



EXERCISES

Exercise 1

Task 1: Working with layout

1. Go under “Layout” and drag a row with 1 column to your canvas.
2. Drag another row with 2 columns inside the column of the first row.
3. Go to “Row Style” of the row with 2 columns and set its width to 900px.
4. Go to “Column Style” of the outer column and set its alignment setting to center.
5. Drag in an image inside the left-side column.
6. Drag a “Magic button” inside the right-side column and center it.
7. Align the two columns vertically, by editing the alignment setting of the row that contains them.
8. Turn “Layout” off to see a live-preview of what you made.

From
Blank Canvas

Exercise 1

Task 2: Working with actions

1. Right-click the image and give it a different name. Remember to change it to something unique.
2. Double click the image and change it to your own.
3. Right-click the button and go to the “Actions” setting, then add an action set under the trigger: “Click”.
4. Click on “add action” and search for the name of the image (from step 1).
5. Try to add different actions and click “preview” to test it.
6. (optional) make the button scale up/down by using the mouse enter/out trigger, combined with the “Animate” action.

From
Blank Canvas

Exercise 1

Task 3: Adding a Lead Form

1. Create a popup. Click on "Pages and Popups" from the left-side menu.
2. Drag in an Input Form (use the Lead Form wizard under "Tools" in the left-side menu).
3. Add action to the button to "show popup".
4. Test that the data is being stored
 - Open the page in an incognito browser window and submit the lead form. Then click on the "Audience" tab from the editor to see all submissions.

From
Blank Canvas

Exercise 2

Feature: **Catalog**

Task 1: Adding a catalog

1. Create a new project.
2. Go to “add-ons” in the right side menu.
3. Enable “Catalog”, click Edit Settings and create a new standard catalog – give it any name.
4. Upload CSV file
5. Drag a row to your canvas and place a “Catalog Presenter” component inside the column. The Catalog Presenter can be found from the left-side menu under Tools.
6. Choose the catalog you named from the drop-down that appears.

Exercise 2

Feature: **Catalog**

Task 2: Displaying Data

1. Enter the Catalog Presenter and delete the existing content, then place a row with an image and a rich text element underneath.
2. Highlight the default text of the rich text component, then click on "Data" from the rich text editor that appears on the top.
3. From the box that appears, search for the name of a data column from your CSV file. Delete the default text.

Exercise 2

Feature: **Catalog**

Task 3: Displaying Data

1. Right-click your image and click on "Change Image". Switch the top-right option "Uploaded Images" to "URL", then change the option to set the image with a manual value to instead use "with value from..."
2. Click on the "Select Image" option and search for a data column that contains a URL to an image, then add it from the list. If no results are shown, toggle on "Text" from the bottom of the popup.
3. Save your changes and click "Preview".

Exercise 2

Feature: **Catalog**

Task 4: Filter products

1. Add a magic button at the top of your page, then add a “Filter” action to it.
2. From the filtering options, choose to filter for one of the data columns of your CSV and write a manual value that exists in that data column. Copy/paste the value directly from the CSV file.
3. Preview your page and click the button.
4. (optional) Add additional/change filters.

Exercise 3

Task 1: Adding a draw

1. Create a new project
2. Go to “add-ons” in the right-side menu.
3. Enable “Draws”, click Edit Settings and create a new standard draw – give it any name.
4. Add a prize and give it 50% probability of winning. Remove limit of prizes and how many times a person can win.
5. Add a data column called “Scratch Image” and paste two different URL’s to images for both the win and lose scenarios.
 - Search Google for images, or paste the URL of images added to your media library.
6. Click Save Changes and return to the editor.

Feature:
Draw Engine

Exercise 3

Task 2: Adding a draw

1. Add a lead form to your page (use the lead form wizard).
2. Once added, navigate to the after submit stage and add an image. Set its width to 200px.
3. Right-click your image and click on "Change Image". Switch the top-right option "Uploaded Images" to "URL", then change to option to set the image with a manual value to instead use "with value from..."
4. Click on the "Select Image" option and search for "Scratch Image". If no results are shown, toggle on "Text" from the bottom of the popup, and then add it from the list.
5. Save your project.

Feature:
Draw Engine

Exercise 3

Task 3: Adding a draw

1. Drag in the “Reveal” component on top of your image. This can be found under "Tools" in the left-side menu.
2. Navigate to the form stage of your lead form and go to “Actions” of the Submit button.
3. Add the “Draw” action.
4. Publish your page and view it from an incognito browser - go through all steps of the project. (Did you win or lose?)
5. Close the incognito browser and go to “Audience” from within the editor. You will find this on the top bar.
6. Verify that the data you submitted was stored.

Feature:
Draw Engine