Krom Wireframe Kit

Documentation   v1.1

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UI Bears

#1 Files & Artboards

In the folder, you just downloaded you will find two sketch files named Krom.sketch and Base.sketch

Krom.sketch is the main file that contains all the symbols and layouts that we promised on our landing page. You will find 170+ pre-made layouts that we built carefully for your use. You can use these layouts completely or take inspiration for your own custom layout designs.
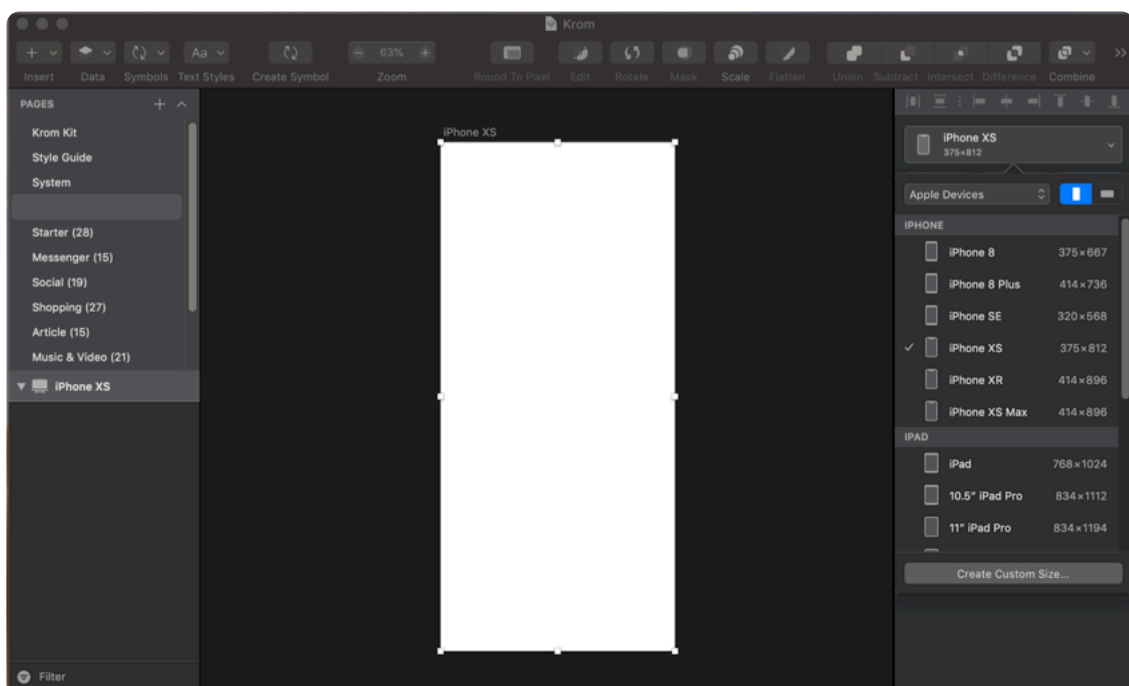
Base.sketch is a simplified version that only contains basic UI elements, icons and style guide. Along-side, there will be a starter template with two empty artboards.

You may want to start from scratch and create your own compound components, and this file gives you a quick start for that particular use. The starter templates contain pre-defined rulers on them. These are 20px from the left and 20px from the right, which is the industry standard margins for mobile app design.

The artboard template we used is iPhone XS, which you can find under:
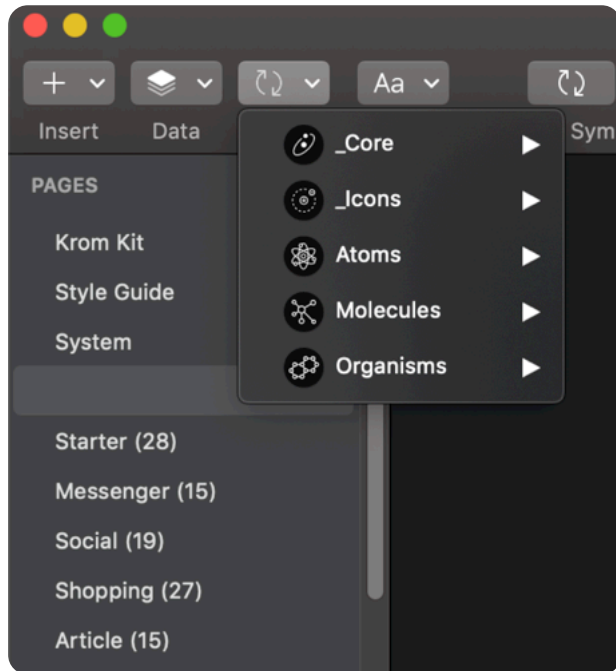'Artboards -> Apple Devices -> iPhoneXS (375 x 812)'.

