropriate letter of your DVD drive for e)
4. Follow the installation instructions that appear on the screen.

Getting to Know UXToolbox

Launching UXToolbox

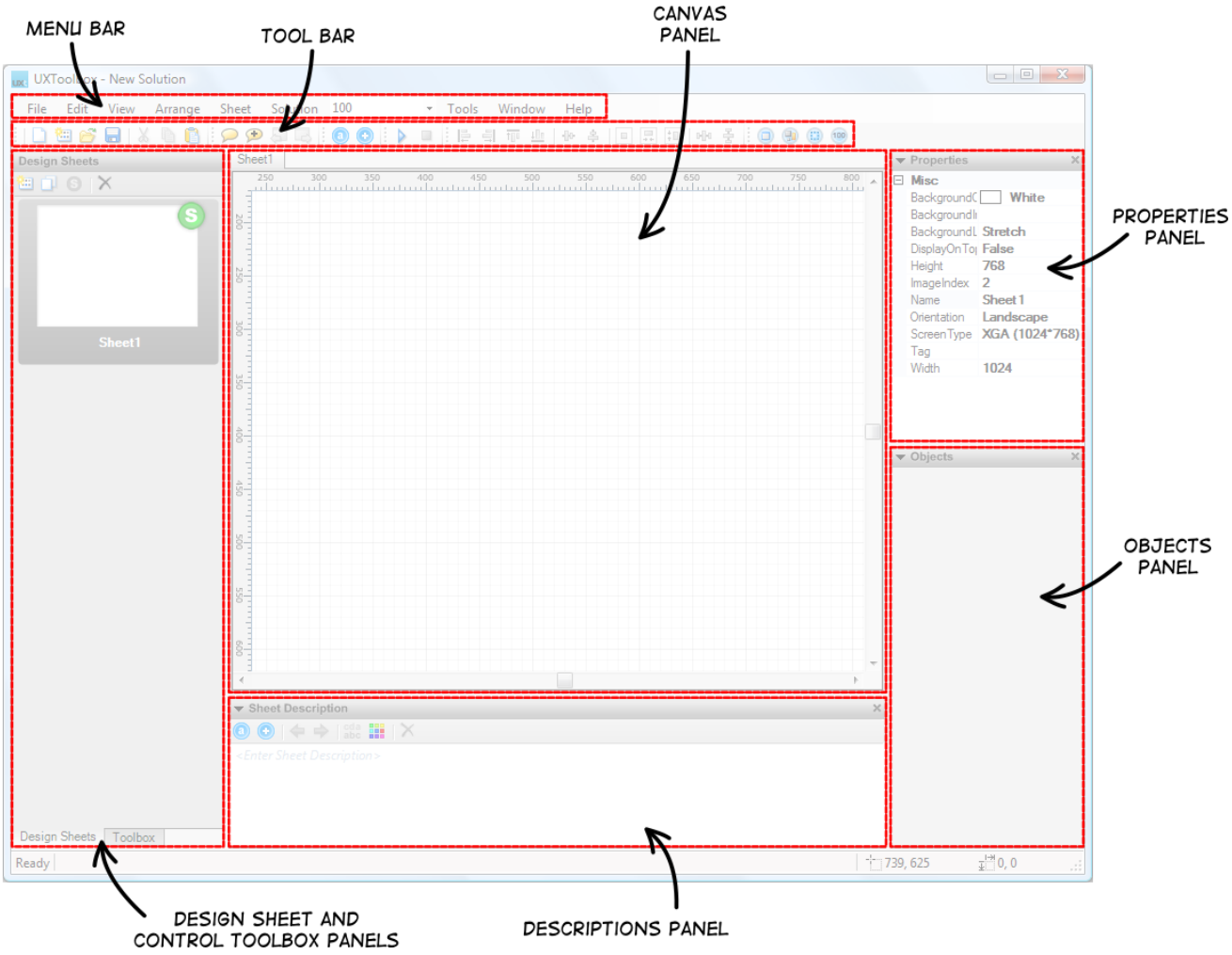
After installation double-click the *UXToolbox* icon on your Desktop or click '*Start|All Programs|softandGUI|UXToolbox*' to launch UXToolbox.

After a few brief moments the UXToolbox splash screen should be presented, shortly followed by the main UXToolbox Screen[1] (see below).



[1] Note if you are running the demonstration version of UXToolbox you will be presented with the Product Activation Screen. For more information on the Product Activation Screen please refer to the section 'Activating UXToolbox'.

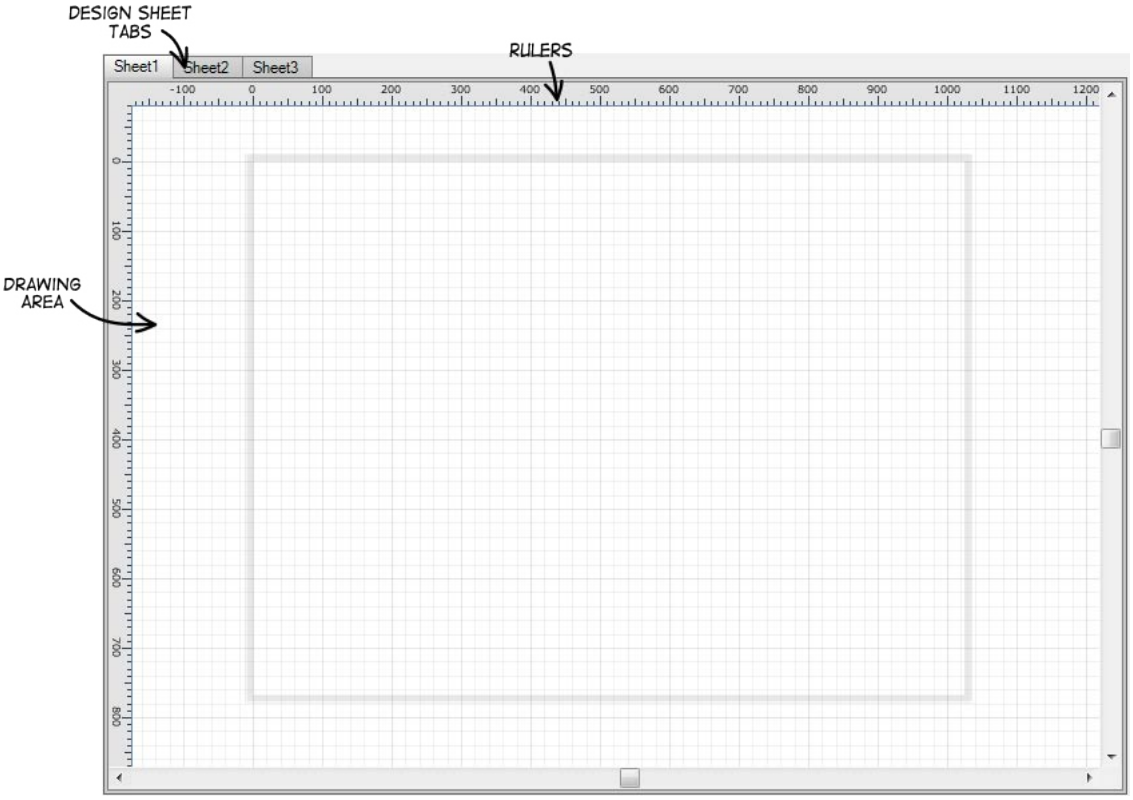
Navigating the UXToolbox Screen



OK, so you have managed to successfully install and launch UXToolbox, the next step is to find out where everything is and what is used for. The illustration above shows the main UXToolbox screen divided up into its main sections. These sections are as follows;

1. The Canvas Panel
2. The Design Sheet and Control Toolbox Panel
3. The Menu Bar
4. The Tool Bar
5. The Descriptions Panel
6. The Properties Panel
7. The Objects Panel

The Canvas Panel



The Canvas Panel is where all the fun happens! It contains the main drawing area and is where most of your time using UXToolbox will be spent bringing all of your ideas to life. Once you have created a new solution and selected a screen template (UXToolbox starts off with a default solution and screen so don't worry about that yet) you will be able to start dragging-and-dropping controls from the Control Toolbox onto the drawing area and designing the layout and content of your screens.

The simplest and maybe best way to think of the drawing area is like a big sheet of paper. Dragging a control onto the drawing area is just like drawing a picture of that control on the paper. By drawing lots of different controls and maybe adding some text and pictures here and there you can create a pictorial representation of your screen. The good news is, unlike paper, you don't have to reach for a rubber each time you change your mind and want to move, resize, customise or even delete something. To make drawing your screens quicker and easier the drawing area contains lots of features such as rulers, guidelines, grids etc.

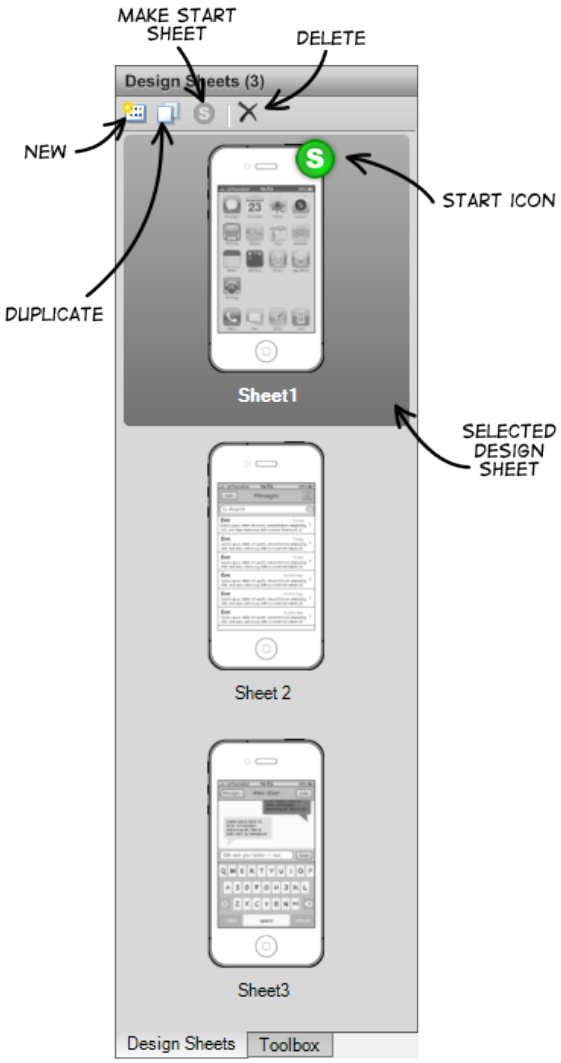
Measurements on the rulers, visible on the left and top edges of the drawing area when displayed, are specified in pixels to allow controls to be arranged with exact precision and are zeroed to the top left corner of the selected screen template.

Applications very rarely consist of just one screen. In order to design applications with more than one screen or window UXToolbox allows you to add multiple screens to your solution. Each time you open or add a screen to your design a new tab will appear along the top of the Canvas

Panel[2]. Each tab correlates to an open design sheet in the solution and enables you to quickly switch between the different screens of your design. Think of that sheet of paper again with your screen drawn on it. Now imagine that sheet of paper is in a pad of paper all filled with different pictures of screens. The tabs at the top of the Canvas Panel allow you to switch between the different drawings in your pad.

The Design Sheet Panel

The Design Sheet Panel comprises of a small toolbar across its top and a thumbnail list of all of the design sheets (screens) in the current solution. The thumbnails are updated in real-time, which means any changes to a screen's design/layout in the drawing area will be instantly reflected in the sheet's corresponding thumbnail. Unlike the tabs along the top of the Canvas Panel, which only show the open design sheets of the solution, the Design Sheet Panel displays thumbnail representations of all of the design sheets in the solution. The number in brackets in the panel's title bar reflects the number of design sheets in the current solution.



