

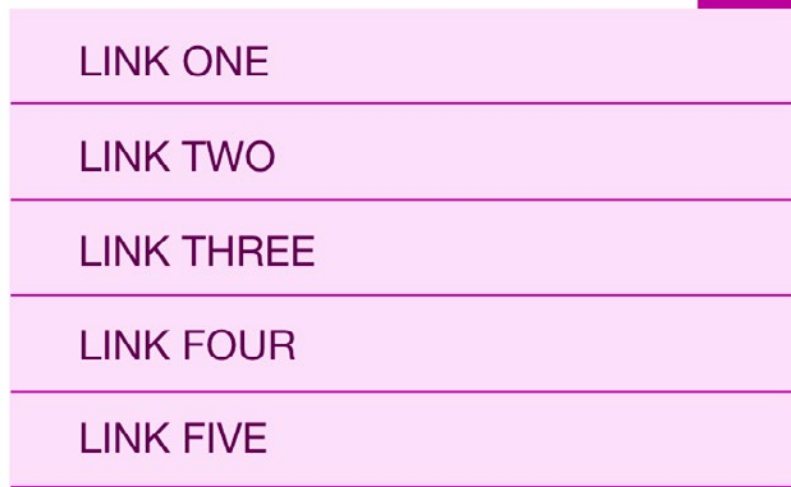
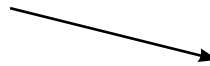
Using Component States to Make an Expanding and Collapsing Menu

What we want it to look like by default



AND

What we want it to look like after clicking on it



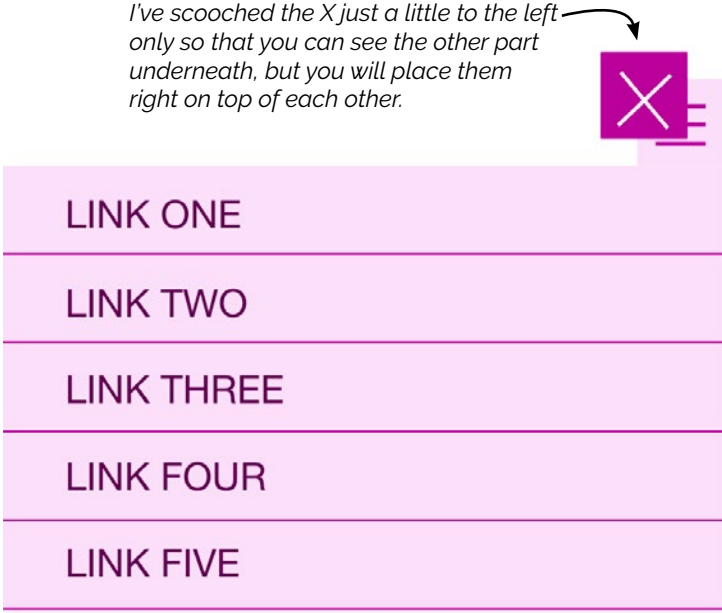
Make all the objects you need for both the expanded and collapsed menus, and place them where they will need to appear. For us, that's right on top of each other.

Below are all my objects, organized into groups. The order I've placed them in is not very important here.

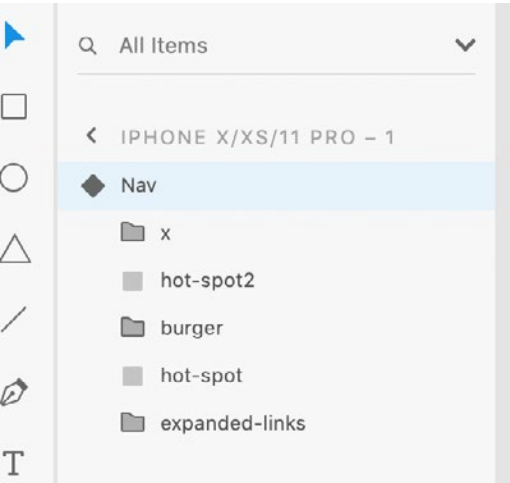


The hot spots are the squares behind the X and the hamburger icon that will be the clickable areas. Make both squares.

I've scooched the X just a little to the left only so that you can see the other part underneath, but you will place them right on top of each other.



