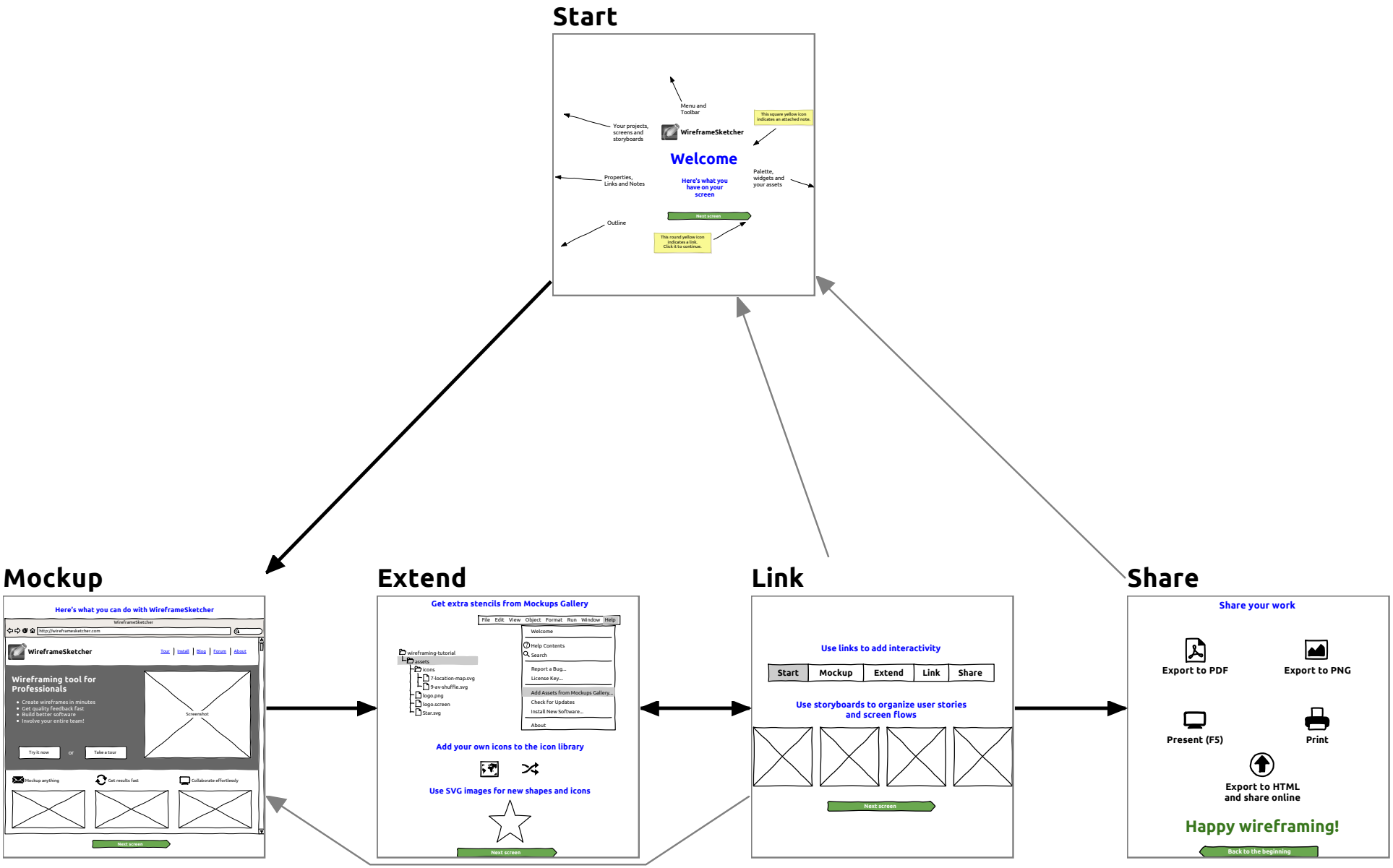
Start
Menu and Toolbar
Your projects, screens and storyboards
WireframeSketcher
This square yellow icon indicates an attached note.
Welcome
Properties, Links and Notes
Here's what you have on your screen
Palette, widgets and your assets
Outline
Next screen
This round yellow icon indicates a link. Click it to continue.
Mockup
Here's what you can do with WireframeSketcher
WireframeSketcher
Wireframing tool for Professionals
Create wireframes in minutes
Get quality feedback fast
Build better software
Involve your entire team!
Screenshot
Try it now
or
Take a tour
Mockup anything
Get results fast
Collaborate effortlessly
Next screen
Extend
Get extra stencils from Mockups Gallery
File Edit View Object Format Run Window Help
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Report a Bug...
License Key...
Add Assets from Mockups Gallery...
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assets
icons
logo.png
logo.screen
Star.svg
Add your own icons to the icon library
Use SVG images for new shapes and icons
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Use links to add interactivity
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Share
Use storyboards to organize user stories and screen flows
Next screen
Share
Share your work
Export to PDF
Export to PNG
Present (F5)
Print
Export to HTML and share online
Happy wireframing!
Back to the beginning