If you want to change the screen size, create the artboard of your desired size, select the layers and resize them accordingly. Most of our components are responsive and should not require heavy re-arangmenet to fit the desired phone size.

#2 Symbol Usage

The symbols inside the Krom wireframe kit are divided into 5 main categories. The symbols are structured using Atomic Design framework, so please check out our atomic guide to understand how everything works.

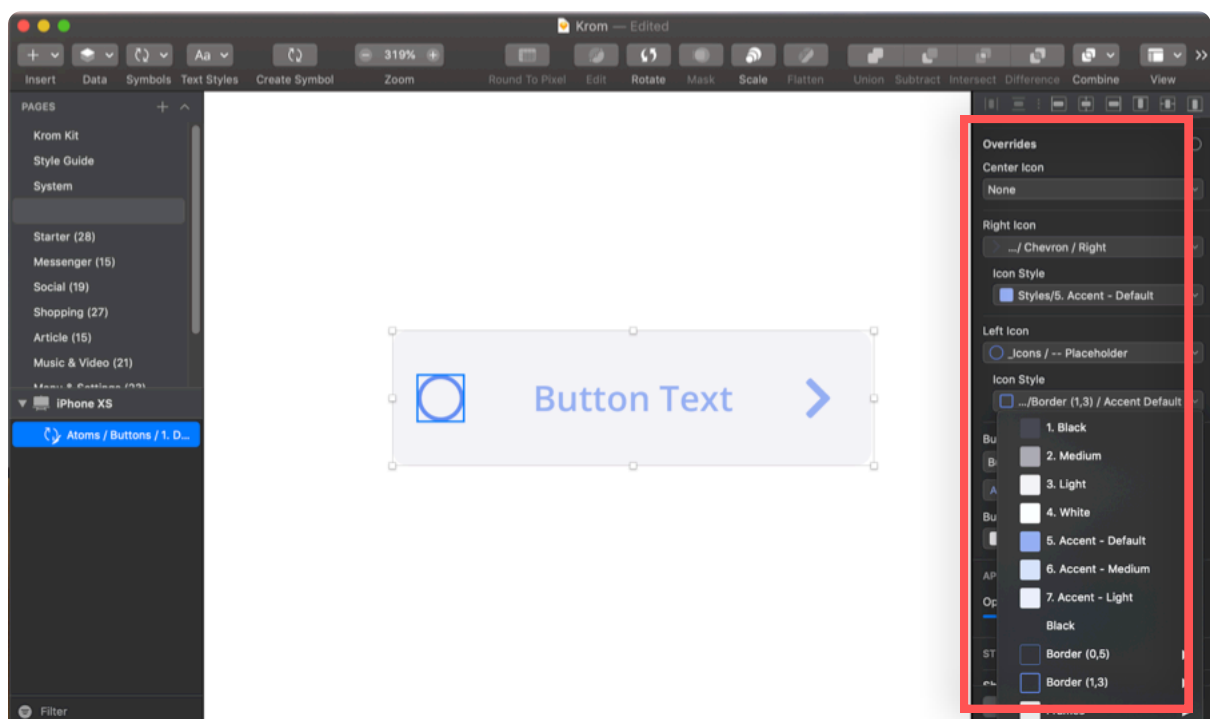**_Core:** Native iOS components such as the tab bar, status bar, phone indicator and etc.

_Icons: over 200+ icons categorized based on their characteristics

Atoms: Core UI elements such as buttons, inputs, controls etc.