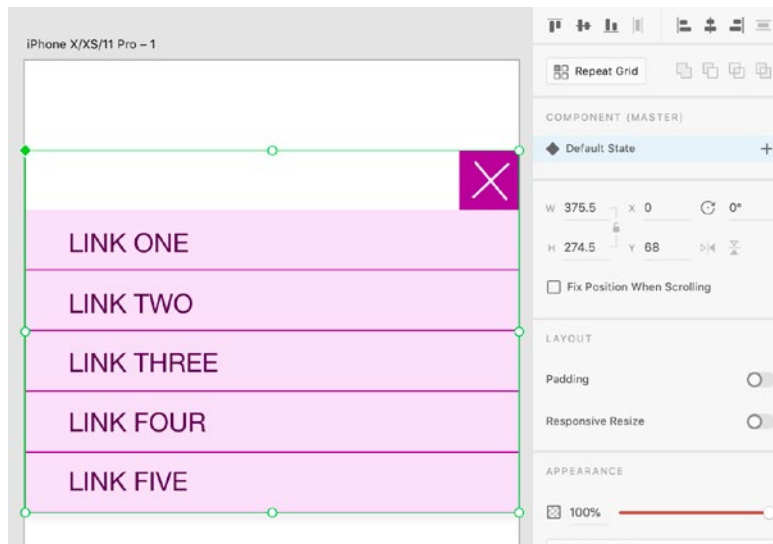
Now, select everything that will be in the menu, both collapsed and expanded, and make it into a component (Cmd + K). Make sure you've got everything you need made, because you can't add things into the component later.



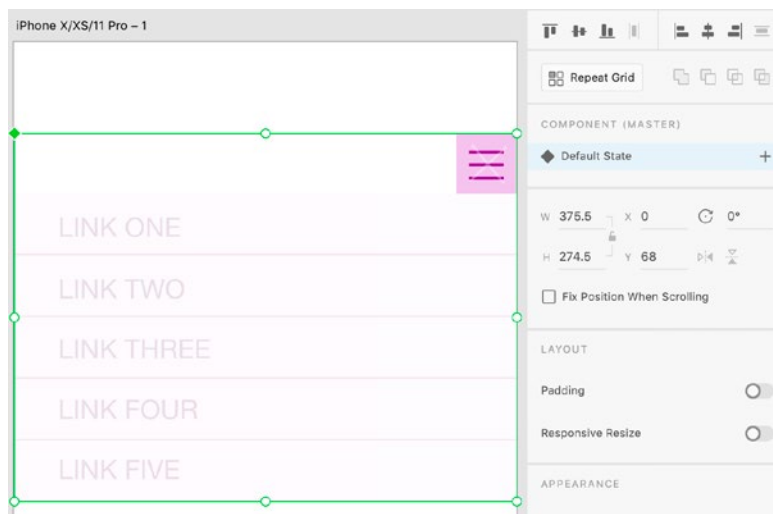
I named this component Nav.

Now select the component and look at the right side of the screen. You will see the words "default state."

This is going to be our collapsed menu. In the next step, we are going to make the objects we don't yet want to see invisible, by making them transparent.

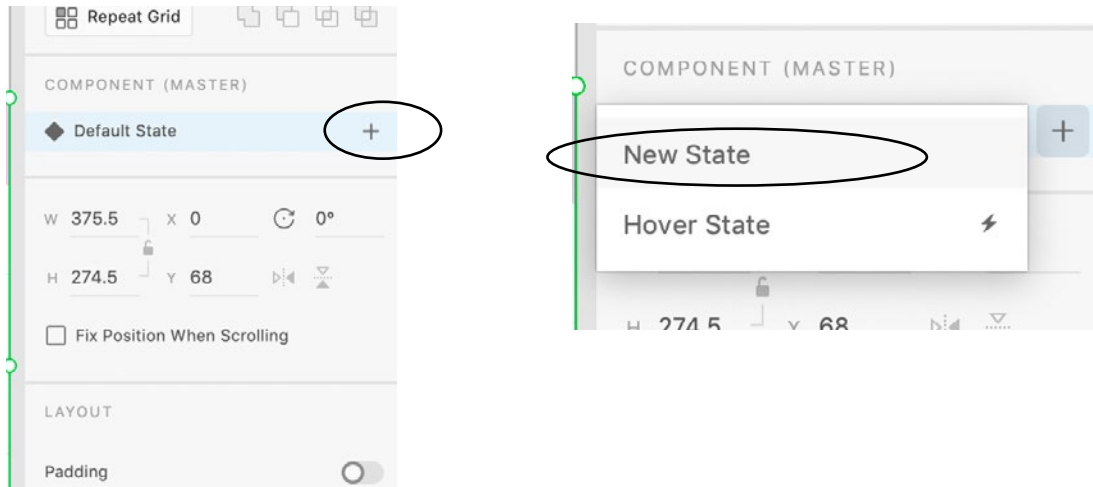


Double click on the component to "drill down" into it so that you can select different parts. Select each object that should **not** appear in the collapsed menu and lower its transparency to zero.

