

- **Widgets** – Widgets are components to build the UI. Use *drag&drop* to place them on screens.
- **My Widgets** – Create and share your own customized widgets using *My Widgets*. Download widget libraries from Justinmind website!
- **Masters** – Masters allow you to reuse content throughout the prototype in a simple manner.
- **Templates** – Use templates to lay out areas or zones that are shared amongst multiple pages.
- **Data masters** – Define and simulate the structured data your prototype is to use. Then, browse and modify this data in your simulation.
- **Variables** – Use variables to store data that can be written and read using events and business logic.
- **Properties** – This pane displays controls to modify the properties of the selected item. You can change its colours, round its border, make it transparent to a certain degree, etc.
- **Events** – This pane lets you add dynamic interactions to your widgets and define complex processing and data manipulation. Every widget has a defined set of event triggers (on click, on mouse over, on change, etc.) and actions (links, hide/show, change style, etc.).
- **Comments** – This pane lets you add informal comments and annotations on visual components.















Simulate
















Use this green **Simulate button** to switch to the simulation mode. In the simulation mode your prototype comes to life and displays its behaviour and looks.
















- **Screens** – Represent individual web pages in your application. They are the core of any prototype.
- **Notes** – Attach notes to pages, templates and components and see them appear as remarks in your generated documentation
- **Outline** – Shows the widgets hierarchy of the active screen
- **Navigator** – Screen preview with the visible area highlighted

## Basic controls

-  Select items and widgets
-  Zoom in and out
-  Delete screen items
-  Change font style
-  Copy an item's styles
-  Copy all events from item to item
-  Generate HTML prototype
-  Generate Word documentation
-  Navigation controls
-  Toggle event markers visibility
-  Toggle hidden items visibility
-  Toggle comment markers visibility

## Widgets

-  **Label**  
Insert your own captions
-  **Image**  
Communicate your ideas visually
-  **Rich text**  
Insert rich text into your prototype
-  **Table**  
Align and organize tabular data
-  **Rectangle**  
Lay out your content
-  **Dynamic Panels**  
Add dynamic behaviour to your layout
-  **Horizontal/Vertical line**  
Visually separate your content
-  **Input text**  
Input text data
-  **Check box**  
Prompt the user for a yes/no selection
-  **Radio Button**  
Select an option
-  **Input date/time**  
Input a date and time
-  **File Upload**  
Request a file upload
-  **List box**  
Choose a value from a list
-  **Select list**  
Select a single value
-  **Multi-select**  
Select several values

-  **Radio list**  
Choose only one value
-  **Check list**  
Tick one or more values
-  **Button**  
Require user interaction
-  **Image map**  
Attach events to special regions
-  **Tree**  
Provide hierarchical information
-  **Menu**  
Allow standard navigation
-  **Menu item**  
Add items or nodes to menus
-  **Tree node**  
Add nodes to the tree
-  **Data grid**  
Display data master's attributes
-  **Pagination summary**  
Outline all data grid pages
-  **Pagination index**  
Jump directly to a page
-  **HTML**  
Insert your HTML code
-  **URL**  
Display an external web
-  **Documents & Flash**  
Include documents and flash files
-  **Website**  
Import and display a whole website

## Keyboard shortcuts

Shortcut	Action
F1	Help
F5	Simulate
F6	Generate Document
F7	Generate HTML
F11	Full Screen
Ctrl + S	Save project
Ctrl + Z	Undo
Ctrl + Y	Redo
Ctrl + A	Select all elements (in user interface)
Ctrl + C	Copy (in user interface)
Ctrl + X	Cut (in user interface)
Ctrl + V	Paste (in user interface)
Ctrl + D	Duplicate the selected element
Space + Drag	Drag and move canvas (in user interface)
Ctrl + G	Group
Ctrl + Shift + G	Ungroup
Ctrl + Shift + C	Create a new comment
Ctrl + Shift + E	Create a new interaction
Del	Delete selected element
Arrow keys	Move the selected element pixel by pixel
Shift + arrow keys	Move the selected element

[More information and tutorials](#) >