The high-lighted thumbnail in the list depicts the currently selected design sheet (i.e. the design sheet currently active in the drawing area). Clicking on a thumbnail in the Design Sheet Panel will select and open the corresponding sheet in the drawing area.

One of the thumbnails in the list will contain a small 'S' shaped start icon in its top right corner. The start icon indicates which sheet in the current solution the prototype presentation will start with when prototyping a Solution. A Presentation can start with any of the design sheets in a solution. Design sheets can be set to the starting sheet by either selecting the intended sheet and clicking the 'Make Start Sheet' button in the toolbar at the top of the Design Sheet Panel, or by right-clicking the thumbnail of the intended sheet and selecting 'Make Start Screen' from the popup

[2] You can add new screens to your design by clicking 'File|New|Design Sheet' and selecting the type of sheet or screen template you would like to use.

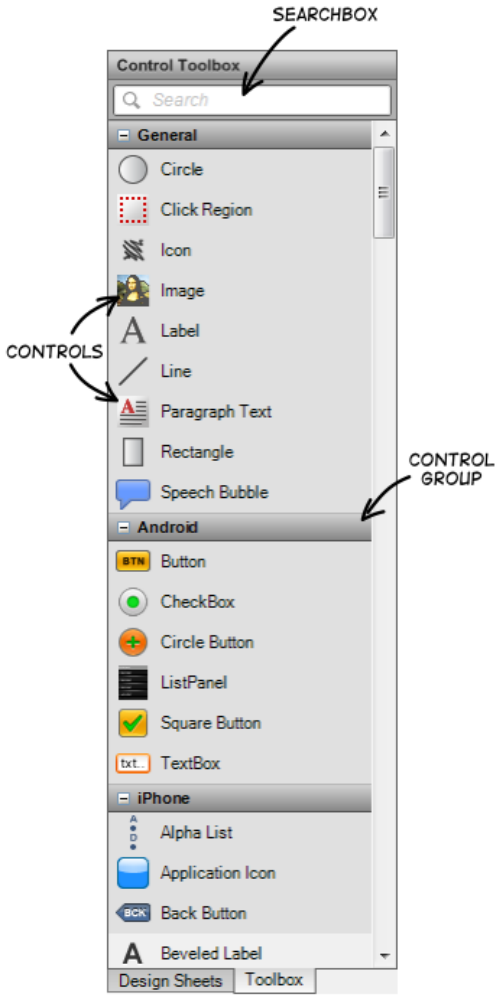
menu that appears. More Information on Running Presentations can be found in the section 'Prototyping your Designs'.

The Design Sheet Panel Toolbar contains shortcuts to some of the commonly executed tasks that are performed on Design Sheets. Such as; Adding a new Design Sheet to a Solution, Duplicating the currently selected Design Sheet, Deleting the selected Design Sheet and making the selected Design Sheet the start sheet for the prototype presentation.

The Design Sheet Panel can also be used to re-order the Design Sheets in a Solution. Simply select the thumbnail of the Design Sheet you wish to move and drag-and-drop it up or down the list. When you let go the list will be reordered with the selected Design Sheet in its new location.

The Control Toolbox Panel

The Control Toolbox Panel is where you can find all of the controls and elements supported by UXToolbox that you can use to design your wireframes and applications. The controls are sorted in an alphabetical list and are also categorized into logical, expandable and collapsible, groups.



There are two ways a control can be added to a design sheet. Either select the control you wish to add and simply drag-and-drop it onto the drawing area, or alternatively double-click the control and it will be placed on the sheet for you.

Remember don't worry if it starts off in the wrong place as you can simply move it to the position you want later.

The Control Toolbox Panel also contains a Search Box located at the top of the panel that can be used to search for a specific type of control or element in the list. To use the search box simply type the name of the control you require into the box. As you start typing the controls and elements in the list will be filtered so the list only contains the controls and elements that match your search. Once you have found the element you would like to use simply click or drag it from the list onto the drawing area as you would normally.

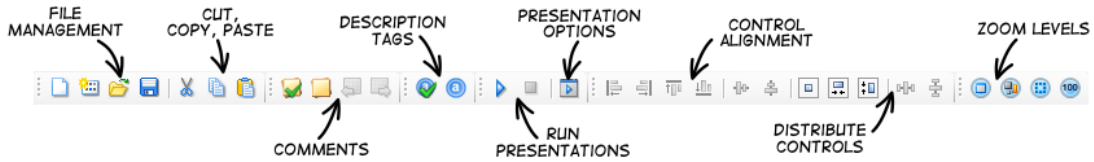
To return the control list to its normal state (i.e. displaying all the available controls) simply delete the text in the search box.

The Menu Bar

Anybody familiar to Windows will find the Menu Bar easy to follow. It is the home of all the commands that you can perform on your Design Sheets and Solutions i.e. Opening and Closing files, Cut, Copy and Pasting, Adding new Design Sheets to your Solution, or Exporting Design Sheets and Solutions to Word and PNGs, etc.

Possibly the only unfamiliar menu element will be the drop-down box in the middle of the bar. This is the Zoom Editor and it tells you what the current level of magnification in the drawing area is. It also contains a list of different zoom levels that you can select to zoom in or out of the drawing area. It's great if you want to work on a very small area of the screen, or if you want to see the entire area of a really big screen. It is also possible to type your own value into the Zoom Editor, just in case you don't fancy selecting any of the ones we have put in the list for you.

The Tool Bar



The Tool Bar is divided into logical groups and contains shortcuts to some of the commonly used commands you can find on the Menu Bar.

The **File Management** section contains commands to allow you to create new solutions and open and save existing ones. It also contains a shortcut button to allow you to add new Design Sheets to your solution.

The second group will be familiar to a lot of people; **Cut Copy and Paste**. Need we say any more?

The next group of buttons enable you to manage **Comments** so you can capture thoughts and ideas regarding your design sheets while you are working. Comments take the form of computerised post-it notes that you can stick all over your design sheets. They can be moved and resized just like the regular controls, but sit in their own imaginary layer so they can be easily hidden and do not interfere with the rest of your design. The left-most button will Show/Hide any comments you have in your solution. The button next to it will bring up a dialog allowing you to add a new comment to the current Design Sheet. The final two buttons enable you to navigate comment-by-comment through all of the design sheets in your solution.

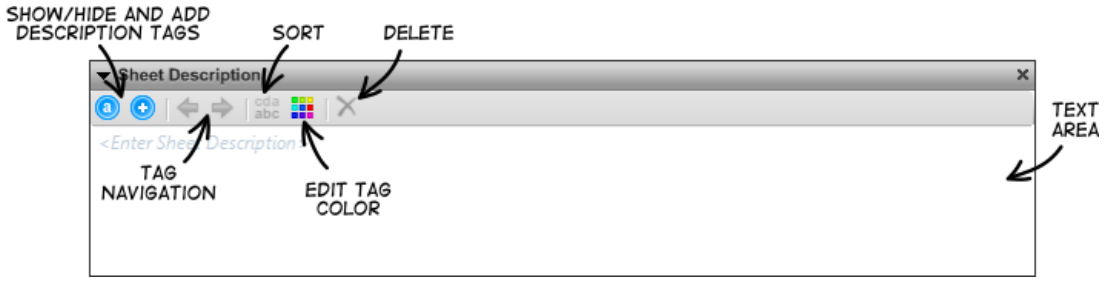
Similar to the comments group is the **Description Tags** group which enables you to Show/Hide and Add Description Tags to your design sheets. Description Tags can be used to describe areas of complexity and to document your Design Sheets. Descriptions Tags can be displayed in prototype presentations and can also be included when exporting the Solution to Word, PNGs, XML or printing. When a description tag is selected, its corresponding text can be edited in the Descriptions Panel. To get rid of a Description Tag simply select it and press Delete.

Once a series of screens/wireframes have been designed and linked together, you can press the ‘play’ button to run a **Presentation** and prototype the design. Presentations will start with whichever screen is marked as the start screen, indicated by the start icon in the Design Sheet Panel. The appearance of the presentation can be controlled and configured by clicking the **Presentation Options** button to open the Presentation Settings in the Options Window.

The **Align** and **Distribute** buttons can be used as a quick method of aligning and distributing the controls on the Drawing Area. One or more of the controls, depending upon the intended action, must be selected in order to use these shortcuts.

The final set of buttons control the **Zoom Levels** of the drawing area. There are 4 different zoom options here; Zoom to Device, Zoom to All Controls, Zoom to Selected Controls and Zoom to 100%. Remember the zoom level can also be controlled by selecting or typing a value into the Zoom drop-down editor in the file menu.

The Descriptions Panel



The Descriptions Panel enables you to add text descriptions to the design sheets in your solution. Simply type the text you wish to enter in the Descriptions Panel's text area and the text will be automatically associated with the currently selected sheet that is visible in the drawing area.

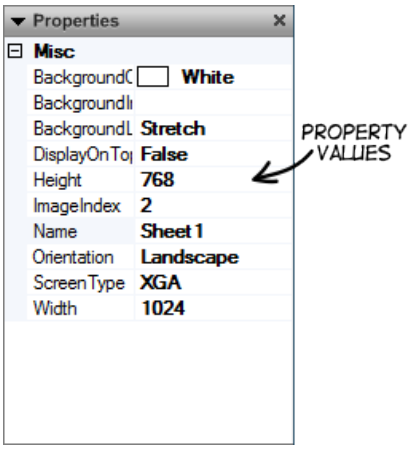
The Descriptions Panel also enables you to add Description Tags to your design sheets. A Description Tag is a small marker that can be placed onto your screens. It can be used to describe or document localised areas of complexity or provide additional information about the screen on the design sheet. e.g. '*the values on this screen are retrieved from the database*', or '*the advert will change each time someone visits the page*', etc.

The buttons along the top of the Descriptions Panel enable you to Show/Hide the Description Tags, Add new Description Tags to your Design Sheets, Navigate to the previous or next Description Tag. It also allows you to edit the colour of the Description Tags (the last thing you want are blue tags over the top of a blue screen) and to sort the order of the Description Tags placed on the Design Sheet by clicking the 'Sort' button. This can be quite useful if you have already added a few tags to a Design Sheet then realise you need to add a new one near the top.

More information regarding the Descriptions Panel can be found in the section 'Documenting Your Design Sheets'

The Properties Panel

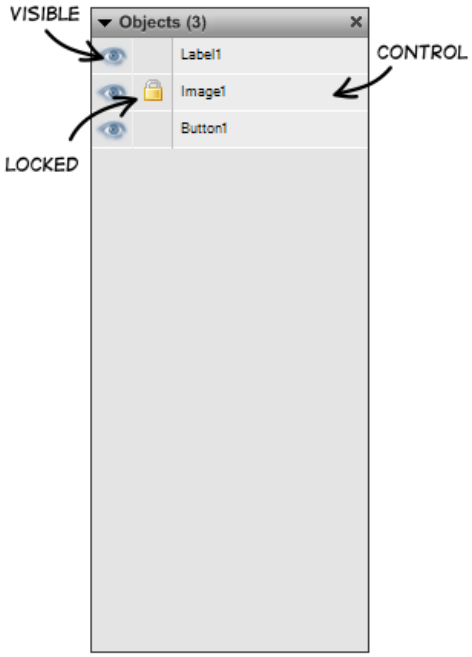
The Properties Panel contains all of the customisable properties for either the selected Design Sheet (the design sheet that is visible in the drawing area) or the currently selected control(s) in the drawing area. To edit the values in the Properties Panel simply click on the value of the desired field and type or select a new value.



