

## Object Hyperlinks

This tutorial shows how you can attach hyperlinks, (links to web pages), to objects in Simmetry 3d.

### Concepts

In this tutorial you will learn how to:

- Attach a hyperlink to an object
- Test the hyperlink is functioning
- Follow the hyperlink Viewer program
- Follow the hyperlink in simulator mode

### Prerequisites

- Introduction to Simmetry 3d
- Objects tutorial

### Hyperlinks

Hyperlinks are links to web pages on the internet and represent an ideal way of conveying extra information in your design. Any object insert can have a hyperlink; and the viewer program has an integrated browser panel to show the web pages, as does the simulator.

### EXERCISE 1

Setting a hyperlink


- Open the “hyperlinks\ex1.s3d”
- Change to “Objects” mode by clicking the “Objects” button on the Tool Modes toolbar:



- Choose “Objects|Hyperlink”. This tool allows you to select inserts and then assign hyperlinks to them.
- Select the tree insert by clicking on it; then type into the tool editbar the hyperlink you want to link to this object – something like <http://www.simmetry3d.com>. Then press the “Set” button.
- Pressing the “Test” button will start an internet browser and show the relevant web page.
- Choose “Export|Export Wizard”, and choose to “Publish Design” and save the published file as “ex3.spf”

## EXERCISE 2

### Hyperlinks in the simulator

- Open the “hyperlinks\ex2.s3d” (or carry on with the previous project).
- Choose “View|Simulator” and enter the simulator mode.
- When you point the mouse cursor at the tree the cursor will change to a pointing finger. If you click the left mouse button a menu appears and one of the entries will be “Hyperlink”; click on this and the browser window will appear and the web page link will be displayed. Clicking back on the simulator window will automatically close the browser. You can return to the browser by clicking on the browser button  or by clicking on the tree again.

## EXERCISE 3

### Hyperlinks in the viewer

- Run the viewer program
- Load “Ex3.spf” (published in exercise 1)
- Choose “Navigation|Hyperlink”
- Now when the mouse cursor is over the tree object a green selection cube is drawn around the object. If you click on the object then the webpage associated with the object is shown in the browser panel.
- Hyperlinks in the simulator will operate exactly as described in Exercise 2.