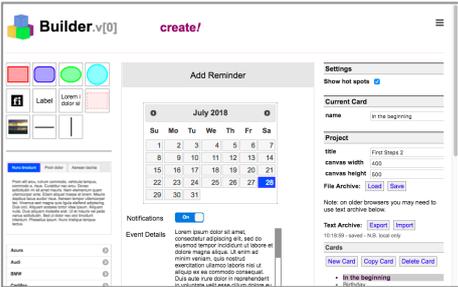
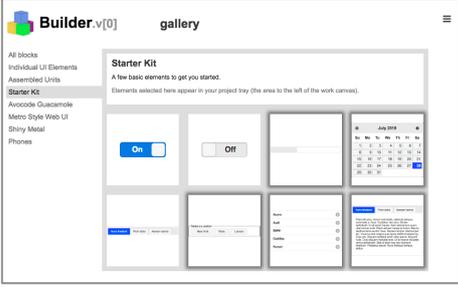
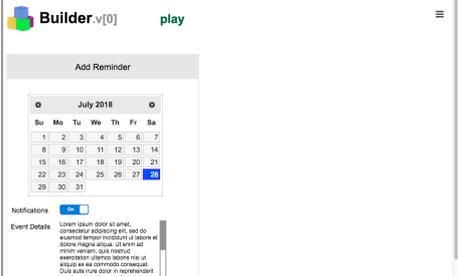


# Builder.v[0] – short help text

## Overview

Builder has three main screens, a 'burger' menu at the top right allows you to move between these modes.

	<h3>create!</h3> <p>This is where you select UI elements and build your prototype. It is also where you can edit or set properties for the object you are editing, the current card, or whole project.</p>
	<h3>gallery</h3> <p>This is where you find different components to add into your prototype. The categories help you find components, by type or style.</p>
	<h3>play</h3> <p>Finally when it is ready and you have added click actions, this is where you run your prototype for demos or just to see how it feels to use.</p>

A Builder project has multiple cards. Each card is a single static view of your application. Typically there may be several cards for one screen of your final application, for example, there may be one card showing the bare screen, another showing a pull-down, another showing text entered into a box.

In the create screen you see an image of the current card, which you can edit by adding UI elements. You can also name the card, make a copy of it, or delete it.

Each UI element can have an associated 'click' action to go to another card, these are used in play mode to animate the prototype interface.



## Create!

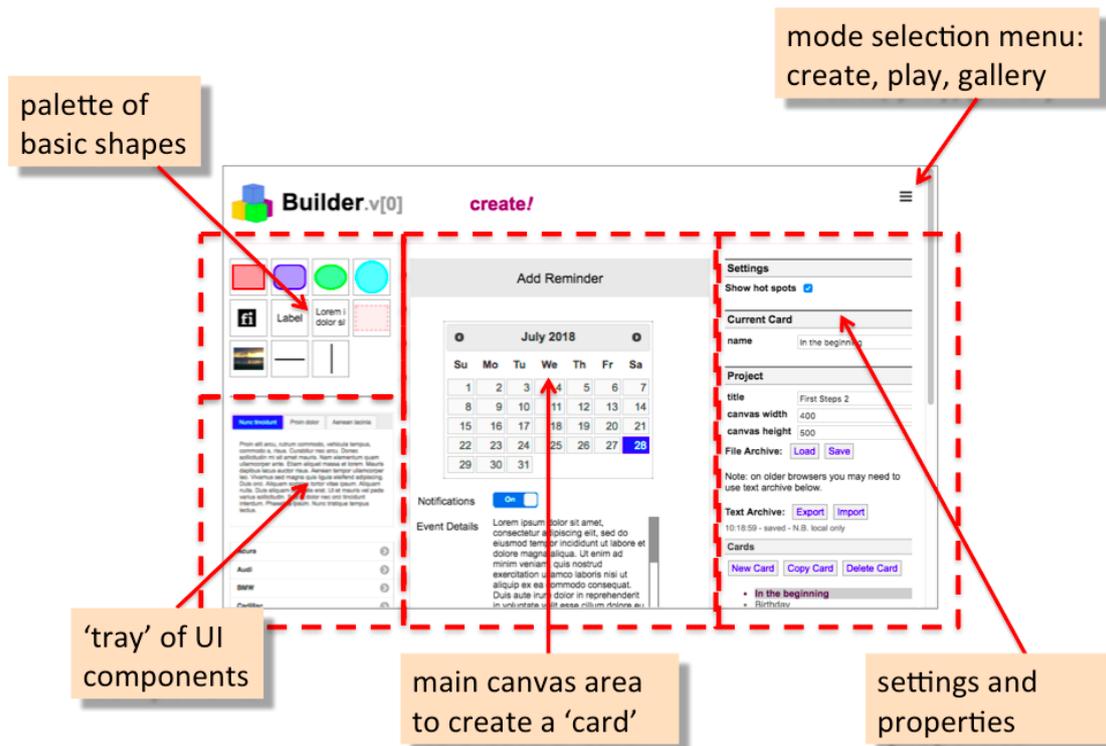
The create! mode is the most complex screen. It consists of four main main areas.