To edit the properties of a design sheet make sure nothing in the drawing area is selected. To edit the values of a control, or a number of controls, select the desired controls in the drawing area.

The Objects Panel

The Objects Panel displays a list of all of the controls and elements currently placed on the selected design sheet. The number of controls and element on the sheet is depicted by the number in brackets in the panel's title bar. The Objects Panel can be used to view the order (layers) of the controls on the sheet and to make them visible/invisible or lock/unlock them.



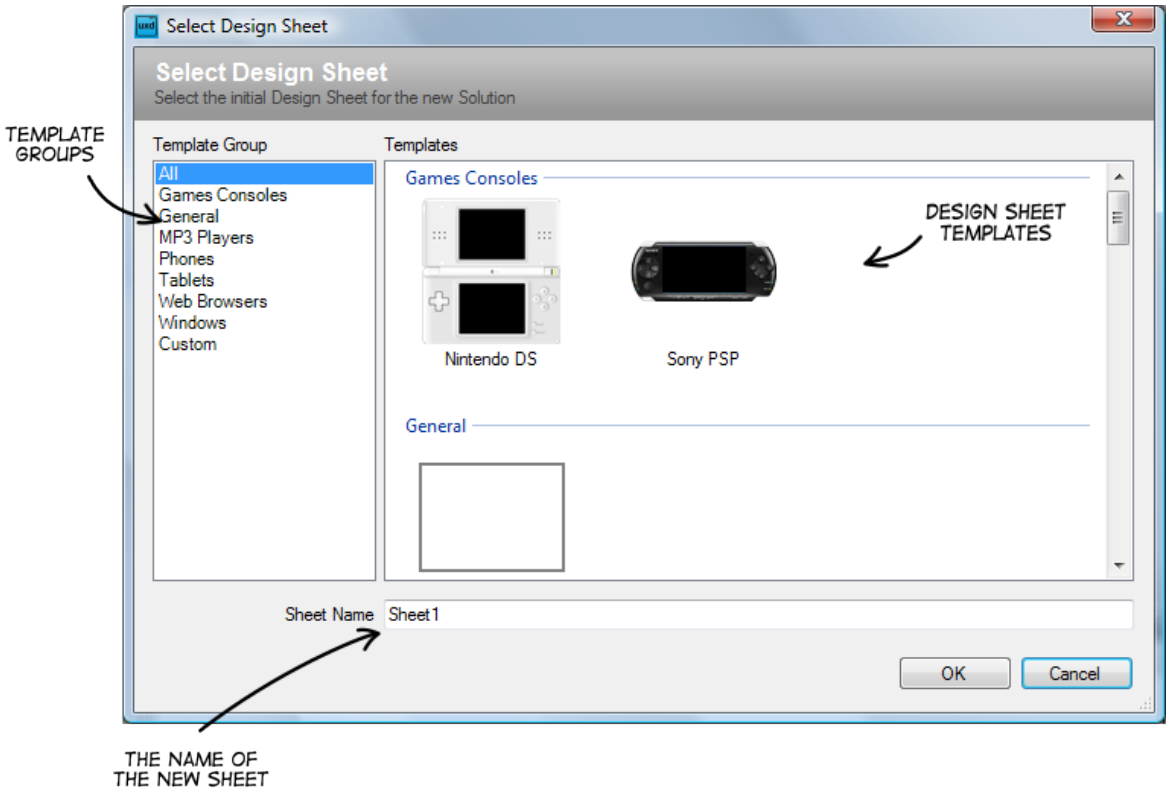
It is also possible to select controls by clicking on them in the Object Panel.

The Objects Panel can also be used to re-order the controls on a Design Sheet. To reorder the controls simply select a control on the Object Panel and drag it up or down the list. When the control is in the location you desire drop it. The list will be reordered and the control will be in the new location.

Creating a New Solution

In order to design a screen or an application in UXToolbox you must create or open a solution. A solution is just our way of grouping all the design sheets you have created into a file. Good practice might be to create a new solution for each application you design. By default UXToolbox starts with a new solution and a generic Design Sheet each time you launch it so you can get working straight away.

To create a new solution you must select 'File|New|Solution' from the menu or click on the 'New Solution' button in the Tool Bar. This will open the 'Select Design Sheet' dialog window (see below). You must use this window to select which template will be used for the first Design Sheet in the new solution.



UXToolbox comes with a wealth of templates enabling you to design applications for all manner of devices including; Games Consoles, MP3 Players, Mobile Phones, Tablet PCs, Web Browsers and of course Windows Applications. The Template Group list on the left of the window can be used to help find a specific Design Sheet Template amongst all these templates. It acts like a filter, only the templates that belong to the selected group will be displayed in the Template list.

Once you have found the template you wish to use in the Templates list, click on it to select it. When you are happy with your choice hit the OK button; a new Design Sheet, based on the selected template, will be created and added to your solution.[3]

You can also change the name of the new Design Sheet by typing a new name in the Sheet Name textbox before you click OK. Do not worry if you forget though, the name of the sheet can also be changed later using the Properties Panel on the main window.

Adding New Design Sheets to a Solution

Adding additional Design Sheets to a solution is handled in much the same way as selecting the first Design Sheet for a new solution. Select 'File|New|Design Sheet' from the main menu to open the 'Add New Design Sheet' dialog window, or simply click on the 'New Design Sheet' button in the Design Sheets Panel's toolbar.

A new Design Sheet Template can be selected in exactly the same way as it creating a new Solution. Plus,to save time hunting around the most recently selected Design Sheet Templates used in the Solution will displayed straight away in the 'Recent' template group.

Duplicating Design Sheets

UXToolbox allows users to duplicate Design Sheets in a solution. When a Design Sheet is duplicated, a new exact copy of the Design Sheet is created and added to the solution that contains all of the controls and elements that were present on the original Sheet with exactly the same appearances and properties. To duplicate the selected Design Sheet click the 'Duplicate' button in the Design Sheets Panel's toolbar or right-click on the thumbnail of a Design Sheet in the Design Sheets Panels list and select 'Duplicate'.

Deleting Design Sheets from a Solution

Occasionally it might be necessary to remove a design Sheet from your solution. To accomplish this you can either right-click on the design sheet in the Design Sheets Panel and select 'Delete' or click on Sheet|Delete' from the main menu. You can also use the 'Delete' button in the Design Sheets Panel's toolbar to delete the selected Design Sheet.

Renaming Design Sheets

Sometimes a situation might arise when you would like to rename a Design Sheet in your Solution. Maybe it wasn't named correctly when it was created it or maybe the functionality of the Sheet has changed and its current name is no longer appropriate. Whatever the reason, Design Sheets can be renamed either by deselecting all of the controls in the drawing area and

[3] Double clicking a template in the Templates list will perform the same operation as selecting it and hitting the OK button.

editing the Sheet's 'Name' property in the Property Editor. Or, by clicking on the Sheet's name in the Design Sheets panel then entering the new name in the popup text box that appears.

Reordering Design Sheets

The Design Sheet Panel can be used to re-order the Design Sheets in a Solution. Simply select the thumbnail of the Design Sheet you wish to move and drag-and-drop it to a new position up or down the list. When you let go the list will be reordered with the selected Design Sheet in its new location.

Swapping Design Sheets

Users of UXToolbox can swap the Template used by a Design Sheet without losing or changing the controls that are on it at any time. To swap a Design Sheet's template right-click on the thumbnail of the Design Sheet in the Design Sheets Panel's list and select 'Swap Template...' from the pop-up menu. This action will open the 'Swap Design Sheet' dialog window from which the replacement Template can be selected. This feature is great if you are looking to quickly turn the wireframes of an iPhone app into an Android app, or an iPad app, etc.

Working with Controls

Adding Controls

Controls can be added to the active Design Sheet (the one displayed in the drawing area) by dragging-and-dropping them from the Control Toolbox Panel onto the drawing area. Alternatively, you can click the control in the Control Toolbox Panel and let UXToolbox place it onto the active Design Sheet for you.

The final way to add a control to a Design Sheet is to select an existing control(s) and either Duplicate it (CTRL + D), or Copy and Paste a copy of the control onto the Design Sheet.

Finding Controls

The Control Toolbox Panel contains a Search Box located at the top of the panel that can be used to search for a specific type of control or element in the UXToolbox's control list. To search for a control simply start typing the name of the control you require into the search box. As you start typing the list will be filtered so that it only contains the controls and elements that match your search. Once you have found the element you would like to use simply click it or drag-and-drop it onto the drawing area as you would normally.

To return the control list to its normal state (i.e. displaying all the controls and elements available in UXToolbox) simply delete all the text in the search box.

Selecting Controls

A control is always selected when it is first added to a Design Sheet. A selected control(s) has 8 small squares around its bounding edge, indicating that it is selected. Controls can be selected using a number of different ways:

- Clicking on a control in the drawing area will select the control and deselect all other controls that were previously selected.
- Clicking on an unselected control whilst holding SHIFT will add the control to the list of selected controls. Conversely, clicking on a selected control whilst holding SHIFT will remove the control from the list of selected controls.
- Controls can also be selected by dragging a bounding rectangle around the controls you wish to select. Only the control completely enclosed by the rectangle will be selected.
- Lastly, controls can be selected by clicking on the names of the controls in the Objects Panel. As with the drawing area, multiple controls can be selected or deselected by holding SHIFT whist clicking on the desired control.

Controls must be selected to edit their values in the Property Panel. Multiple controls can be selected at the same time and in this situation only the common properties of all of the selected controls will be available in the Property Panel.

Moving Controls

Controls must be selected before they can be moved. Once selected it (they) can be dragged around the drawing area using the mouse or by typing new values for their positional properties in the Properties Panel.

It is also possible to nudge controls by one pixel in any direction by first selecting them then tapping the appropriate keyboard cursor key. To give the controls a bigger nudge (5 pixels) press and hold ALT whilst tapping the keyboard cursor keys

Aligning and Distributing Controls

UXToolbox provides a number of different options to enable you to align and distribute controls.

- If you select multiple controls you can align them all in any direction by selecting 'Arrange|Align' and then the alignment option you want (e.g. Align Left). It is also possible to align one or more controls to the horizontal and vertical centres of the template's screen using the same menu.
- Another method for positioning multiple controls is to use the Distribute commands on the 'Arrange|Distribute' menu. Distributing controls is a great way to quickly and easily space a group of controls evenly either horizontally or vertically across the drawing area.
- The grid on the drawing area can also be used to help align controls. The grid acts like a layer of transparent graph paper laid over the drawing area and can be displayed or hidden using the 'View|Grid' menu item.
- Using the 'Edit|Snap' menu it is possible to make controls jump and align themselves to the edge of template's screen area if you move them close enough to the edge.
- If you click on the rulers surrounding the drawing area and drag the mouse curser onto the drawing area you will add a guideline to the drawing area. Guidelines are either a horizontal or vertical line (depending upon which ruler you are dragging from) that you can place in a precise location on the drawing area. They are great if you want to align a control or a number of controls in a certain location. Similar to the 'Snap to Screen' option above, it is also possible to snap objects to a guideline using the 'Edit|Snap|To Guidelines' menu command.

Resizing Controls

Controls can be resized quickly and easily. Just click and drag one of the 8 boxes that surround the selected control(s). To resize a control in the X and Y axis at the same time click and drag a corner square.

If you would like to keep the same scale (aspect ratio) whilst you are resizing, press and hold the CTRL button whilst resizing.

Deleting Controls

Sometimes you may want to remove or delete a control(s) from a Design Sheet. To remove a control(s) first select them and then hit either the DELETE or BACKSPACE key on the keyboard. It is also possible to delete the selected control(s) by selecting 'Edit|Delete' from the main menu.

