# LINK TO URL

Objective:

To create a clickable object that will load another page into the browser window.

Actions:

1. Use Top View
2. Place a box of default size in the window and zero it for all 3 axes.

NOTE: Zeroing first isn't absolutely necessary but in the long run it does help to keep track of where things start and helps to keep things aligned. It's a good habit to get into.
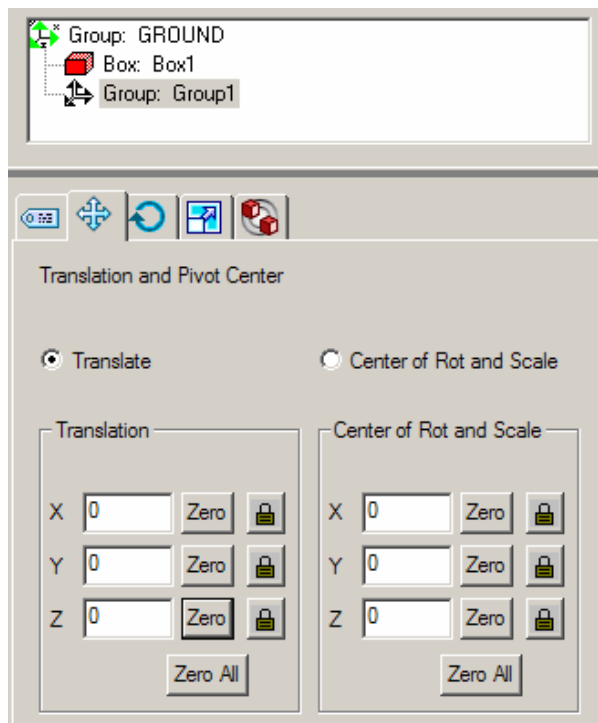
3. Switch to Front View.
4. Make sure box is still selected.
5. Choose **Create > Create Group**
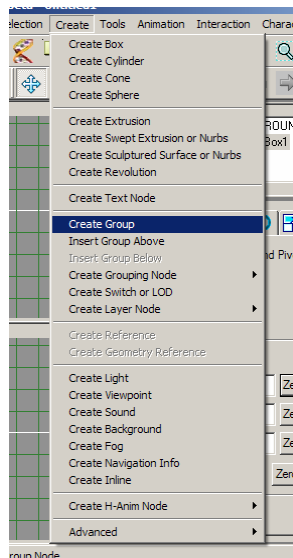
6. The cursor will change to a 3-headed arrow when you move it over one of the view windows.
7. Using the Top View, click inside the window to place a Group Node.
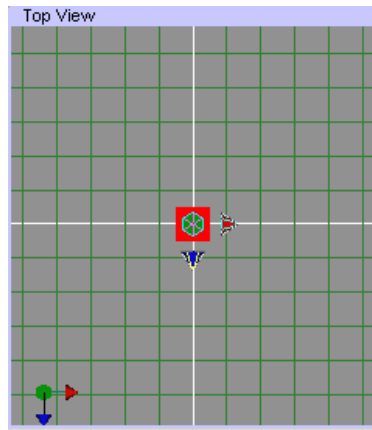
8. You will see that a new Group has also been added to the tree window.
9. Go to the Translation window and zero it on all axes.

10. In the tree window select the box object and drag it into the Group Node.
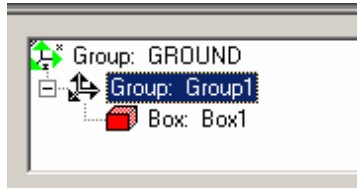
11. With the Group Node still selected in the tree window click on the Group Type properties window and select the button for Anchor.

