



UI Prototype document

## #24: Copy & Paste

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### Note:

This is a clickable interaction wireframe.

Initial sketches for general copy and paste / clipboard interactions 3/12/09

What is presented in this document are 4 distinct artifacts which can be mixed and matched.

a) The clipboard placement, currently 2 ideas:

- 1) a pop-up windows as it currently found on the stage build
- 2) a dedicated panel for the clipboard

b) The clipboard design. Apart from typical contextual menu and the OS's ctrl-c/ctrl-v I'm currently looking at two designs

- 1) 'vertical': a list box of artifacts in the clipboard
- 2) 'horizontal': more of a carousel design with supplemental list box for quick access.

[Jump to contextual clipboard / vertical interaction >](#)

[Jump to clipboard panel / carousel interaction >](#)



## Copy & Paste

Copy from canvas  
to clipboard

Duplicate a  
canvas/page

Duplicate a layer of  
a canvas/page

Create an instance  
of a sketch  
element

Create an instance  
of a page or layer

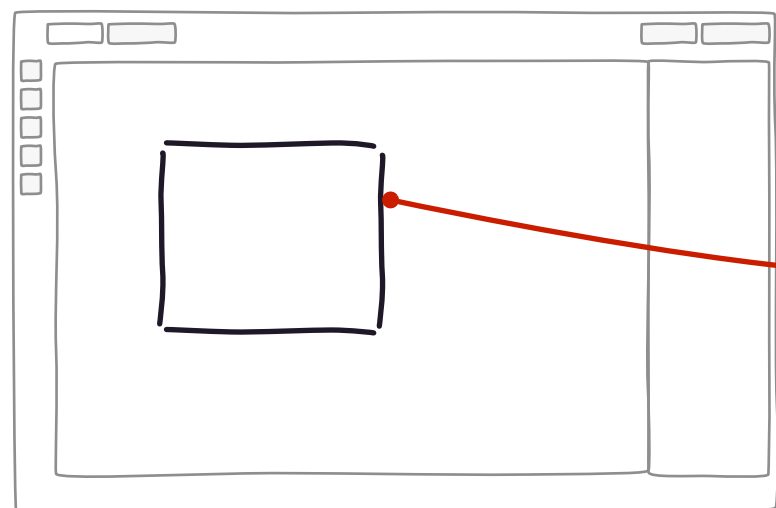
Immediately  
duplicate sketch  
element on to  
canvas

More?? email  
[pauric@pauric.net](mailto:pauric@pauric.net)  
with additional tasks to  
be captured here

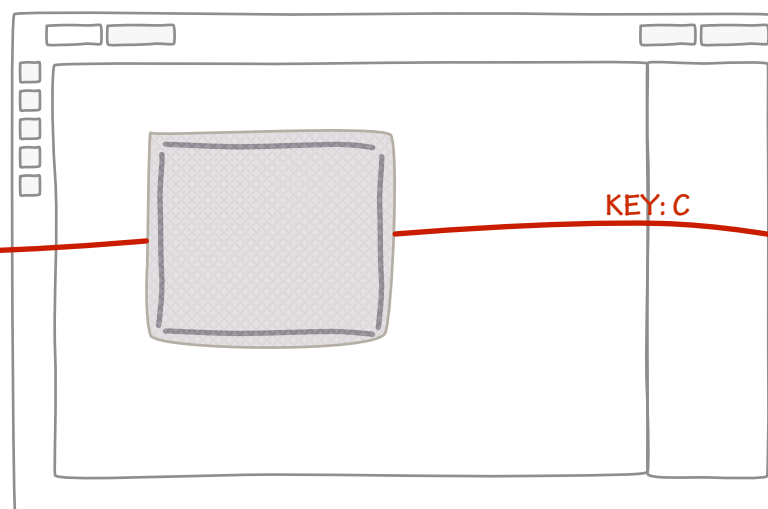


Copy canvass elements with pop-up

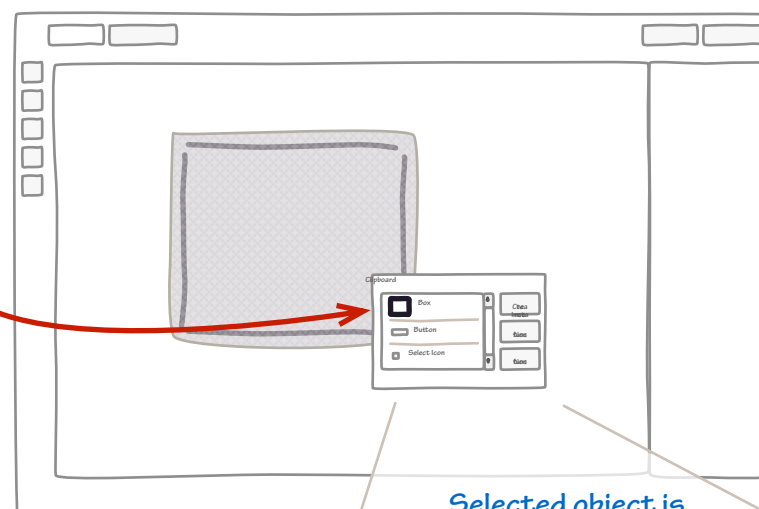
I'm beginning to question the flow of presenting the clipboard when user copies and item