Layering Controls

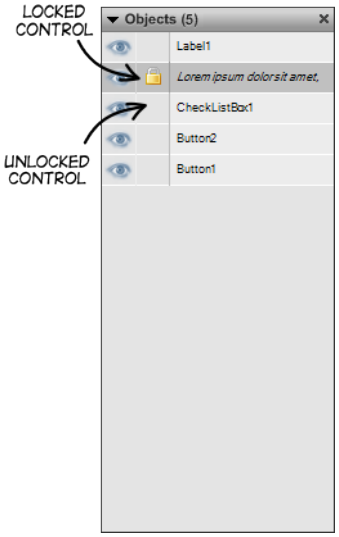
As a general rule controls are drawn on the drawing area in the order they were created. This can be a real problem if you have already added a number of controls to your design sheet then decide that you would like to add something new to the background. The order of the controls on a Design Sheet is depicted by the order of the controls shown in the Object Panel.

To avoid this problem it is possible to change the order that the controls are drawn on the design sheet. To achieve this first select a control or group of controls and then select either 'Up One', 'Back One', 'To Front' or 'To Back' from the 'Arrange|Order' menu.

Alternatively, it is possible to select a control in the Objects Panel and drag it up or down the control list to a new location. When the control is dropped the list will be redrawn to reflect the new order and the Drawing Area will be updated to reflect the new order of the controls on the Design Sheet.

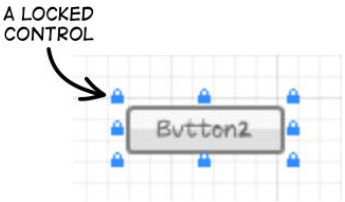
Locking Controls

There is nothing worse than carefully aligning and positioning a number of controls, then with a careless drag of the mouse scattering them across the drawing area. OK, we might be exaggerating the problem here but just in case, or to merely fix a control that you don't want to move or change, it is possible to lock a control so that its property values cannot be changed.



To lock a control and stop any of its values being changed, select the 'Arrange|Lock' item from the menu bar. Alternatively, you can click the second column for the corresponding control item in the Object Panel. A little padlock will be displayed in the second column of the Object Panel when a control is locked. Once selected, instead of 8 little squares, 8 little padlocks will be drawn around the bounding edge of the control indicating that the control is locked and cannot be edited.

Note: It is not possible to select a locked control and an unlocked control at the same time.



To unlock a control simply select it and click 'Arrange|Unlock' from the main menu, alternatively click on the padlock icon in the Object Panel.

Grouping Controls

Sometimes, especially if you are working with a complicated design, you may want to group a number of controls together. This can be easily achieved, simply select the collection of controls that you would like to group together and select 'Arrange|Group' from the menu.

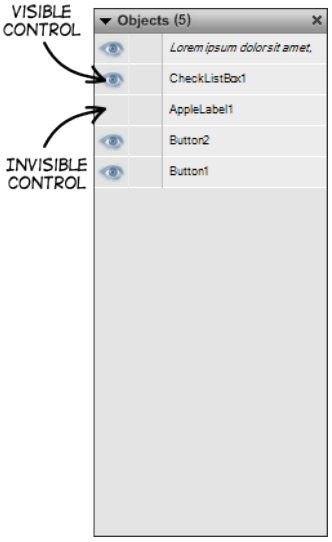
Once grouped the collection of controls will behave like a single control and will appear as a single (Group) entry in the Objects Panel. Grouped controls can be selected by clicking on any one of the controls within the group and moved, aligned and resized as if they were a single control.[4]

To ungroup a grouped collection of controls select the group and click 'Arrange|UnGroup' from the main menu.

Hiding Controls

Controls can be hidden on the drawing area without having to delete them simply by clicking on the controls visible (eye) icon in the Object Panel.

To make the control visible again, simply click in the column where the icon used to be.



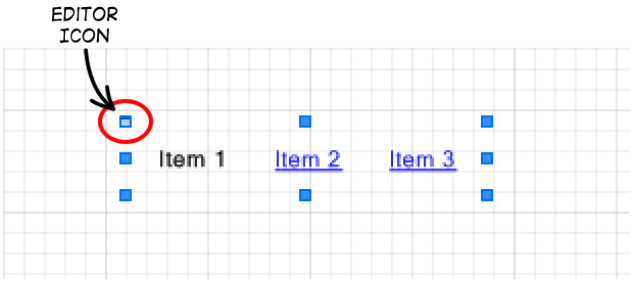
[4] It is possible to group a group of controls inside another group.

Advanced Controls

As discussed previously, controls can be edited and customised by first selecting them then changing their property values in the Properties Panel. For most controls this works great, but some of the controls supported by UXToolbox are a little more complicated than a simple rectangle or a button. These controls require their own unique editors to make them really usable and useful and are known as advanced controls.

Spotting Advance Controls

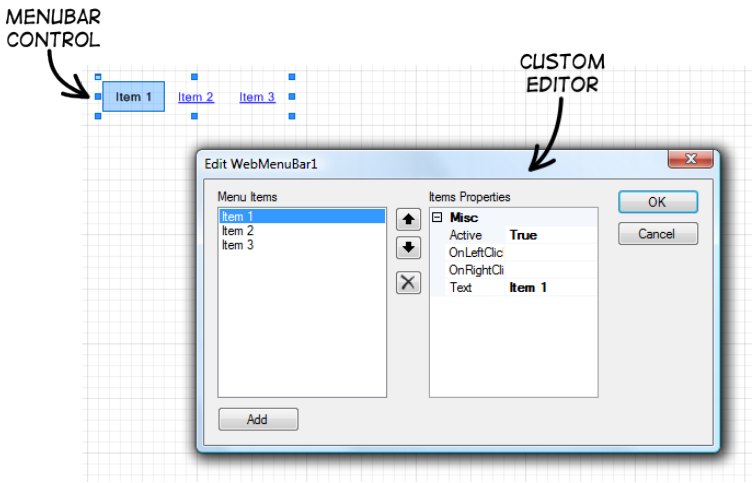
Advance controls can be easily identified by looking at the top-left blue square when the control is selected. If the selected control is an advanced control the little blue square that is normally visible will have been replaced by a special little 'Editor' icon. The Editor icon is our way of telling you that the control has its own unique custom editor associated with it.



Accessing a Control's Editor

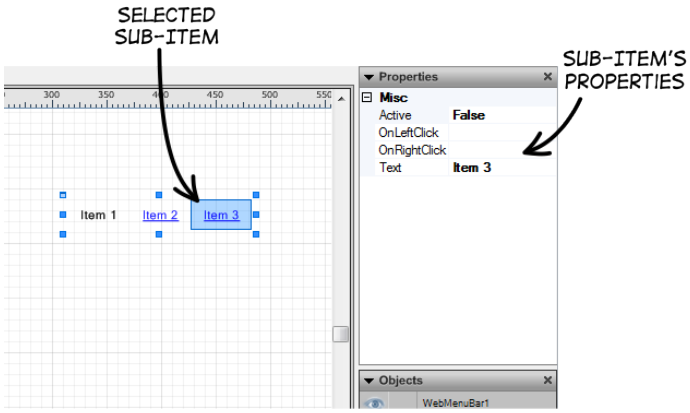
To access a control's custom editor double-click on the control in the drawing area. This action will open the control's editor. You can also right-click on the control in the Objects Panel and select 'Edit...' from the popup menu.

Different editors perform different tasks depending upon the control they are associated with. In the case of a MenuBar control the customer editor enables you to add, remove and configure individual menu items in the menu bar. In the case of a Table control the editor allows you to configure the content (data) displayed in the table.



Selecting Sub-Items

Individual sub-items on advanced controls such as MenuBars and StatusBars can also be individually selected and modified without using the custom editor via the Properties Panel.



To access a control's sub-item in the Properties Panel first select the control then, once the control is selected, click on the desired sub-item in the control. This action will select the sub-item and load its properties into the Properties Panel.

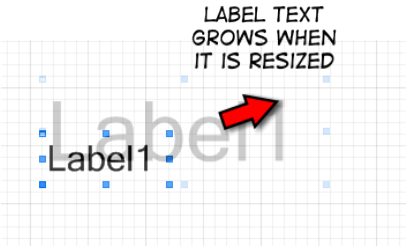
When a sub-item is selected it will be displayed with a transparent blue box over the top of it (see illustration) and the Properties Panel will now display the properties of the sub-item rather than the properties of the parent control. Clicking a selected sub-item again will deselect the sub-item and return the focus back to the parent control. It is also possible to deselect the sub-item and control completely by clicking off the control all together.

Working with Text

UXToolbox supports two different types of text control. The Label Text control and Paragraph Text control. These controls work quite differently and it is important to understand how they work and what they are intended for. As you would expect, both types of text controls allow you to modify the colour and the type of font used to draw the text.

Label Text

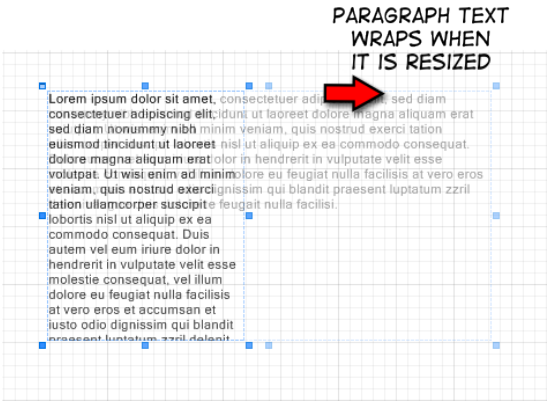
The Label text control is intended to enable the creation of titles or for labelling controls such as text boxes (basically, for short blocks of text). When a Label control is resized the text in the control grows or shrinks with the control (see illustration).



The text displayed in a Label control can be edited either by double-clicking the control to open its custom editor, or by selecting the control and typing a new value into its Text property in the Properties Panel.

Paragraph Text

The Paragraph Text control is intended for when you want to add big chunks of text to a design sheet.



By default the Paragraph Text control is populated with Latin text (lorem ipsum) when it is first placed on a design sheet. This text merely acts as a place holder and can be easily replaced via its custom editor with real text as and when you have it.[5]

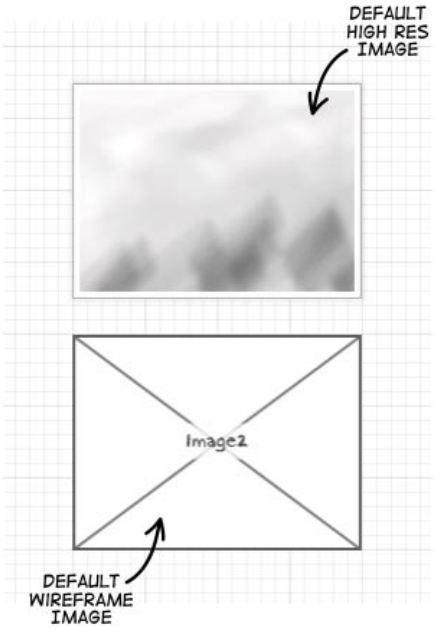
When resized, instead of the text characters growing or shrinking as they do with the Label text control, the text in the Paragraph Text control wraps to fill the new space of the control. It is still possible to resize the text of a Paragraph Text control. This is achieved by editing the values of the Font property in the Properties Panel when the control is selected. It is also possible to edit the line spacing of the Paragraph Text control.

[5] It is often the case that you need to design the layout of a screen without having access to the final text that will appear on the screen available.

Working with Images

The Image Control

UXToolbox supports an Image control that can be used to place or indicate an area where an image will appear on a Design Sheet. Image controls can also be used to place drawings of custom or complex controls that are not supported by UXToolbox onto a Sheet.