Menu and
Toolbar

Your projects,
screens and
storyboards

WireframeSketcher

This square yellow icon
indicates an attached note.

1

Welcome

Properties,
Links and Notes

Palette,
widgets and
your assets

**Here's what you
have on your
screen**

Next screen

Outline

This round yellow icon
indicates a link.
Click it to continue.

1. Start

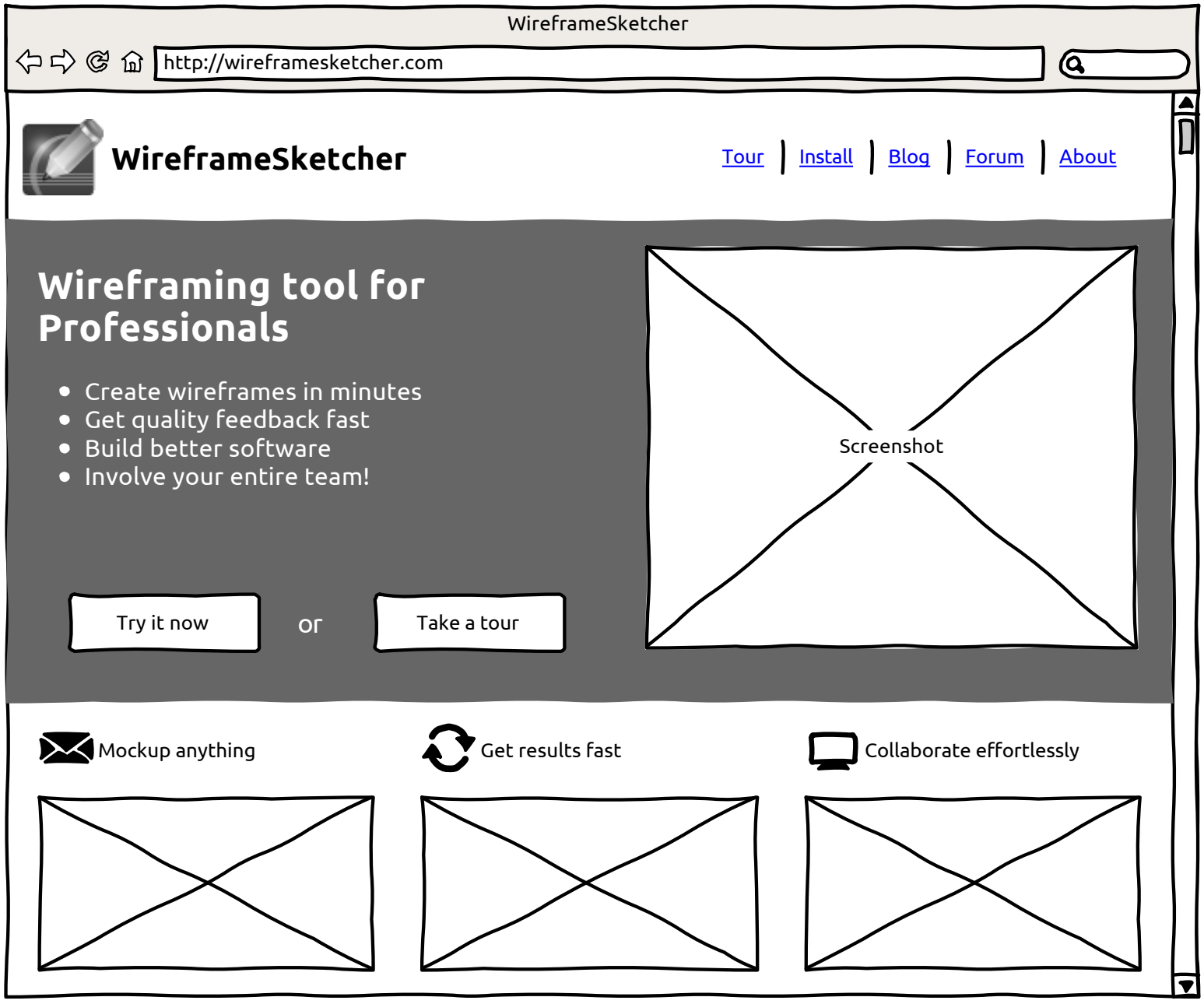
This the start screen that shows all the main parts of the **WireframeSketcher**'s user interface.