**palette** (top left) – This is where you find basic drawing shapes which can be used to build an interface element from scratch. Builder uses a click and edit model.

**tray** (bottom left) – This contains pre-constructed UI elements, some simple (e.g. toggle switches), others more complex (e.g. calendar). There are many UI elements available in the gallery, too many to have in the tray at any time, so you can go to the gallery, choose which you want to work on, then return to the create! Screen to include them on one of your cards.

**canvas** (middle) – This is the image of the card you are creating. When you click a shape in the palette or UI element in the tray it will appear in the canvas. You can then move it, resize it or edit properties such as line colour, text for labels, etc.

**properties** (right) – This is where you can select properties for current card or project, or for the current UI object (when one is selected).





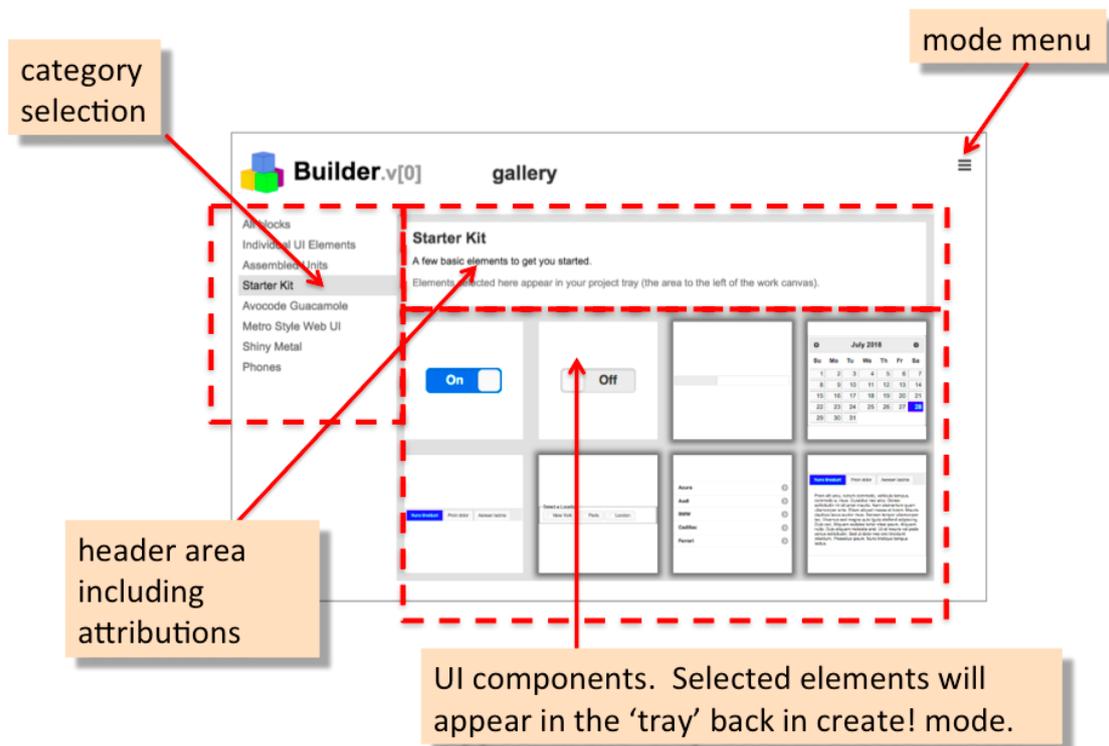
## Gallery

The gallery has three main areas.

**category selection** (left) – Each UI element has one or more tags to make it easier to navigate and choose appropriate elements for your project. Some are related to broad type of the UI element (simple vs. complex) others are connected with the source of the element, usually an open-source UI design. The special category 'all' lists everything in a very big list!

**header** (left) – This shows the name of the current category, but also, where appropriate, the source of the elements and licence information. It is important during a design project (whether external UI or internal code) to keep track of the sources of any images, components, or code that you have used. This both enables you to give proper attribution, but also is important to avoid accidentally using copyright elements in a deployed system.

**UI components** (left) – The selected elements (shadow border) appear in the tray. To add or remove from the tray, just click the element. Note this is purely about what appears in the tray, if you have already added a UI element to a card it will still be there even if you then remove the element from the tray.





## Play

The play mode is where you can demonstrate or evaluate your hi-res prototype.

It has only one principle screen area. This looks like the canvas from create! mode, but is not editable. Instead, if you click on an element that has been assigned a click action, clicking the relevant element will perform that action, navigating to a different card.