When an image control is first added to a Design Sheet the image control will contain either a picture of an abstract canvas or a rectangle with a cross through it, depending upon the Draw Mode. This is just a place holder in case your chosen/intended picture is un-available to you when you are designing your layout. To change the picture displayed in the Image control simply double-click the control to open its editor (a file open dialog) and select the image you wish to use. You can also select the image to be used by editing the Image's 'Filename' property in the Properties Panel.

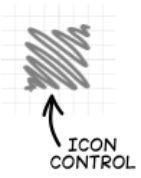
In addition to adding an image to a Design Sheet by selecting an Image Control from the Control Toolbox Panel, images can also be added to a Design Sheet by selecting 'File|Import...' from the main menu and using the 'Import Image' dialog window to select the image file you would like to add to the Current Design Sheet.

The Image control has a 'Layout' property that determines how the selected image will be drawn in the control. The Layout property has the following 4 options.

- **Auto** - The image is drawn on the screen at its actual size. Resizing the image merely crops the bottom-right edges of the image.
- **Stretch** - Scales or stretches the image to fit the size of the control.
- **Tiled** - Tiles the image in the X and Y axis to fill the control area. The size of the control must be bigger than the size of the image to notice the effect.
- **Centre** – Centres the selected image in the control area.

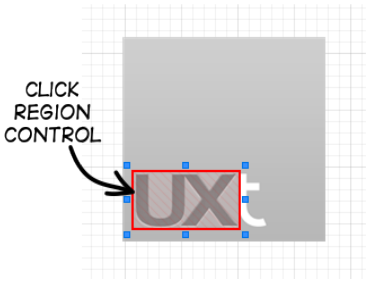
The Icon Control

The Icon control is very similar to the Image control except that it cannot be resized freely and can only assume the standard icon sizes (e.g. 16x16, 24x24, 32x32, 48x48, etc.). Also, unlike the image control by default, it is drawn as a squiggle until an image file is specified.



Click Regions

The Click Region control is a special control specifically designed to help with prototyping and presenting your solutions. It can be moved and resized just like any other control, but unlike all the other controls it is only visible on the drawing area when you are designing your sheets. During a Presentation is completely invisible and cannot be seen.



What is a Click Region used for?

All controls have an OnLeftClick and OnRightClick property that are used to form links to other design sheets in the solution. During a presentation a user can click on a control and UXToolbox will take them to the screen of whichever design sheet the control's OnLeftClick or OnRightClick property has been linked too. Using this technique it is possible to wire up button clicks that open a new window or take you to a new screen.

Now let us imagine that there is a region of a screen, perhaps over the top of an image, which needs to have several links to different Design Sheets added to it. You could use lots of Button controls to achieve this requirement, but if you did you did you would not be able to see the image underneath. So, instead you would use a number of Click Region controls.

Each Click Region control could be resized and positioned over the different parts of the image that require a click action and linked to the appropriate design sheets. Then, during a presentation when the image is displayed the people viewing the presentation would only see the image, but would still be able to click on the different Click Regions and navigate to different screens as though there were lots of buttons there.

Draw Modes

As you work, UXToolbox lets you render the Controls and Design Sheets in your Solution in two different draw modes; Wireframe Mode and HighRes Mode. Wireframe Mode displays a simplified (almost sketched) outline of the Design Sheets and Controls in your Solution. HighRes Mode displays the Sheets and Controls as high-resolution graphics, basically as realistic as possible.

As a user, you can swap between two draw modes whenever and as many times as you like. To change draw mode select either 'View|Wireframe' or 'View|High Resolution' from the main menu.

The illustration below shows the same Design Sheet rendered using the two different modes.

Why Use Wireframe Mode

The simplistic, almost sketched, look and feel of the Wireframe Mode is great for quickly getting ideas onto paper without getting heavily distracted by what the screen should look like. Using this mode it is much easier to concentrate on functionality. It can also be more helpful when asking for early feedback. Users often find it easier to be subjective when asked to critique a rough sketch.

Why Use HighRes Mode

The realistic, high-resolution, renders of HighRes Mode provide a much more polished look and feel to your Solutions. This can be extremely useful for giving everyone a clear idea of how the finished interface will look and work, especially when running through a prototype presentation.

A common approach employed is to start off the design using the low fidelity wireframes Mode and switch to the more realistic and accurate HighRes Mode as you iteratively enhance and refine the design.

Changing the Wireframe Highlight/Selection Colour

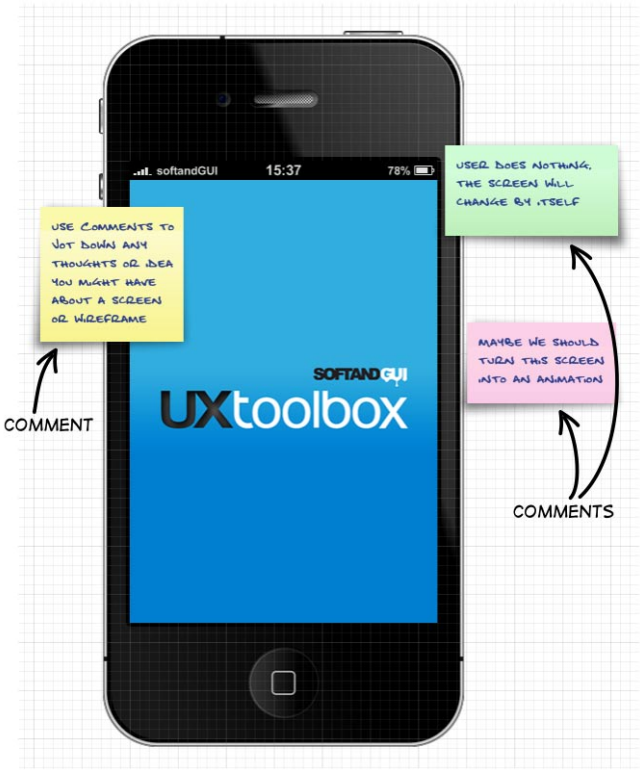
On some occasions you may wish to change the highlight/selection colour of the controls rendered in Wireframe Mode; maybe because you have a particular preference, or maybe to tie in with a customer presentation. Whatever the reason, this is achievable by selecting 'Tools|Options...' from the main menu to open the Options dialog and selecting 'Wireframes' from the left hand menu.

Changing the Wireframe Font

In Addition to being able to change appearance of the wireframe highlight/selection colour it is also possible to change the font used to render the wireframe screens. Again this might be for personal preference. Changing the wireframe font will affect all controls that include text elements in their depiction.

To change the wireframe font select 'Tools|Options...' from the main menu to open the Options dialog and selecting 'Wireframes' from the left hand menu.

Adding Comments



Comments (Notes) are a quick and easy way to capture your thoughts and ideas while you are working on a Design Sheet.

Taking the form of computerised post-it notes stuck over the top of your Design Sheets Comments can be moved and resized just like regular controls. Comments sit in their own imaginary layer so that they do not interfere with the rest of your design and can be displayed and hidden at the click of a button.

Comments also come in a choice of 6 different colours so, just like in the real world, you can assign different colour comments to capture different types of information (e.g. User Steps, Questions, Ideas, Assumptions, Concerns and General Comments). To set the colour of a Comment simply double-click it and select the desired colour in the Comment's Editor.

Comments are also available in the Presentation Toolbar displayed during a presentation when you are prototyping your design. This makes it easy to capture thoughts and ideas whilst you are interacting with your prototype without leaving the presentation. They can also be used in important meetings to capture everybody's thoughts and suggestions.

The simplest way to work with comments in UXToolbox is to make use of the Comments button group in the Toolbar.

Adding Comments

To add a Comment to a Design Sheet simply click on the 'Add Comment' button in the Toolbar (it's the one that looks like a stack of post-it notes). This action will open the Comment dialog window allowing you to type whatever it is you are thinking. Once happy with what you have written, click OK and the new Comment will be added to your design sheet.

Once on your design sheet the comment can be moved and resized just like any other control. To make changes to a comment, simply double-click it to open up its editor.

Deleting Comments

Comments can be removed from a Design Sheet by first selecting the Comment then hitting the DELETE or BACKSPACE key. Alternatively, with the comment selected select 'Edit|Delete' from the main menu bar.

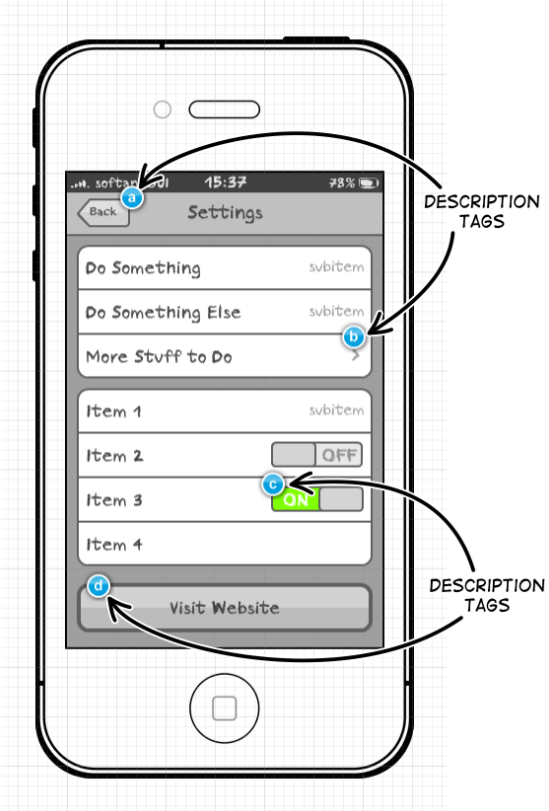
Hiding and Showing Comments

Any Comments added to a Design Sheet in a solution can be displayed or hidden at any time by toggling the Show/Hide Comments button on the main Toolbar.

Navigating Comments

UXToolbox enables users to navigate comment-by-comment through the design sheets of your solution. The 'Next' button will open and display the next design sheet in the solution that contains one or more comments. And similarly the 'Previous' button will open and display the previous design sheet in the solution that contains one or more comments.

Documenting Your Designs



By making use of the Sheet Descriptions and Description Tags that come with UXToolbox you can quickly and easily annotate your solutions. Sheet Descriptions and Description Tags can be used to highlight areas of interest or add detailed explanations about the Design Sheet or areas of complexity. Description Tags can be displayed and hidden at your discretion so they won't get in the way when you are focusing on your design.

These two types of annotation can both be included when you export your design to Word, forming the basis for a Customer Quote or a Functional Design document. Sheet Descriptions and Description tags are also available when running presentations.

Adding Design Sheet Descriptions

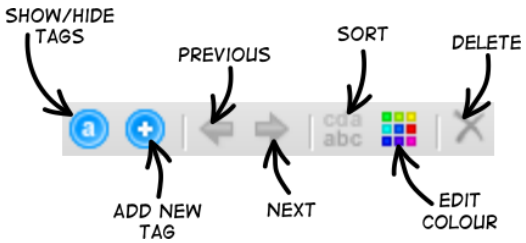
UXToolbox provides Design Sheet Descriptions to allow a sheet overview or documentation to be written and associated with individual Design Sheets.

To Add a Sheet Description to a Design Sheet make sure the Design Sheet is selected (i.e. it is visible in the drawing area) and simply type the text you wish to enter in the Descriptions Panel's text area. The text you enter will be automatically associated with the Design Sheet.

To add or edit the Sheet Description of a different Design Sheet simply select and open the desired sheet in the drawing area. The Descriptions Panel will be automatically updated to reflect the Sheet Description for the new sheet.