Molecules: Compound components that are made out of different atoms.

Organisms: Complex components that contain multiple atoms and molecules.

Most of the _Core, Molecules, Organisms and some atoms uses nested symbols. So you can change the text, color and icons from the right panel, under 'Overrides'
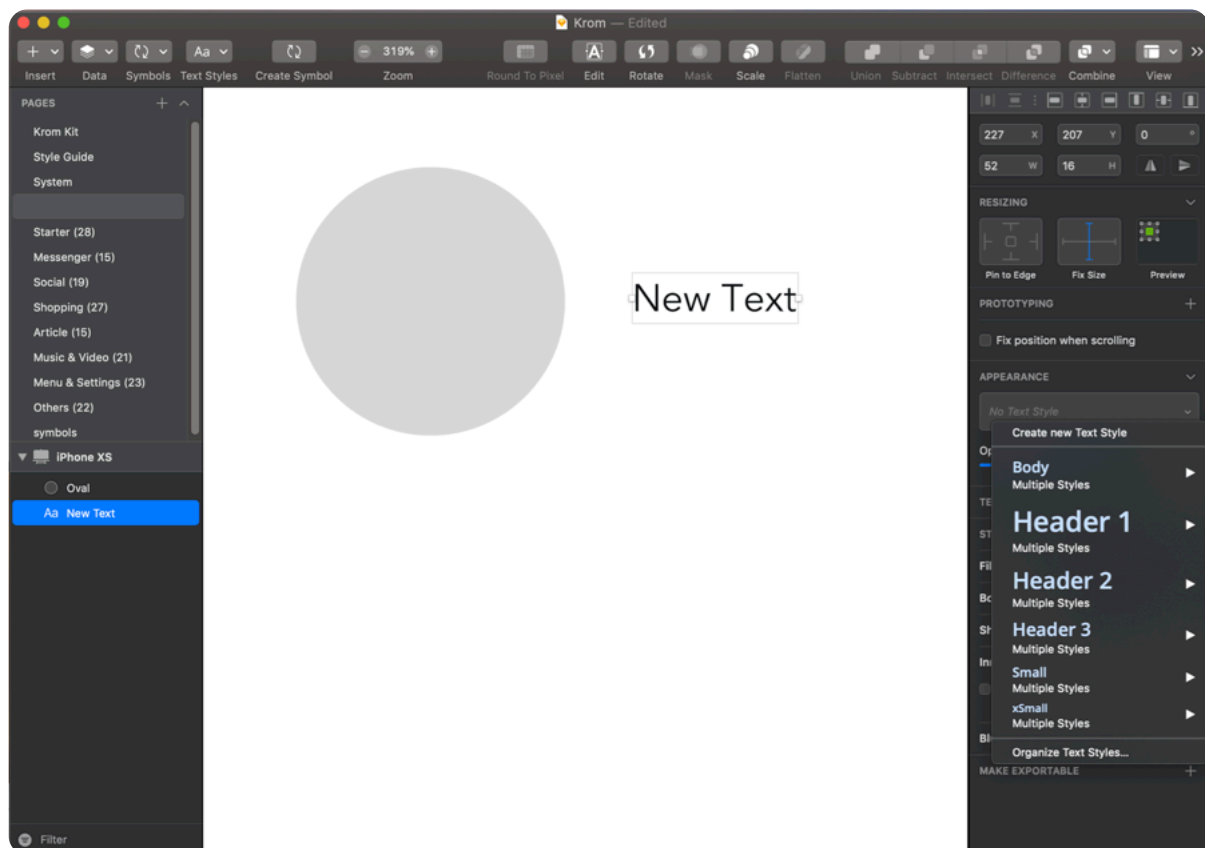
If you want to edit a component, simply double click on the symbol to view it on the symbols page (or find it from the symbols page) and do your edits. Once finished all the layouts that use the same symbol will update accordingly.

If you don't want to make global changes to a symbol, you can select the symbol from the layers panel, 'Right Click -> Detach from Symbol'. This will remove the link of the symbol and pull-out its contents.