You can find out more detailed information about each part by consulting the integrated help that can be opened using **F1**.

This description in particular is a screen note that you can edit using the **Notes** view.

#	Note
1	**Notes** represent an alternative way to annotate your screens. Notes can be added to any object and can contain additional description that should be attached to that object. Objects that have an attached note are displayed with a small overlay icon in the top right corner to indicate that. Use **Notes** to provide things like descriptions, explanations, more extensive documentation, and specifications to designers and developers.

Here's what you can do with WireframeSketcher



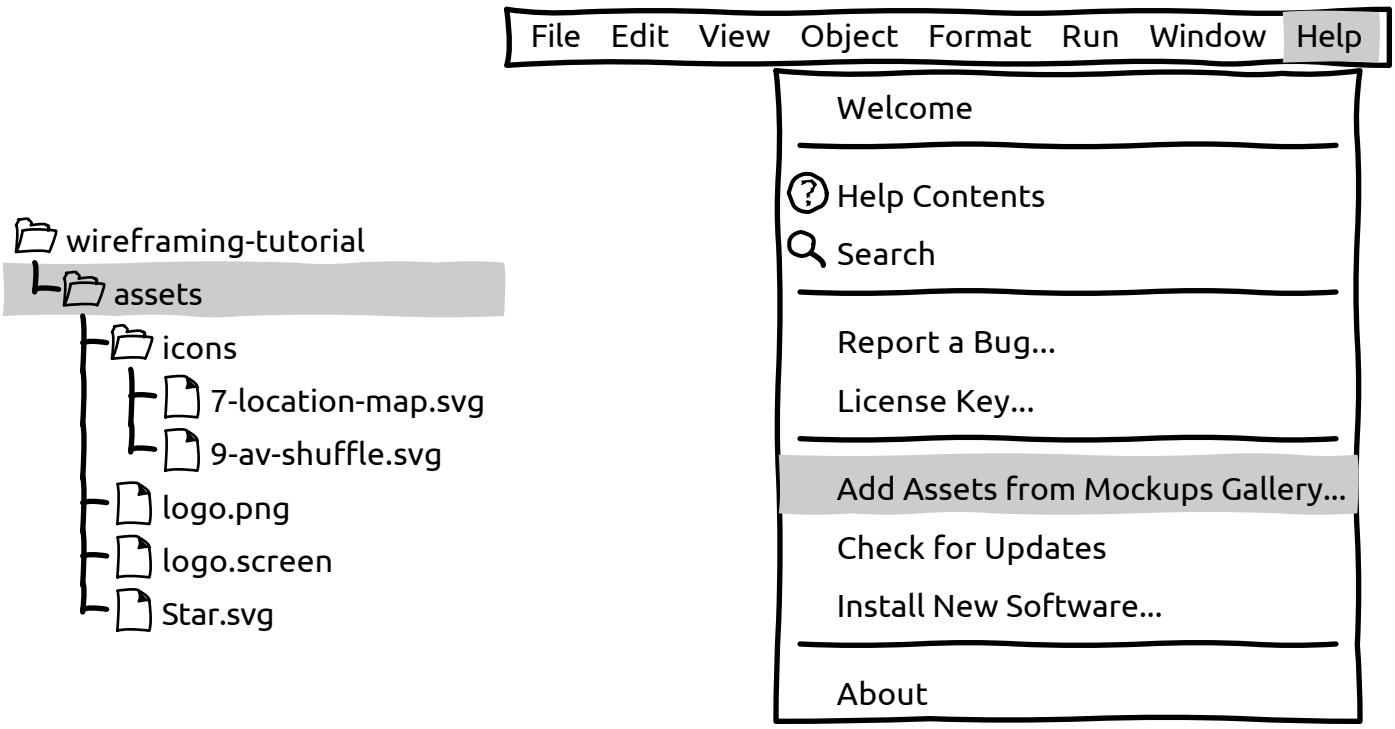
Next screen

2. Mockup

This screen shows a typical wireframe that you can create using **WireframeSketcher**.