Adding Description Tags

Description Tags are small markers that can be placed onto a Design Sheet and enable you to write localised descriptions about different elements or areas of the Design Sheet. Description Tags often provide additional information about the design that would not make sense, or would be ambiguous if they were included in the Sheet Description, e.g. '*When the user clicks the button the values are checked against the database*', or '*The advert changes every time someone visits the page*', etc.



To add a Description Tag to a Design Sheet click the 'Add Description Tag' button in the Toolbar, or in the Description Panel. A new Description Tag will be added to the Design Sheet. Description Tags are similar to controls and can be selected and moved to the desired location.

When a Description Tag is selected its text is displayed (and can be edited) in the Descriptions Panel. When the tag is deselected (by clicking off it in the drawing area) the text in the Description Panel switches back to the Sheet Description text.

Deleting Description Tags

To remove a Description Tag from a Design Sheet simply select it and press the Delete key, alternatively click the Delete button in the Description Panel.

Showing and Hiding Description Tags

As with Comments, any Description Tags added to a Design Sheet can be displayed or hidden at any time by toggling the Show/Hide Description Tag buttons.

Sorting Description Tags

One of the great features of UXToolbox is its ability to sort the order of the Description Tags on the Design Sheet. This can be quite useful if you have already added a few Description Tags to a Design Sheet and then realise you have missed one out near the top.

To reorder the labelling of a sheet's Description Tags hit the Sort button. UXToolbox will scan through the Design Sheet from top-to-bottom, left-to-right re-labelling all of the Description Tags as it goes.

Changing the Colour of Description Tags

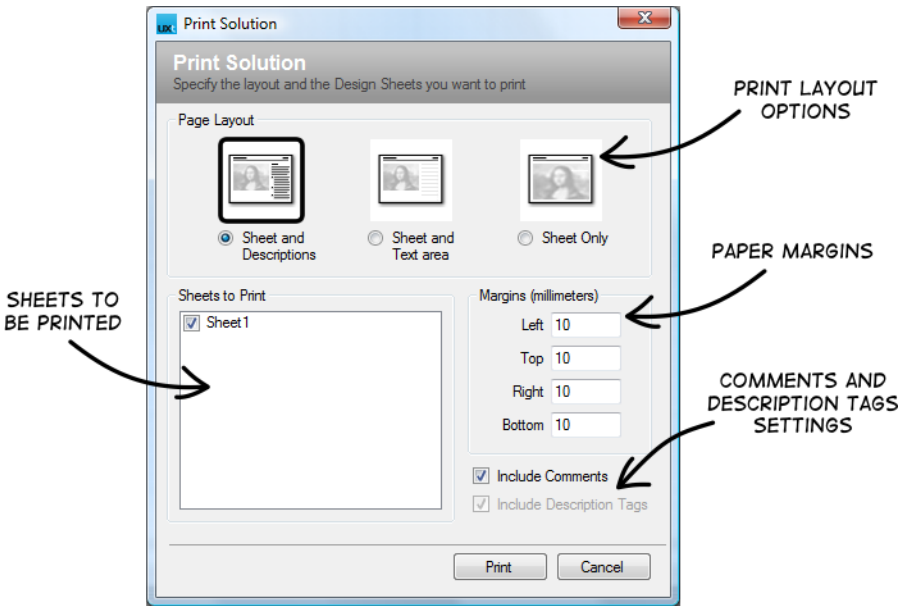
Description Tags are a great way to focus peoples' attention and document a localised area of a screen. But what happens if you are documenting a screen or website whose base colour is very similar or even indistinguishable from the colour of the Description Tags? Everybody will struggle to spot your annotation.

Luckily UXToolbox allows users to change the colour of the Description Tags it displays on a Solution. To change the colour of the Description Tags simply click 'Edit Colour' on the Descriptions Panel and a dialog window will open allowing you to select a new colour for the Tags.[6]

[6] It is also possible to edit the colour of the Description Tags by selecting 'Tools|Options...' from the main menu.

Printing

Users of UXToolbox can print their work using UXToolbox's built in print functionality. To print one or more Design Sheets or an entire Solution simply open the Solution in UXToolbox and select 'File|Print...' to display the Print dialog window (shown below).



The Print dialog window allows you to select which Design Sheets in the solution you would like to print and the layout type you would like to use to print them. It also contains options to specify whether or not to include Comments and Description Tags with the printouts and the size of the print margins.

To select a Design Sheet for printing simply tick the box next to the corresponding Sheet in the 'Sheets to Print' list. The list will contain the names of all of the design sheets in the Solution. All of the Design Sheets in the list with a tick next to their name will be printed.

The three Layout options can be selected at the top of the window and are as follows;

- Sheet and Descriptions – prints an image (including Description Tags) of the Design Sheet with its Description and Description Tags text in a column down the right-hand side of the page (similar to a Presentation).
- Sheet and Text Area – prints an image of the Design Sheet with a column of blank lines down the right-hand side of the page so that users can write their own notes/markup.
- Sheet Only – prints each Design Sheet on a separate sheet of paper.

Creating Prototypes

One of the truly great features of UXToolbox is that it enables you to create simple working prototypes of your applications. Application prototypes give stakeholders a real sense of how an application will work, how the different screens fit together and how users will attempt to interact with them. They can be a real asset to a project giving stakeholders a genuine sense of the intended goal and can often be used to identify design and interface problems before any significant work has taken place.

Linking Design Sheets Together

Before an application can be prototyped it is necessary to link the different Design Sheets of the Solution together. These links will tell UXToolbox which Design Sheet to display next when the user clicks on a control such as a Button or a Menu Item.

Design Sheets are linked together in this way by first selecting a control (or a control sub-item) in the drawing area and specifying a value for either it's 'OnLeftClick' or 'OnRightClick' property in the Properties Panel.

Both these two properties contain a pre-populated list filled with all of the names of the Design Sheets in the current solution. Simply select the Design Sheet you would like to appear when the user clicks the control and you are done. The control is now linked to the chosen Design Sheet.

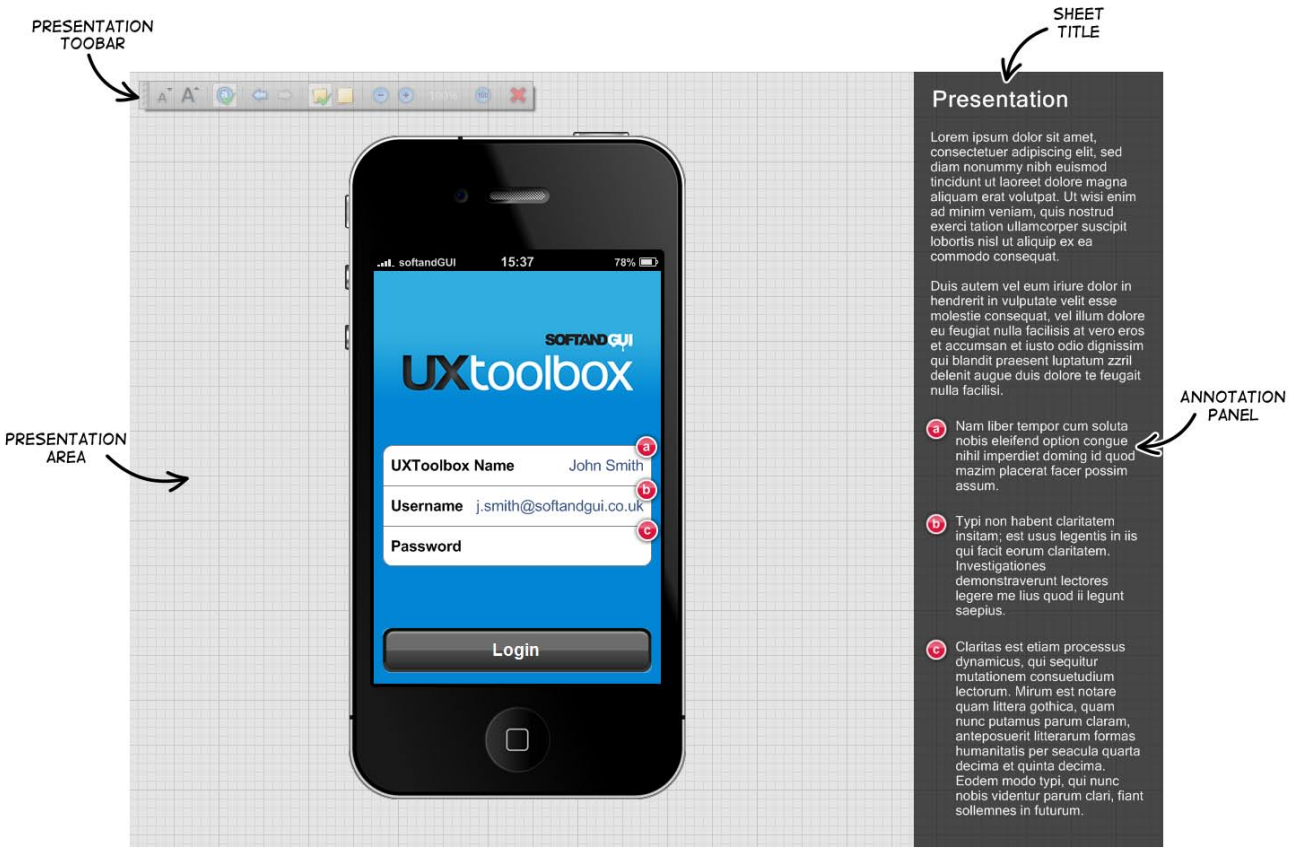
Remember these links will only work when you are running a prototype in Presentation Mode so you can still move, resize and modify the control in the drawing area without any worry of jumping to another Design Sheet.

When you start linking up your Design Sheets the astute amongst you might notice that in addition to the pre-populated list of Design Sheets the 'OnLeftClick' and 'OnRightClick' properties also have a 'Previous' value that can be selected. Selecting 'Previous' means that when the control is clicked UXToolbox will take you back to the previously displayed Design Sheet in the prototype. This property value is great if you have a screen that can be accessed from lots of different places.

Some Design Sheets also have a 'DisplayOnTop' property. Setting the 'DisplayOnTop' property to TRUE will mean that instead of replacing the current Design Sheet with a new sheet when a control is clicked, UXToolbox will display the new sheet over the top of the old one. This property value can be used for displaying dialog windows that appear over the top of a main window.

Running a Presentation

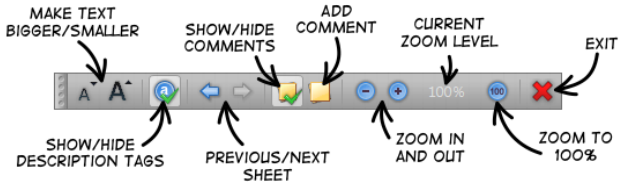
OK, so we have wired up all our Design Sheets. It's time to run a Presentation and view the prototype of the application we have designed. Remember, Presentation Mode always starts with the Start Design Sheets depicted by the start icon in the Design Sheet Panel. To launch the presentation select 'Solution|Run' from the main menu or hit F5. The presentation screen will appear (see example below) and users will be able to interact with their wireframe/screens as though they were a fully functional application.



The Presentation Screen has 3 distinct features; the Presentation Area, Annotation Panel and the Presentation Toolbar. The appearance of the Presentation Area and Annotation Panel can be controlled via the 'Presentation' settings in the 'Options' window.

The **Presentation Area** is where the different wireframes/screens of your application will be displayed as you work though your prototype. Clicking on control elements that have been wired up with links in this area will seamlessly refresh the Presentation Area with the wireframe/screen specified by the link.