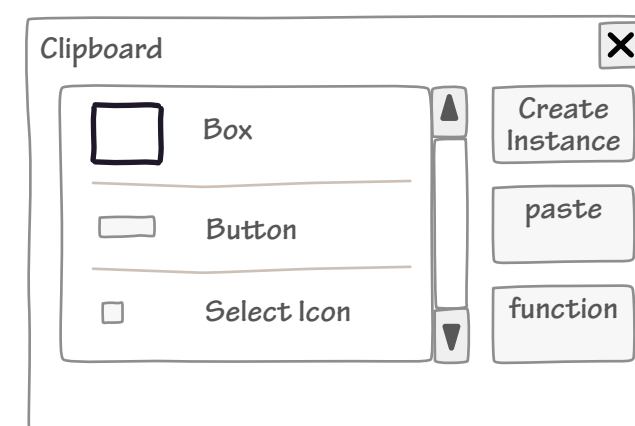
(A) select/highlight then call clipboard



KEY: C

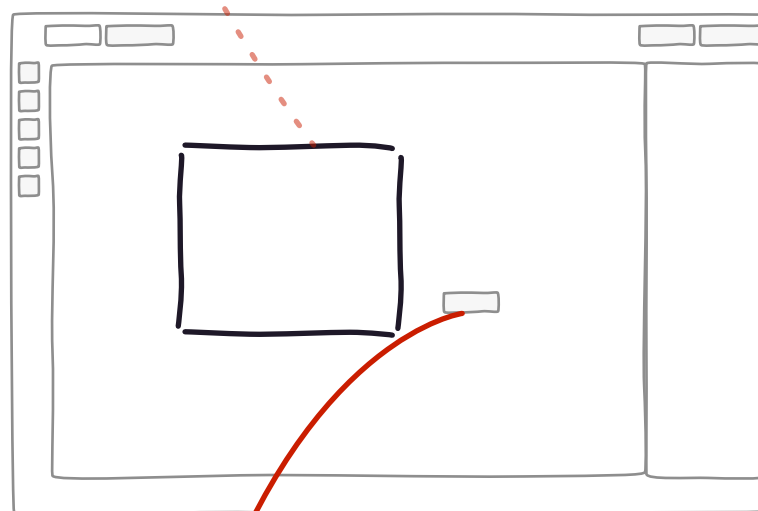
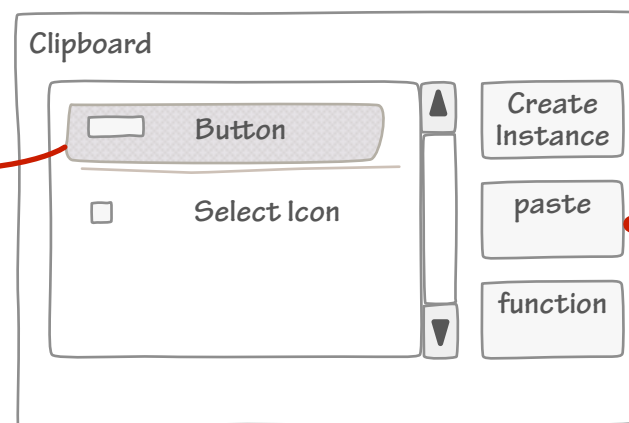
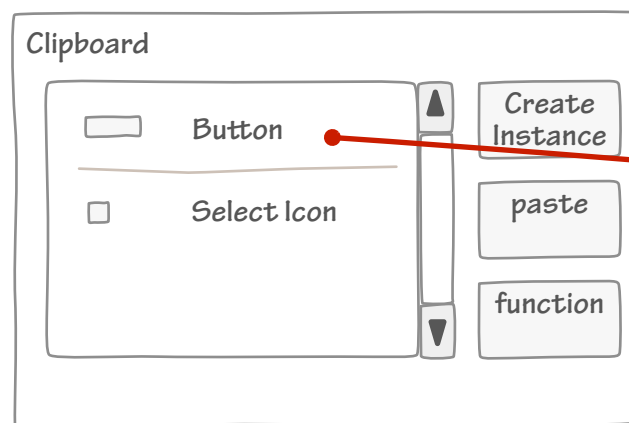
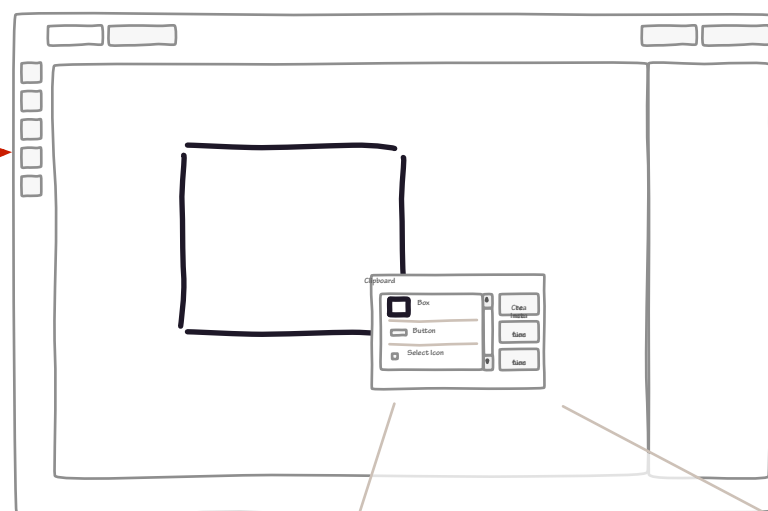


