

As with all first addition books sometime mistakes in the editorial process get the best of us. Because we reordered some chapters of the book some of the screen shots and product files referenced are out of sync, these will be corrected in the next addition of the book but if you have the first edition, please keep this reference handy.

## Chapter 1 Notes

There are no project files for chapter 1, this is a foundational chapter on principals of prototyping and sketching.

## Chapter 2 Notes

There are no project files for chapter 2, this is a foundational chapter on principals of prototyping and sketching.

## Chapter 3 Notes

There are no project files for chapter 3, this is a foundational chapter on principals of prototyping and sketching.

## Chapter 4 Notes

*Page 64*

In each chapter directory the file structure will have some repeating elements and subdirectories. For example in **Chapter04Project**, you will see a project file, **SilverlightPrototype4** and a *subdirectory* called **SilverlightPrototype1** that contains specific assets for this project. Subdirectory names typically correspond to project file names but because we are working from iterations of the same file in Chapters 4 through 11 the subdirectory name for all of our lessons in each chapter will be **SilverlightPrototype1**.

In addition, Chapter04Project contains the **SourceArt** directory that you will reference in other chapters later in this book.

*Page 68*

In some screenshots the project screens will represent the project solution as **Chapter1.sln** versus **SilverlightPrototype4.sln**. Functionally, unless otherwise indicated, the actions you'll complete are the same.

## Chapter 5 Notes

*Page 79*

The **Chapter04Project** directory contains the **SourceArt** directory where you will find the **Sketches** directory.

*Page 80*

In some screenshots the project screens will represent the project solution as **Chapter2.sln** versus **SilverlightPrototype5.sln**. Functionally, unless otherwise indicated, the actions you'll complete are the same.

*Page 81*

In the book copy the project **SilverlightPrototype5Screens** is referenced but in your project files and in all the pictures for Chapter 5 the directory is called **SilverlightPrototype1Screens**.

*Page 83*

In the book the copy indicates a node labeled *sneakerSPOT*. In your project **SketchFlow Map** and in pictures in Chapter 5 this node is the white one that is labeled *Start (Logo)*.

In the book the copy indicates that there is an image in the **Sketches** directory that is labeled *SneakerSPOT*. This image is labeled *Logo.jpg* in your project files and in all pictures in Chapter 5.

Remaining images have names that match to the nodes in your **SketchFlow Map**. For example, add the *PickShoe.jpg* to the *PickShoe* node in the project.

*Page 89*

The *Log In* screen or node is actually labeled *LogIn* in your project files and pictures for Chapter 5.

## Chapter 6 Notes

*Page 93*

In some screenshots the project screens will represent the project solution as **Chapter3.sln** versus **SilverlightPrototype6.sln**. Functionally, unless otherwise indicated, the actions you'll complete are the same.

*Page 102*

Feddback, as spelled in our header should be Feedback.

*Page 96*

The way the **SketchFlow Player** works in **Expression Blend 4** is slightly different, see our 'What's New in Expression 4 Introduction' on [www.dynamic-prototyping.com](http://www.dynamic-prototyping.com) for a quick overview of those changes.

*Page 106*

Starting with Figure 6.25 the way feedback is loaded in **Expression Blend 4** is slightly different, see our 'What's New in Expression 4 Introduction' on [www.dynamic-prototyping.com](http://www.dynamic-prototyping.com) for a quick overview of those changes.

## Chapter 7 Notes

*Page 111*

In some screenshots the project screens will represent the project solution as **Chapter4.sln** versus **SilverlightPrototype7.sln**. Functionally, unless otherwise indicated, the actions you'll complete are the same.

The **Chapter04Project** directory contains the **SourceArt** directory where you will find the **Animation Elements** directory.

*Page 114*

Starting with Figure 7.7 this image shows objects as **arrange by Z-Order**, your project files by default should show **arrange by markup order**. Or rather you'll see the *Background* object listed below the canvas element *SaveDesign* versus *\_8*.

*Page 118*

Starting with Figure 7.10 this image shows objects as **arrange by Z-Order**, your project files by default should show **arrange by markup order**.