The **Annotation Panel** is where the current Sheet's Title (its name) it's Description and any Description Tags associated with the Sheet will be displayed. It acts as a narrative providing additional information about the current Design Sheet. You can hide the Annotation Panel by hitting the Show/Hide Description Tags button on the Presentation Tool bar.

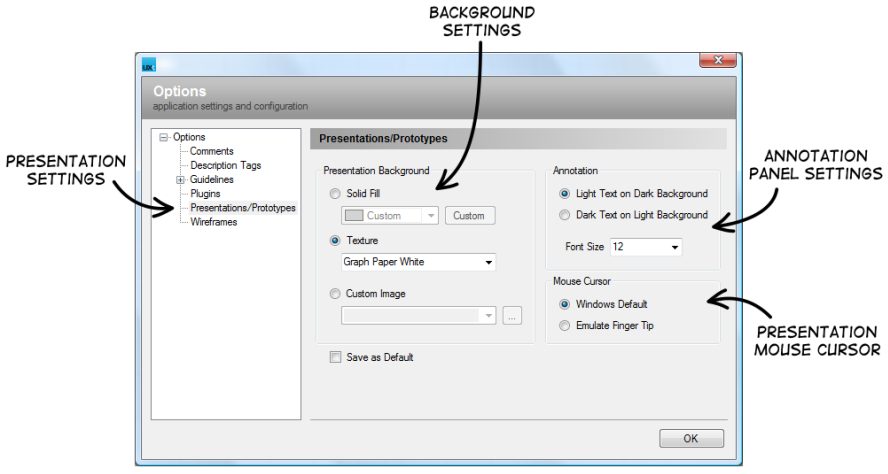


The **Presentation Toolbar** is a small, semi transparent toolbar that floats on top of the Presentation Area. The purpose of the toolbar is to provide users engaged with a presentation easy access to some commonly desired commands useful during a presentation. Starting from left to right the Presentation Toolbar allows users to;

- Increase or Decrease the size of the font used in the Annotation Area
- Show and Hide the Annotation Panel
- Navigate linearly to the Next or Previous Design Sheet in the solution (this is based upon the order of the Design Sheets as they appear in the Design Sheets Panel).
- Show and Hide Comments
- Add New Comments to the Design Sheets (useful for capturing thoughts and comments during a meeting without interrupting the presentation)
- Zoom In and out of the Design Sheets
- The big 'red cross' at the end of the Presentation Toolbar can be used at any time to stop the presentation and return to Design Mode.

Custom Presentations

UXToolbox provides its users with the ability to customise the appearance of a prototype/presentation. Using the Presentations/Prototyping section in the Options window (shown below) users can personalise the appearance of the Presentation's background and the size and colour of the text displayed on the Annotation Panel. Choices for the background range



from a solid uniform colour, a built in tiled background ('Graph Paper' and 'Cardboard' are a personal favourite) or a custom image. Custom images can be used to give your presentations a corporate identity or to theme the background to tie into application being presented.

To access the Presentation/Prototyping settings click the 'Presentation Settings' button located next to the Run and Stop buttons on the main Toolbar. Or, alternatively select 'Tools|Options...' from the main menu bar to open the Options dialog window and select 'Presentations/Prototyping' in the left-hand panel.

The Fingertip Cursor

UXToolbox's Presentation Mode provides the ability to emulate a user's fingertip press to aid the prototyping of touch screen devices. This is achieved by replacing the standard Window's mouse cursor with a semi-transparent circular disk representing the typical area covered by a user's fingertip (see illustration below). The cursor will switch to a white disk whenever it passes over a clickable region, indicating the user can interact with that area of the screen.

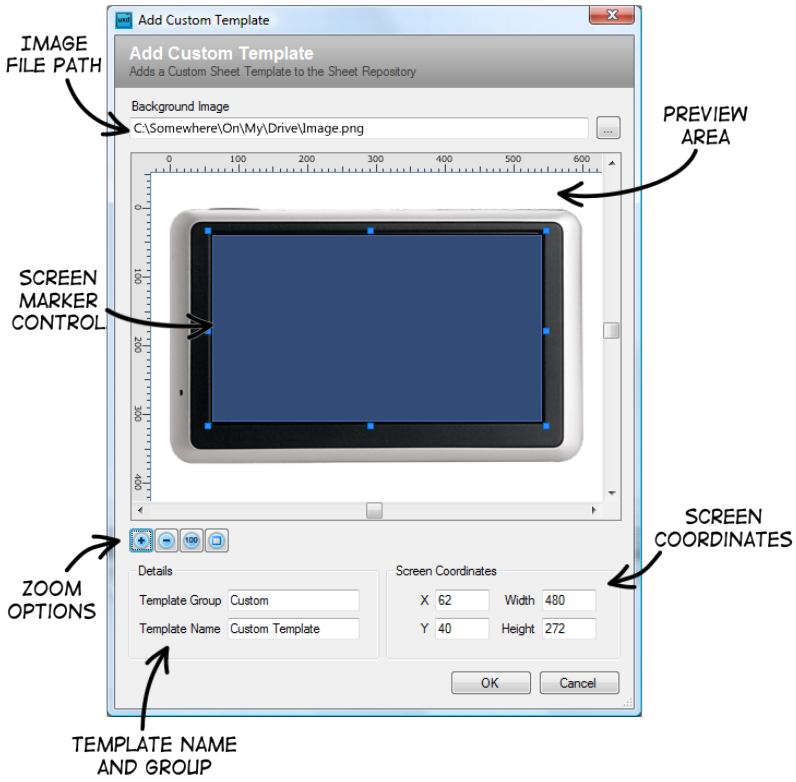
The fingertip cursor is a great way to realise an understanding of how accessible the elements of your wireframes/screens will be to navigate and interact with, allowing users to gauge whether or not buttons, menus, etc. are appropriate sizes[7]. To use a fingertip cursor in a presentation, open the 'Presentation/Prototyping' section in the 'Options' window and select 'Emulate Finger Tip' in the 'Mouse Cursor' Settings.

[7] The fingertip cursor is scaled to each device so may appear bigger or smaller depending on the Design Sheet being presented.

Custom Templates

UXToolbox comes with a wealth of Design Sheet Templates enabling you to design applications for all manner of devices including; Games Consoles, MP3 Players, Mobile Phones, Tablet PCs, Web Browsers and of course Windows Applications. On some occasions this won't be enough. Sometimes you may be required to design an application for a new phone that isn't included in our templates, or maybe the menu system for a new TV or Sat Nav. Whatever the project, don't worry UXToolbox can help!

Adding Custom Templates



As well as supporting a large number of Design Sheet Templates, UXToolbox also allows you to add your own Custom Templates to its list. To create a custom template you will need an image file of the desired device, ideally drawn to scale[8]. Once you have an image simply click on 'Tools|Add Custom Templates' from the main menu to open the Custom Template Window (see above).

The first step is to select the image you would like to use as the Custom Template. This is achieved by specifying the image file path in the Background Image field at the top of the

[8] The image should be scaled so that one pixel on the device's screen corresponds to one pixel on the image.

window. If successful you will see a preview of the selected image in the preview area of the window.

Next, you must specify the region of the image that is the screen area of the device; to do this either drag the Screen Marker Control over the screen area of the device in the Preview Area, or by specify the coordinates of the screen area using the Screen Coordinates fields located underneath the Preview Area.

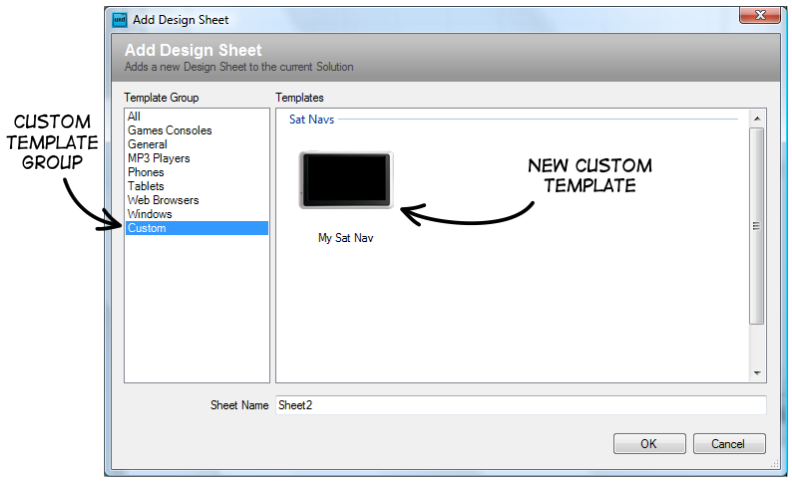
Taking time to correctly specify the screen coordinates will enable you to take advantage of UXToolbox features like 'Snap to Screen' and to set the Design Sheet's Background Colour or Image in the drawing area of the main window.

Custom templates are added to the Custom section of the Add Design Sheet Window. So the final step of the process is to give the new template a Template Name and Template Group so that it can be easily found in the Add Design Sheet Window.

Once you are satisfied click the OK button. The following message will be displayed '*The new template 'XXX' has been successfully added to the Custom Design Template List'.*

Using Custom Templates

The process for selecting and using a Custom Design Sheet Template is exactly the same as the process for selecting a standard Template. Open the 'Add Design Sheet' window by either selecting 'File|New|Design Sheet' command from the main menu, or clicking on the 'New Design Sheet' button in the Toolbar.



Custom templates are always stored in the Custom templates group so select 'Custom' from the template group list. The new template should now be visible and ready for use in the templates list.

Sharing Custom Templates

Whenever used, Custom Templates are embedded into the UXToolbox Solution files. To share a custom template simply open the solution file containing the custom template on a different computer. UXToolbox will detect the new template and register it with the other Custom Templates.

Exporting

UXToolbox supports exporting to PNG (Portable Network Graphic) image files, Word documents and XML files.

Exporting a Design Sheet to PNG

To export a Design Sheet to a PNG image file simply open and select the Design Sheet so that it appears in the drawing area. Once visible select 'File|Export|Sheet...' from the main menu.

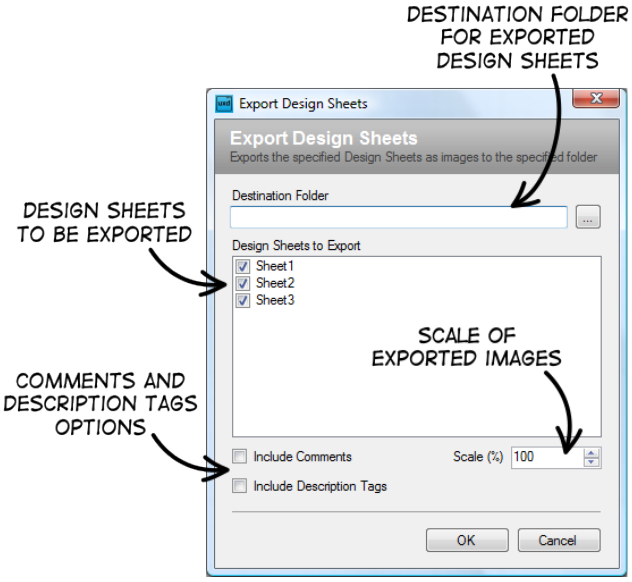
Alternatively, it is possible to right-click on the drawing area and select 'Export...' from the drawing area popup menu. Lastly, it is also possible to right-click on a design sheet in the Design Sheets Panel and select 'Export...' from the Design Sheets popup menu[9].

Exporting a Solution to PNGs

UXToolbox can export an entire Solution to a series of PNG files. To export a Solution to PNGs, select 'File|Export|Solution...' from the main menu. This will open the 'Export Design Sheets' dialog window.