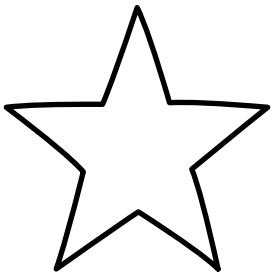
With **WireframeSketcher** you get a rough, unfinished, hand-drawn look for your mockups. This way your stakeholders won't be distracted by little details and you can focus on what's important. When needed, you can instantly switch to a clean look.

Get extra stencils from Mockups Gallery



Add your own icons to the icon library

Use SVG images for new shapes and icons



Next screen

3. Extend

WireframeSketcher can be easily extended with custom assets.

Make use of the user-contributed Mockups Gallery to jump-start your mockups and to get inspiration from. Find Android, iPhone, iPad, Windows Phone stencils, extra icons and other useful resources on our website or directly under **Help > Add Assets from Mockups Gallery...**.

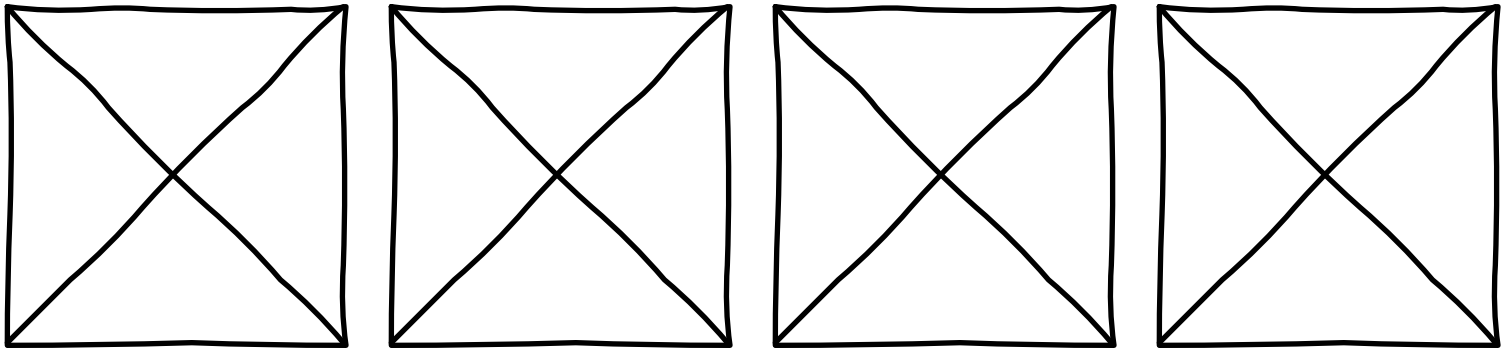
Do you need a common template, a master for all your screens? Want to reuse that standard dialog in multiple places? Use components to do just that. Changes to a component are instantly visible in all screens that use it. You can put them in the palette and create your own stencils. Any screen can be a used as a component. This means that creating screen variations is easy without any duplication. Easy inheritance mechanism lets you alter component's instance without breaking the link to its origin.

Missing a widget? Want to include a logo? WireframeSketcher lets you use your own images. Color images can be conveniently drawn in black and white to blend in with the overall look of the wireframe. And the best thing - you can use SVG vector graphic images which will even automatically get the hand-drawn look.

Use links to add interactivity

Start | Mockup | Extend | **Link** | Share

Use storyboards to organize user stories and screen flows



Next screen

4. Link

Use linking to create interactive prototypes.

Present your prototypes in full-screen mode and click-through to show how the application or website is supposed work.

Export your prototype to clickable, high-quality PDF and let your clients test it themselves.

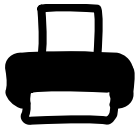
Storyboard your use-cases and show how the UI responds to user actions and changes in time. Use storyboards to make slideshow presentations and export multi-page, interactive PDFs or HTML.

Share your work

Export to PDF

Export to PNG

Present (F5)



Print

Export to HTML and share online

Happy wireframing!

Back to the beginning

5. Share

Need to discuss an idea without other apps getting in your way? Want to make a presentation of the prototype to your client? Full-screen presentation mode is one click away.

Want to send around your wireframes and storyboards? Export your wireframes to high-quality PDF, HTML or PNG and you are all set. Upload and share exported HTML online on WireframeSketcher servers (wiresketch.com).

You can always print out your wireframes on paper and then discuss them with your clients face to face.