*Page 119*

Starting with Figure 7.11 this image shows objects as **arrange by Z-Order**, your project files by default should show **arrange by markup order**.

*Page 120*

Look for addition blog posts and thoughts on animation in SketchFlow at [www.dynamic-prototyping.com](http://www.dynamic-prototyping.com).

## Chapter 8 Notes

*Page 127*

In some screenshots the project screens will represent the project solution as **Chapter5.sln** versus **SilverlightPrototype8.sln**. Functionally, unless otherwise indicated, the actions you'll complete are the same.

## Chapter 9 Notes

*Page 135*

In some screenshots the project screens will represent the project solution as **Chapter6.sln** versus **SilverlightPrototype9.sln**. Functionally, unless otherwise indicated, the actions you'll complete are the same.

*Page 139*

In the **Working With States Panel** section we reference chapter 10 files. You should be using chapter 9 files for this chapter and referencing chapter 10 files if you become confused.

*Page 140*

The **Chapter04Project** directory contains the **SourceArt** directory where you will find the **States** directory.

## Chapter 10 Notes

*Page 151*

In some screenshots the project screens will represent the project solution as **Chapter7.sln** versus **SilverlightPrototype10.sln**. Functionally, unless otherwise indicated, the actions you'll complete are the same.

*Page 153*

We get slopping with words on this page such as...

***When (The) Details Mode icon is selected.***

***We (Then) select***

***What we typically do in SketchFlow work (is) work with a sample data source in the (during) the prototyping stage.***

*Page 157*

The **Chapter04Project** directory contains the **SourceArt** directory where you will find the **Data** directory.

## **Chapter 11 Notes**

*Page 165*

In some screenshots the project screens will represent the project solution as **Chapter8.sln** versus **SilverlightPrototype11.sln**. Functionally, unless otherwise indicated, the actions you'll complete are the same.

In addition, we have another directory in **Chapter11Project** folder called **Completed Project**, which shows all the final changes from Chapters 4 through 11 and a sample output of our design spec in Microsoft Word format.

*Page 166*

**Pick a Style** refers to the **PickShoe** node.

## **Chapter 12 Notes**

*Page 177*

Chapter 12 is a rather exhaustive feature by feature overview of the Expression Blend interface as it relates to SketchFlow, there are no project files for this chapter. This chapter would have benefited from clear labeling and sectioning however and it will probably be broken out a bit more in future editions. A good rule of thumb is that most of the detailed descriptions represent figures that precede them versus figures that follow them. Because some of the figures represent multiple items you may need to flip back a page or two to reference the functionality in the figure.

## **Chapter 13 Notes**

There are no notes for this chapter.

## **Chapter 14 Notes**

*Page 228*

In Figure 14.1 we tell you to create your own project and look at the Sketchflow Animation panel. We ask you to add a shape to your canvas—in our case we've actually added two.

*Page 235*

Where we say “Where you add new states does matter” we mean to say “Where you add new frames does matter” In fact in all three instances in the first two sentences that appear on the top of this page we mean to say frame instead of state.

*Page 238*

The project file Button has been modified to reflect the default state of the project indicated in Figure 14.8. When you open the project you will need to ‘build it’ so the appropriate styles update. You can do this by simply pressing **control shift b** or selecting **build project** from the **Project Menu**.

The component screen in the project is the green screen in your SketchFlow map.

*Page 241*

Above Figure 14.14 we note that you’ve altered colors for each state—we’ve actually already done this for you.

In Figure 14.14 when you look at the focus states you will notice it doesn’t look like anything is happening. We’ll revisit what we’re doing with the focus state later in the chapter.

*Page 244*

In the first paragraph you will need to ensure that you are in the **edit template mode** for your *mybutton* style. In Figure 14.19 if you select the icon the arrow is pointed to your timeline should appear and change as you select different states in the state panel.

In some versions of Blend, using the sample project we’ve provided, the library for the Behavior we are using may not display the common property correctly—this is a bug we are investigating.