The 'Export Design Sheets' dialog enables you to select the destination folder that the PNG files will be saved in and also which Design Sheets in the current Solution will be exported.

It also contains options to select whether or not Comments and Description tags will be included as part of the PNG files.



Exporting to Word

As well exporting Design Sheets to PNG files UXToolbox also supports exporting the whole Solution to a Word document. Solutions exported to Word will also include all of the Sheet Descriptions and Description Tags that have been associated with or placed onto the design sheets.

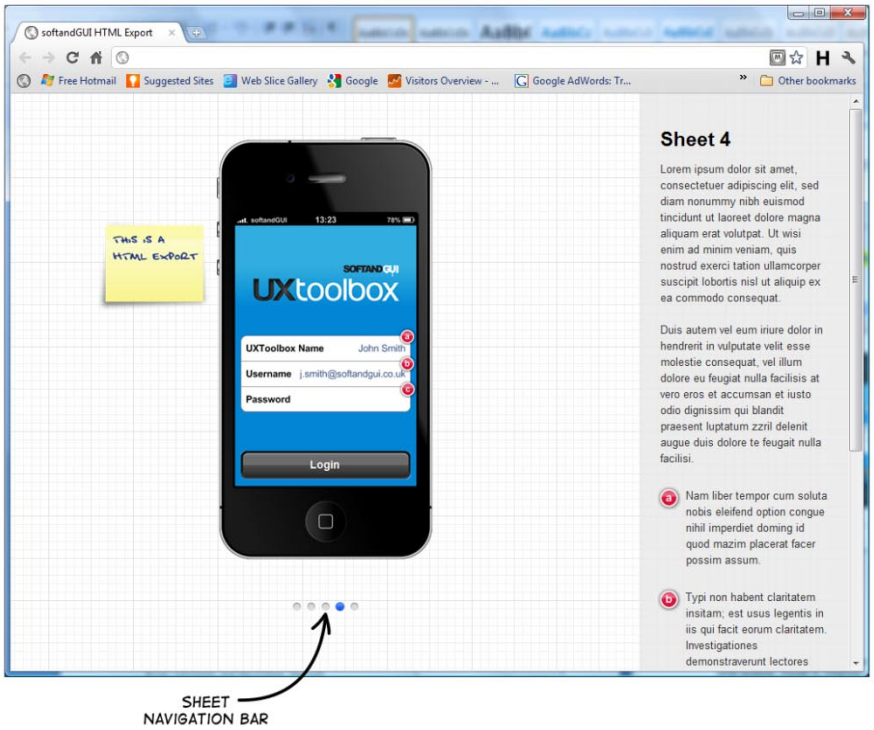
To export a Solution to Word, select the 'File|Export|to Word...' command from the main menu.

[9] Using this last method it is not necessary for the design sheet to be selected and visible in the drawing area.

Exporting to HTML

Exporting a Solution to HTML is a great way to share your screens/wireframes with a third party that does not have access to UXToolbox. The exported HTML is fully interactive, just like UXToolbox's presentation mode, so viewers of the HTML pages will be able to click and interact with the elements on the screens just like a working prototype. The exported HTML will also contain an annotation panel and, optionally, comments that have been added to the wireframes.

Finally, the HTML pages will also contain a small horizontal Navigation Bar, located underneath the screen images. The Navigation Bar serves to indicate which sheet in the solution is being viewed and also to allow users to click through the different Sheets in a linear fashion.



To export a Solution to HTML, open the desired Solution in UXToolbox and select the 'File|Export|to HTML...' command from the main menu. This action will open the 'Export to HTML' dialog window allowing you to select the destination folder for the Exported HTML files.

The dialog also contains a 'Scale' setting allowing users to reduce the size of the exported images. Reducing the size of the images can help to make sure the exported HTML pages will fit on the end users screen and also will reduce the bandwidth required to download the pages if they are to be uploaded to a server.

To view an exported HTML Solution navigate to the destination folder that was specified in the 'Export to HTML' dialog window double-click the '**index.htm**' file[10].

[10] Note: UXToolbox's HTML exports require javascript to be enabled in the chosen browser.

Exporting to XML

Sometimes you may wish to use the data contained in the UXToolbox Solution files for some other purpose; maybe to integrate with another package or as the basis for generating user documentation, etc. Whatever the reason, UXToolbox allows you to export your Solution files as XML (eXtensible Markup Language) for just this purpose[11].

To export a Solution to XML, select the 'File|Export|to XML...' command from the main menu.

The 'Tag' Property

You may or may not have noticed but each Sheet and Control in UXToolbox has a mysterious 'Tag' property that does not seem to do anything. No matter what you enter into this field nothing happens to the corresponding controls or sheets. This is because the purpose of this property is to provide users with the ability to include their own Markup data within the exported XML stream for a given sheet or control.

You can literally write whatever you like into a sheet or control's Tag property; a single value, a whole line of information or your very own nested fragment of XML. It's up to you! Whatever you write will be included in the XML document the next time it is exported.

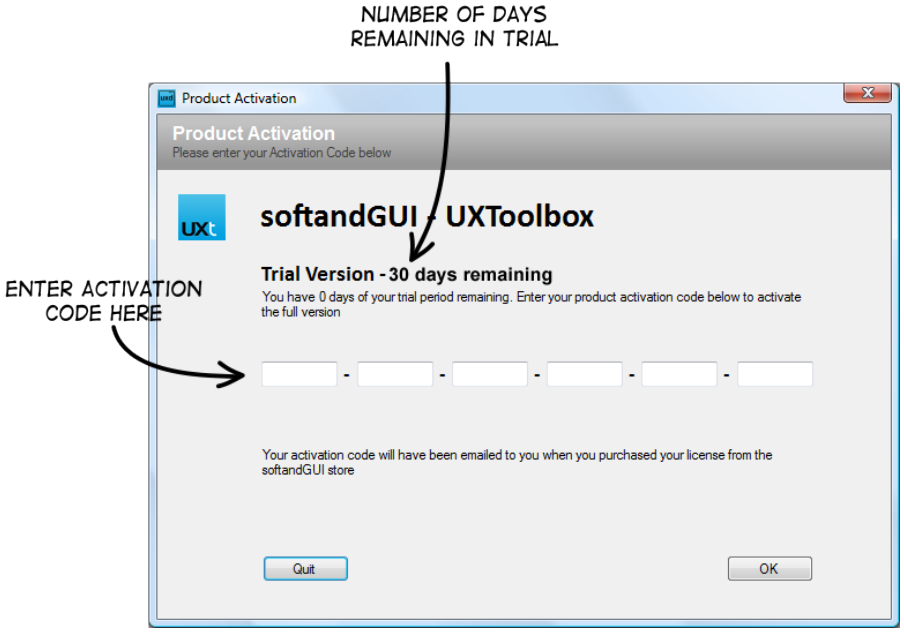
[11] More information on the XML standard can be found here 'http://en.wikipedia.org/wiki/XML'

Exported XML File Format

```
xml version="1.0" encoding="utf-8"?>
<Solution>
  <FileVersion>XXX</FileVersion>
  <CustomSheets>
    <CustomSheet>
      ...
      <-- CustomSheet Info-->
      ...

    </CustomSheet>
    ...
    ...
    ...
  </CustomSheets>
  <StartSheet>XXX</StartSheet>
  <GUISheets>
    <Sheet Type="XXX">
      ...
      <-- Sheet Info-->
      ...
      <Objects>
        <Object Type="XXX" Version="XXX">
          ...
          <-- Object Info-->
          ...
        </Object>
        ...
        ...
        ...
      </Objects>
      <Descriptions>
        <Object Type="XXX" Version="XXX">
          ...
          <-- Description Tag Info-->
          ...
        </Object>
        ...
        ...
        ...
      </Descriptions>
      <Comments>
          <Object Type="XXX" Version="XXX">
          ...
          <-- Comment Info-->
          ...
        </Object>
        ...
        ...
        ...
      </Comments>
    </Sheet>
    ...
    ...
    ...
  </GUISheets>
</Solution>
```

Activating UXToolbox



When first installed UXToolbox will run in demonstration mode until it has been successfully activated. Running in demonstration mode UXToolbox will be restricted in the number of Design Sheets that can be added to, or opened in a Solution and will also cease to work 30 days from installation. A Product Activation screen will also be appear shortly after the Splash screen has been displayed each time UXToolbox is launched.

To activate UXToolbox you must have access to an internet connection and must have successfully purchased a licence code from the softandGUI website[12]. With each successful purchase from the website an email receipt will be sent out containing the details of the purchase and a Product Activation Code. You must enter this code into UXToolbox's Product Activation screen when prompted. Once entered, UXToolbox will connect to the internet to verify that the Licence Code is valid. If applicable, you must make sure UXToolbox's connection to the internet is not blocked by a firewall.

Once successfully registered the Product Activation Code is displayed in UXToolbox's About Box for future reference.

[12] Activation Codes can be purchased from www.softandGUI.co.uk/Pages/Buy/Prices.aspx

Keyboard Shortcuts

Below is a list of all the keyboard shortcuts and modifiers that can be used with UXToolbox.

Open Solution	**CTRL + O**
New Solution	**CTRL + SHIFT + N**
New Design Sheet	**CTRL + N**
Revert Solution	**CTRL + R**
Save Solution	**CTRL + S**
Save Solution As…	**CTRL + SHIFT + S**
Export Solution to Word Document	**CTRL + W**
Export Solution to HTML	**CTRL + H**
Export Solution to PNG	**CTRL + E**
Export Design Sheet to PNG	**CTRL + SHIFT + E**
Print	**CTRL + P**
Undo Last Command	**CTRL + Z**
Cut Selected Controls	**CTRL + X**
Copy Selected Controls	**CTRL + C**
Paste	**CTRL + V**
Select All	**CTRL + A**
Delete the Selected Controls	**DELETE or BACKSPACE**
Nudge Selected Controls 1px	**Arrow Keys**
Nudge Selected Controls 5px	**ALT + Arrow Keys**
Group the selected controls	**CTRL + G**
Ungroup the selected groups	**CTRL + SHIFT + G**
Lock the selected controls	**CTRL + L**
Unlock Selected Control	**CTRL + SHIFT + L**
Move Selected Controls Up One	**CTRL + Up**
Move Selected Controls to Front	**CTRL + SHIFT + UP**
Move Selected Controls Back One	**CTRL + Down**
Move Selected Controls to Back	**CTRL + SHIFT + Down**
Add Comment	**ALT + C**
Add Description Tag	**ALT + D**
Duplicate Selected Controls	**CTRL + D**
Duplicate Current Sheet	**CTRL + ALT + D**
Zoom 100%	**CTRL + 1**

Zoom 200%	**CTRL + 2**
Zoom 300%	**CTRL + 3**
Zoom 400%	**CTRL + 4**
Zoom 50%	**CTRL + 5**
Zoom 66%	**CTRL + 6**
Zoom 75%	**CTRL + 7**
Run Prototype Presentation	**F5**
Select or Deselect Controls	**Hold SHIFT whilst clicking**
Resize Maintaining Aspect Ratio	**Hold CTRL**
Pan the Canvas Area	**Hold CTRL + Left Mouse Button**

Where to find more information

This guide provides an overview of UXToolbox to help you get started. For additional information regarding using UXToolbox, see the options described below.

softandGUI Online Support

If you are unable to find the help and information you are looking for here, why not visit our support pages at www.softandgui.co.uk/Pages/Support/Support.aspx or send an email to support@softandgui.co.uk

Alternate Support Options

Alternate support options such as e-mail or telephone support may be available on a limited or paid basis for your softandGUI product. Please visit our website at http://www.softandgui.co.uk/Pages/Support/Support.aspx to find out what options are available for your product.