#3 Text and Layer Style Usage

When adding a new text or shape, you can use the pre-defined styles from the Right Panel. When the component is select, on the right side of the panel, under 'Appearance' you can select whatever text or layer style you choose.
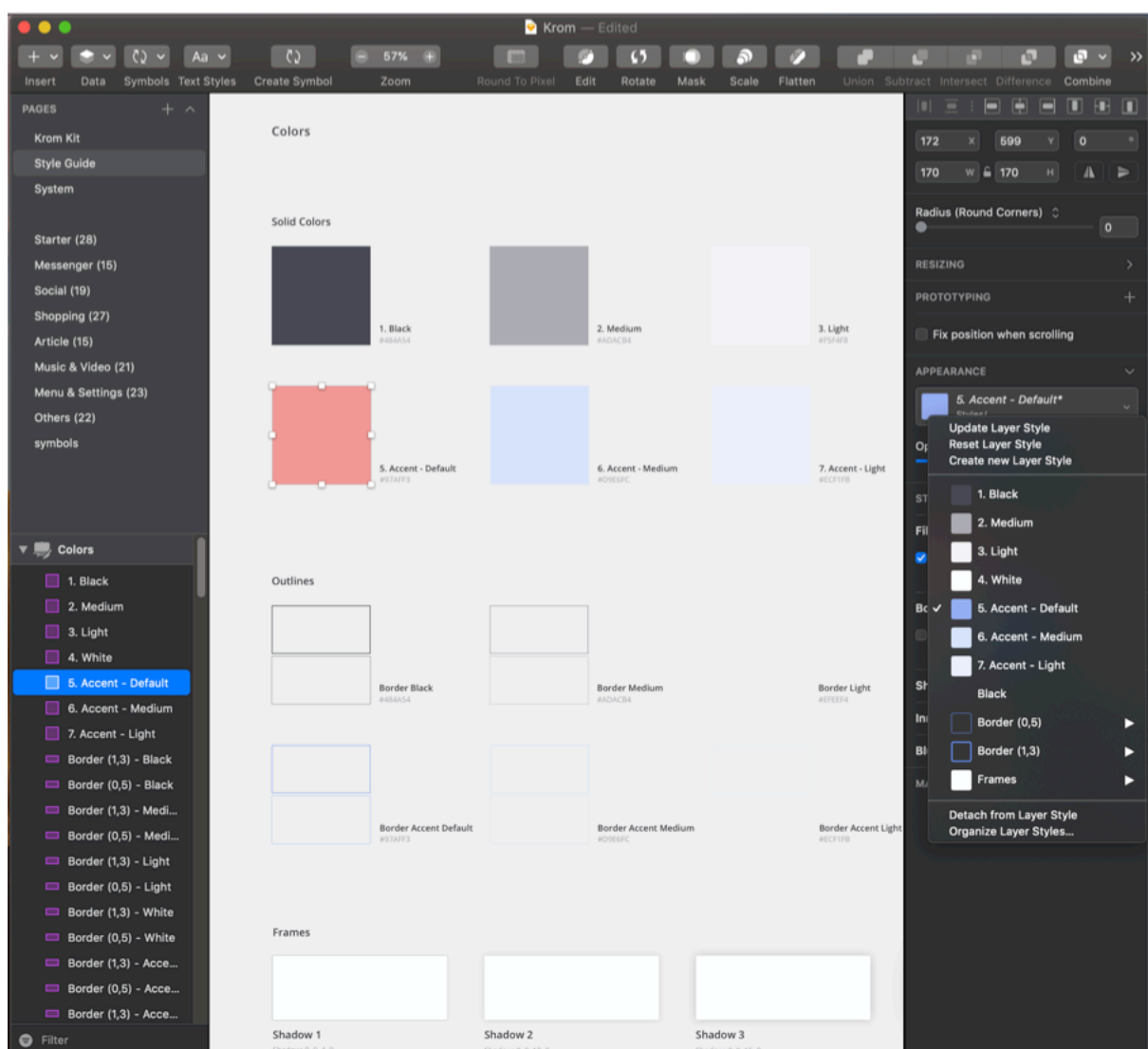
Doing this, not only helps with the overall consistency of the wireframes but it allows to make global changes with a few simple clicks, which will explain in the next section.