## Chapter 15 Notes

*Page 248*

The community and codeplex sites referenced in this section can be found at:

CodePlex

<http://www.codeplex.com/>

Expression Gallery

<http://gallery.expression.microsoft.com/en-us/>

*Page 254*

In the second paragraph we ask you to take a look at the properties of the buttons in the component screen. What you actually have to do is take a look at the behaviors attached to each button. You may need to turn down the arrow next to each button in the Object and Timeline panel to accomplish this.

In the fourth paragraph a source name is set to the parent object it is attached to, in the case of Figure 15.5 this would be the name of each button.

*Page 256*

In the second paragraph once you've found the `MouseDownElement` you'll need to drag it to each shape before your project will look like Figure 15.8

## **Chapter 16 Notes**

There are no notes for this chapter.

## **Chapter 17 Notes**

There are no notes for this chapter.

## **Chapter 18 Notes**

*Page 308*

The copy directs the reader to open a project called "SneakerSpot\_A". The correct project is "SneakerSpot1".

*Page 309*

The reader doesn't actually need to import assets, as the sketches have already been brought in and added to the appropriate views. They will just be making the global navigation component.

## **Chapter 19 Notes**

The examples projects are broken out according to chapters for Part IV as follows:

- SneakerSpot1 is for chapters 19 and 20 (You'll find the files in the **Chapter19Project** directory)
- SneakerSpot 2 is for chapters 22 - 24 (You'll find the files in the **Chapter22Project** directory)
- SneakerSpot3 is for chapters 25 and 26 (You'll find the files in the **Chapter25Project** directory)
- SneakerSpot4 is for chapters 27 and 28 (You'll find the files in the **Chapter27Project** directory)

Additionally, for each project you will have the following 3 folders:

- SneakerSpot $n$  - Contains the project to use when working through the chapters
- SneakerSpot $n$ -Assets - Contains content used during the course of the chapters
- SneakerSpot $n$ -Completed - Contains a finished version of the project

## **Chapter 20 Notes**

*Page 316*

In the last paragraph, the goal is to make the global navigation functional.

When hooking up navigation for the Design button the user should choose "Configure" as the NavigateTo target. For the Browse button, the user should choose "Checkout" as the NavigateTo target.

Additionally, when creating the first button the user can select "Hand" as the Cursor value from the Common Properties pane in the Properties tab.

## **Chapter 21 Notes**

There are no notes for this chapter.

## **Chapter 22 Notes**

*Page 326*

The copy directs the reader to open the project called "SneakerSpot3". The correct project is "SneakerSpot2".

*Page 327*

The copy directs the reader to add images from the Project Images folder. The correct folder is the SneakerSpot2-Assets folder.

## **Chapter 23 Notes**

There are no notes for this chapter.

## **Chapter 24 Notes**

*Page 341, 342*

The correct process for importing the .dll file is to right-click the References node underneath the SneakerSpot2Screens project in the Projects tab.

Then select the DragAndReturnTargetedAction.dll file from the SneakerSpot2-Assets folder.

## **Chapter 25 Notes**

*Page 348*

The copy directs the reader to open the project called "SneakerSpot4". The correct project is "SneakerSpot3".

*Page 350*

The correct location for importing the swatch images is the SwatchImages folder within the SneakerSpot3-Assets folder.

## **Chapter 26 Notes**

*Page 362*

The correct process for importing the .dll file is to right-click the References node underneath the SneakerSpot3Screens project in the Projects tab.

Then select the ArcPanel.dll file from the SneakerSpot3-Assets folder.

The correct process for importing the accompanying resource dictionary is to right-click on the SneakerSpot3Screens project in the Projects tab and selecting "Add Existing Item".

Then select the ArcListBoxStyle.xaml file from the SneakerSpot3-Assets folder.

## **Chapter 27 Notes**

*Page 367*

The copy directs the reader to open the project called "SneakerSpot5". The correct project is "SneakerSpot4".

## **Chapter 28 Notes**

*Page 376*

We do not initially point out that a style guide screen for the SneakerSpot project has been added to the SketchFlow map.

## **Chapter 29 Notes**

There are no notes for this chapter.