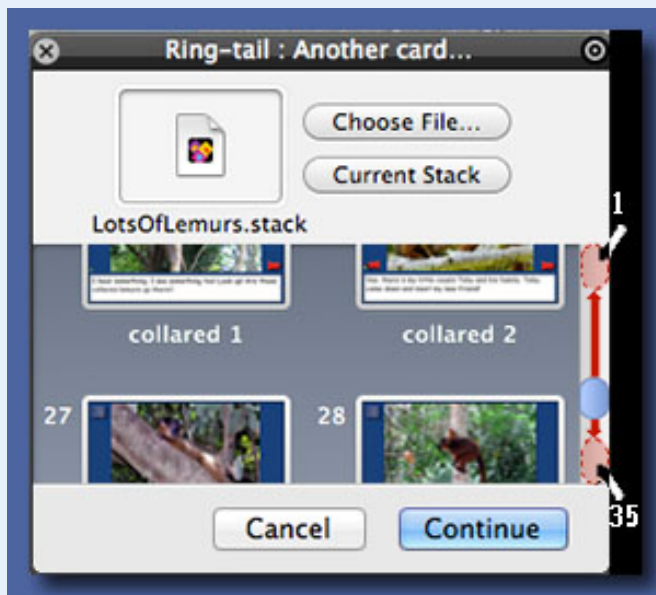


Drag And Drop Card Links (A Quick Tip From [Roger Wagner](#))

While working on a very big stack in HyperStudio 5®, [Lots Of Lemurs](#), I encountered a difficulty when trying to link to



specific cards. The dialog window for the action **Another card....** is a small square. A scrollbar lets you move between cards.

However, only two cards at a time fit in the window. With over thirty cards in my stack, it was

almost impossible to position the scrollbar precisely on the card I wanted. It kept landing between cards.

I asked Roger Wagner if there were any plans to make that dialog window larger. Always thinking outside the box, Roger said he never had problems with that little window because he knew of a better way to link cards. So here is Roger's magic trick for quickly setting links to another card.

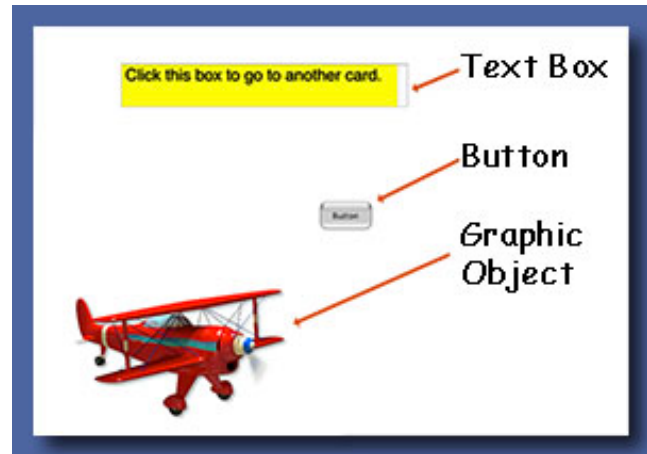
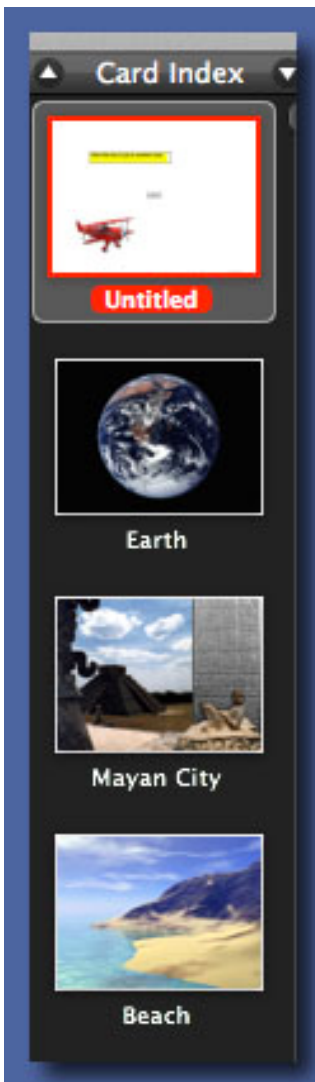
Want more free activities, tips, and graphics? Look in the Attic!

Experimenting With A Test Stack

The basic strategy is to drag and drop the thumbnail of a card onto the object you want to link to that card. This sounded too easy

to be real, so I made a test stack to

see how this would work.



In my test stack, I created three cards with full-page backgrounds. These were a photo of the earth in space, a Mayan city scene, and a beach. The first card in the test stack had on it three typical HyperStudio objects: A text box, a button, and a graphic object.

The idea was to drag and drop thumbnails of the cards. The easiest way to have these close by is to make sure the **Card Index** is visible. You can show the **Card Index** by clicking a button on the far left of the bottom toolbar, or from the **View** menu. You also can set the **Card Index** to be open by default under **Preferences**.

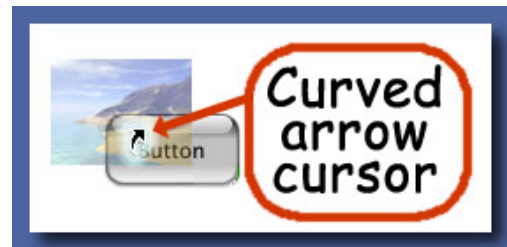
Drag And Drop Card Links

First, I decided to set the text box so that clicking it would go to the card with the Earth background. I made sure I was on the first card, the one with the three objects. Then I clicked down on the thumbnail image of the **Earth** card in the



Card Index, dragged it over onto the card and on top of the text box, and dropped it. Did it make a link? We'll test that later.

For my second test, I clicked down on the last card, the **Beach**, and dragged that thumbnail over on top of the button. I noticed that once I had the thumbnail actually over part of the button, I got a **curved arrow** cursor. That lets me know it's setting up an action.



For the final test, I clicked and dragged the **Mayan** city card thumbnail from the **Card Index** to the graphic object, which



is a red airplane. I wondered exactly what was happening when I dropped those thumbnails! So I used the **Inspector** to see what settings were in the graphic object.

Looking at **Actions** with the **Inspector**, I could see that the destination **Another card...** was chosen. When I opened it,



the dialog told me that this graphic object really was set to go to the **Mayan** card. Super! I also noticed that setting links in

this way does not choose any transition effect. From this point in the **Inspector**, I could easily add a transition without struggling to set the link.

I could also see that actions had been set on all three items by looking at the card. Each object now had a green ball with a checkmark, showing that some action had been set. And when I clicked each object, it took me to the card I had linked. Victory!



Linking buttons or other objects to another card is probably the most common HyperStudio task. Having this neat trick will certainly speed up the process of building any stack.

Thanks, Roger!