Linking Scenes

Scenes connect to one another by "Links". Links enable the hero to go from one scene to another by moving to a part of a scene's background you set with the linker. Links are created by selecting the "Link Scenes" command. The link cursor appears when the cursor is over a scene box or background. It shows that the linker is operating and the status of the link in progress.

To make a link open a scene and then open its background. Click on the end of the line path you want to be a link to another scene. The cursor shows you that half of your link is completed.

Go to the background you want to link to and click on the end of the line path in that background that will be the place where the hero would next appear when using that link. The cursor will show that the link is completed and that the linker is ready for another link.

To turn off the linker, select the "Link Scenes" command again (making it unchecked).

Links can be selected by clicking on its line in the scene window. A link can be deleted by pressing the delete key.