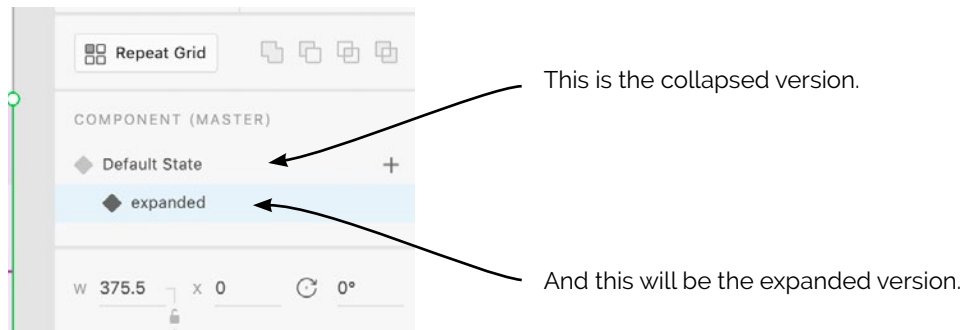


Now, with the component still selected, click on the + sign next to "Default State" to make another state. In the pop-up, select "New State."

Name this state "Expanded."

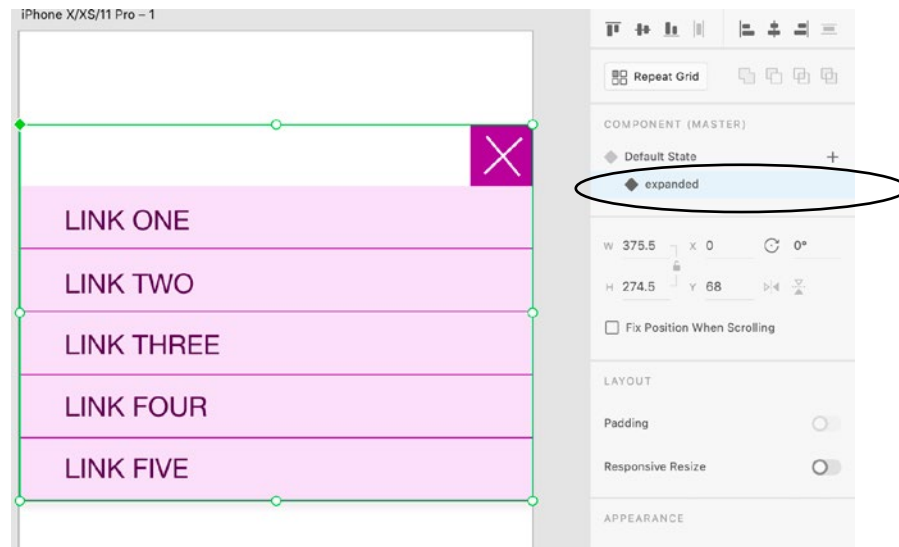


From here on out, be very aware of which state you have selected/highlighted because that is the one you are editing.



With the “Expanded” state highlighted, select each object that should appear and raise its opacity to back to 100%. Then select each object that should **not** appear in the **expanded** menu and lower its transparency to zero.

In the expanded state, you’ll want the hamburger icon and its hit spot to be hidden, and everything else to be visible.

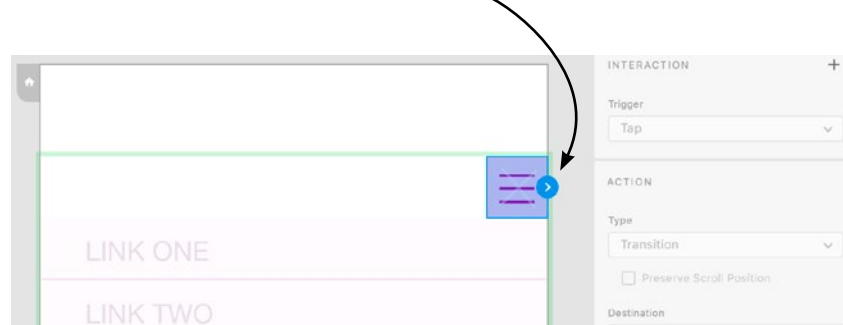


Next, we will prototype these states together...