Selected object is automatically put in clipboard



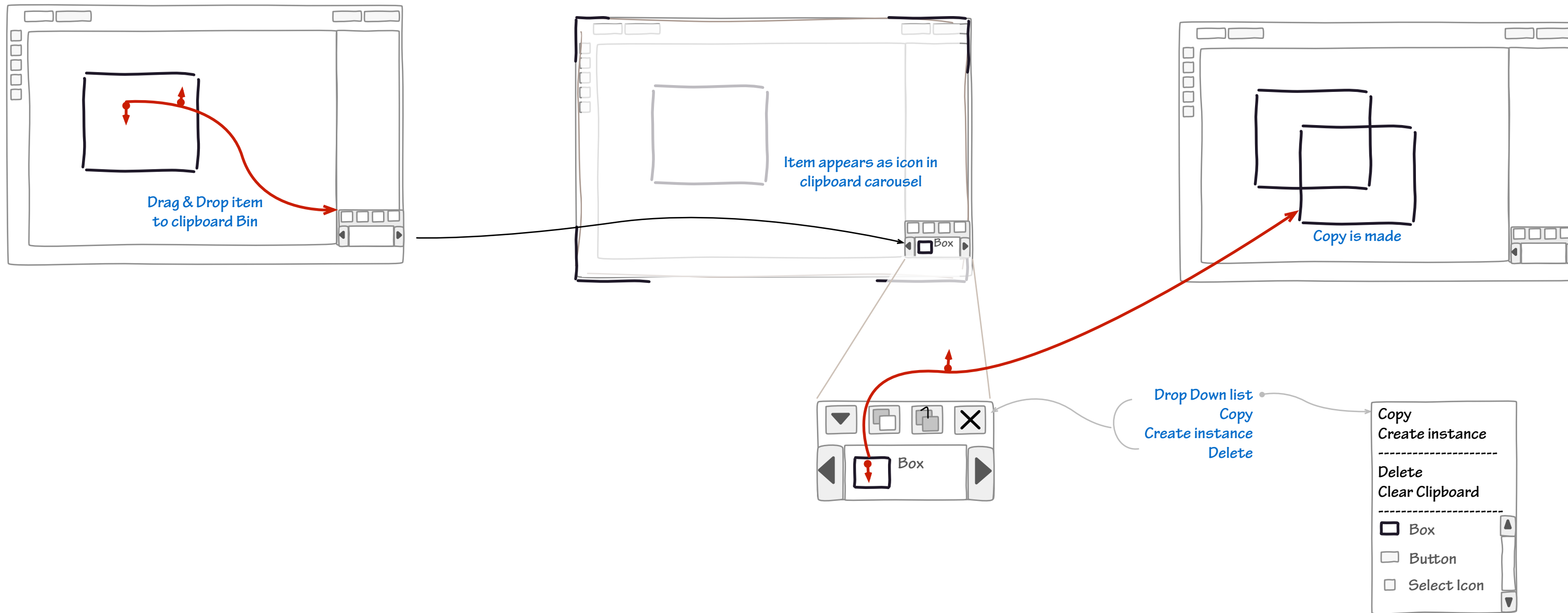
KEY: C

(B) Calling clipboard to paste elements to canvass



The user can now create copies or instances on to the current canvass or (close the panel?), switch pages and then create copies

Clipboard bin in right hand panel



Need to think about how to create copies versus linked instances of pages when using drag & drop.

Copy Page using right hand panel