#4 Style Guide

The Style Guide page is an overview of all the layers and text styles used in the Wireframe kit. You may want to change the colours and text that are similar to the branding of your product.
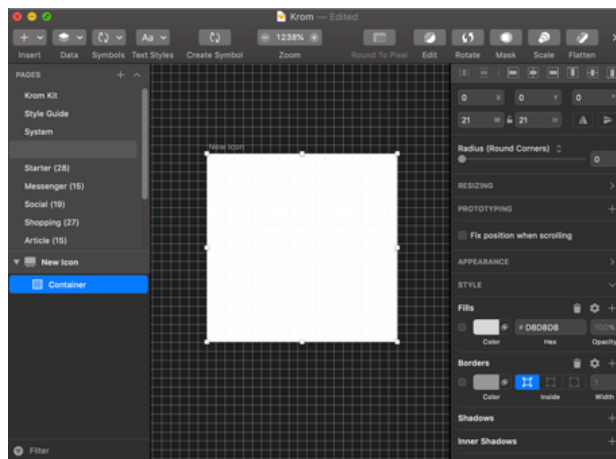
If so, you can do changes on the components that you wish to change and under the appearance section on the right panel, click 'Update Text/Layer Style'. All the layouts, texts and symbols will adjust accordingly.
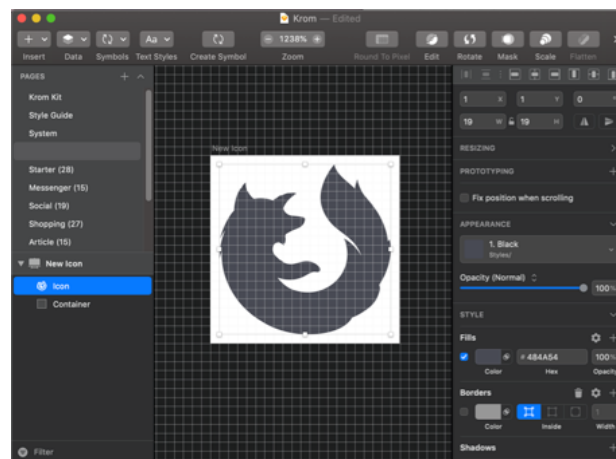
#5 Adding Icons

We have only 200+ icons in our wireframe kit, mostly which are the most used ones. You may want to add some of your own icons that are suitable for your product you are wireframing.
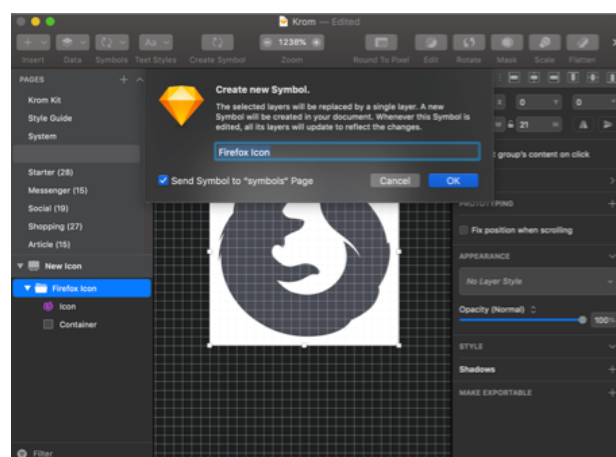
In order to make everything consistent, and work well with the symbol overrides, please follow these simple steps when creating an icon symbol:

1. Create a 21x21px artboard, and place a 21x21 rectangle in it, with no fills and no borders. This is a simple 'container' so that the icon can adjust and resize properly. You can rename this rectangle it to whatever you want.

2. Put your icon in the middle of the artboard and on top of the container. We suggest a max-19px width or height for the size (leaving a 1px space between the artboards borders).

3. Get your container and icon into a group (Command + G) and symbolize the icon.

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We hope we covered everything. If you still have questions, don't hesitate to email us about it. We tend to respond to all of our emails within 24 hours.

We hope you enjoy this wireframe kit. We would also love to hear from you about your critique and suggestions about this product. We aim to make the best possible products out there and will constantly update it to make sure it is.

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