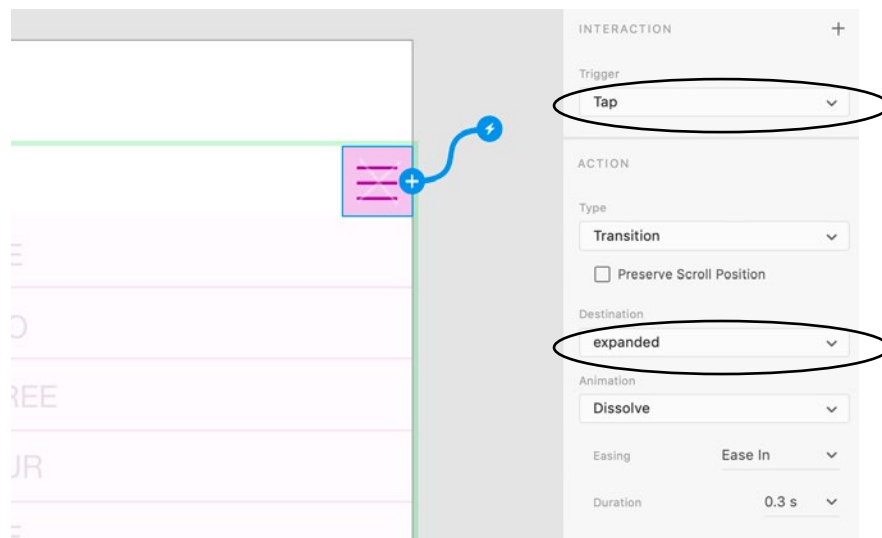
First, select the **default** state of the component, then select just the hot spot (the square).

Now, click on **Prototype** view.

You'll see the little blue arrow. Click on it. Don't drag it anywhere, just click and release.



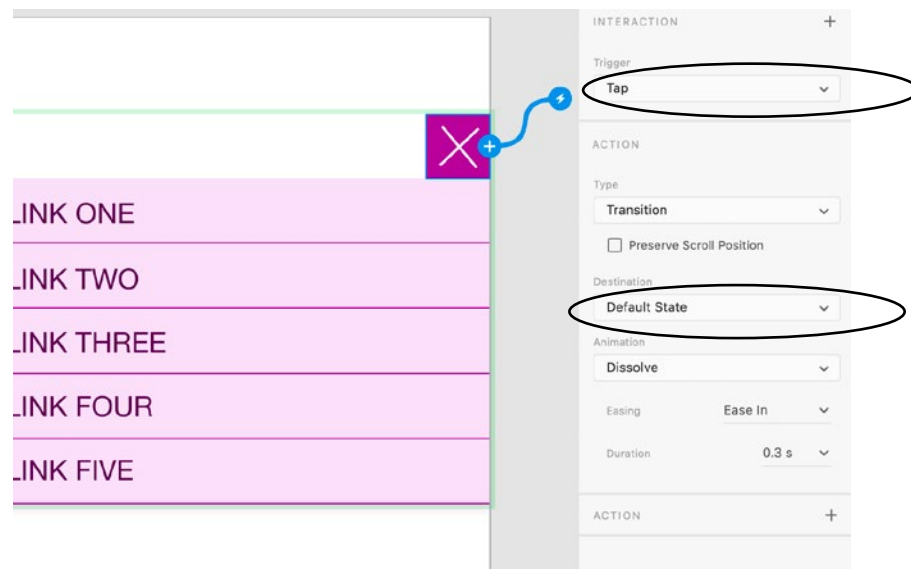
On the right side of the screen, make sure the trigger is set to "tap." Under Destination, select the state you want to see when the user taps/clicks. Your states should all appear in this dropdown.



Now, repeat this step, but for the other state. Select the hot spot of the **Expanded** state. It might be helpful to do this in Design view.

Now, click on **Prototype** view, if you're not there already.

Click and release on the little blue arrow. Then, select the **default** state from the Destination dropdown.



You're done! Now test it out.

After you get this basic method done, try it out with an animation that makes the navigation links slide downward. Change "Transition" to "Auto-Animate" when doing this.