CLICKABLE GROUP

FILE TO OPEN

TOOLTIP DESCRIPTION

HOW DO YOU WANT THE NEW WINDOW TO OPEN?
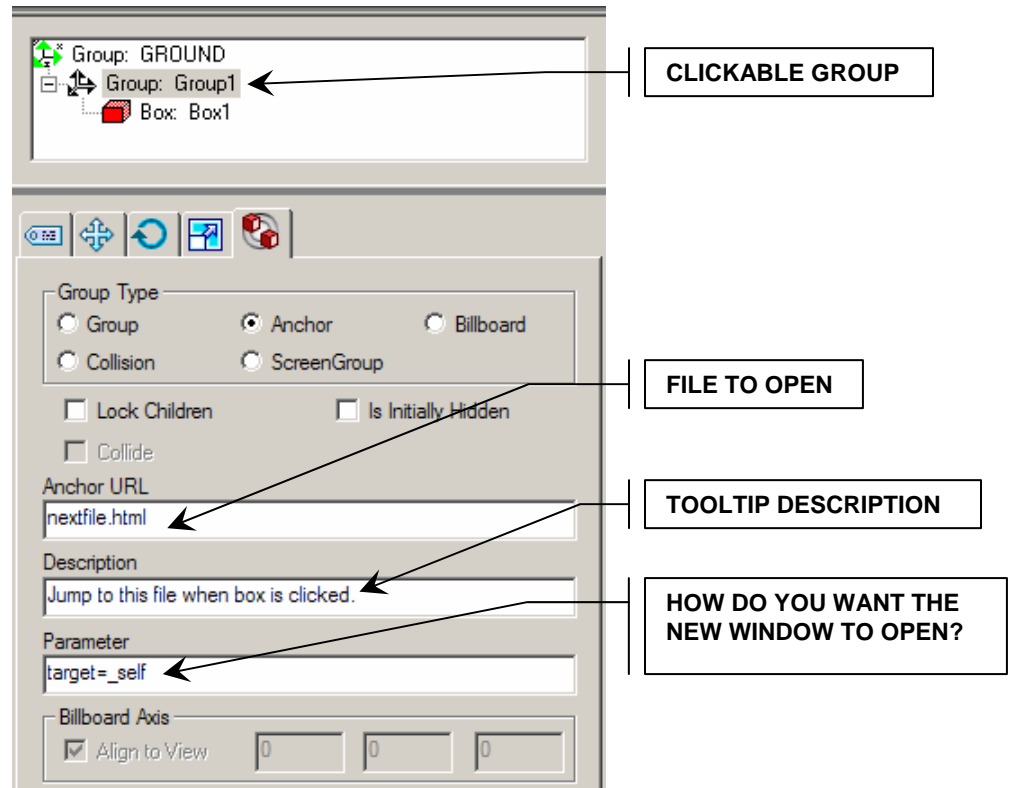
12. You also need to specify the file you want opened, as well as how you would like it opened. In this example I have used "target=_self" to have the page open in the same window. Entering "new" or "_blank" would cause a second separate window to open with the linked page in it (this is exactly the same as for any HTML target property).
13. The location of the file can be either absolute or relative to the location of the WRL file.

NOTE: notice you must link to an HTML file NOT the WRL if you are wanting to open another WRL file. In other words the WRL file must be embedded in an HTML file to be accessed.

14. Then just save the file and export it as a WRL.
15. When it's opened in your browser you can click on the box and it will open whatever file you have named in the Anchor URL box.

NOTE: You should also take a look at the Help files under "anchor" for more explanation.

Summary:

1. Select and/or place the object you want to be clickable into your scene.
2. Create a group in the tree window and drag the object into it.
3. Make the group an Anchor.
4. Set the URL and other file info in the group Anchor properties palette.

Words to Know:

★ **Absolute Location –** a reference to a file that includes the complete URL where it is located. This reference always begins with "http://".
★ **Clickable Object** – object placed in the scene that can be clicked on with the mouse to perform some predefined action.
★ **Relative Reference** - a reference to a file that is located in the same or a nearby folder to the file with the link. This type of reference usually only includes the name of the file (filename.html) or the name of the file preceded by the nearby folder (thisfolder/filename.html).
★ **Target –** a property of an anchor object that determines how a new window will open (also in HTML).
★ **Zeroing –** to set an object's XYZ axes to zero in the scene.

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