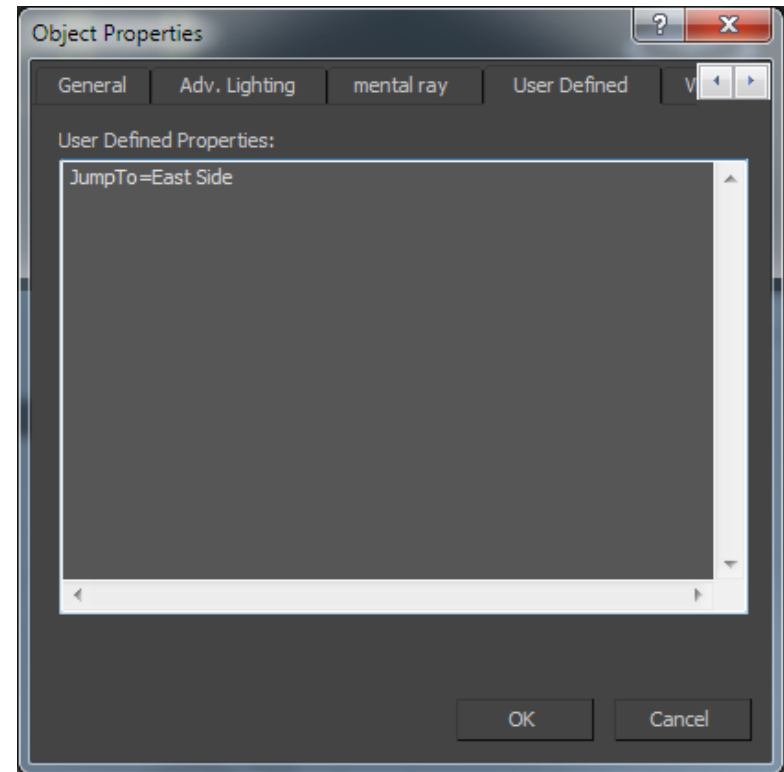
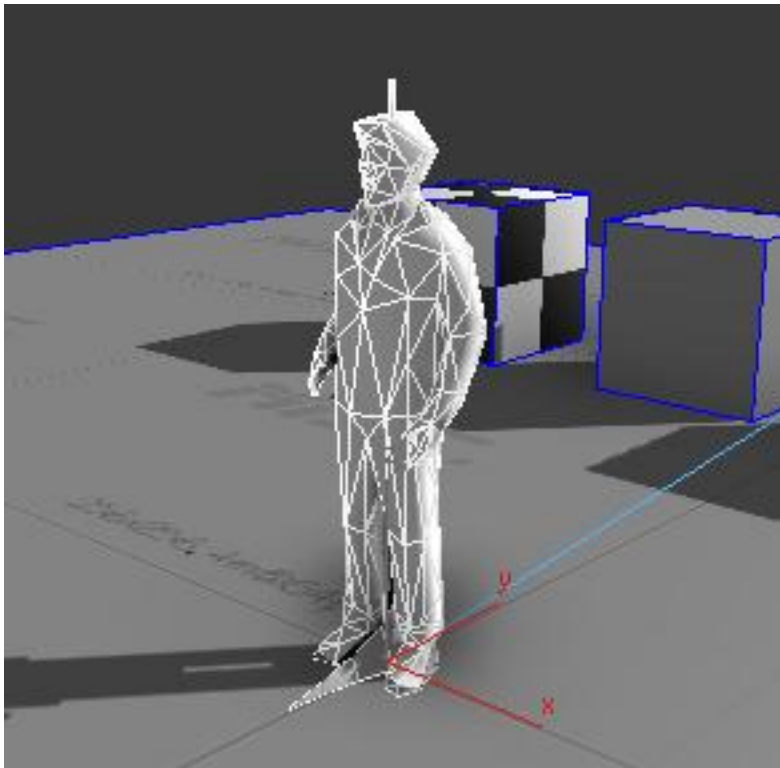


# Architecture Interactive: JumpTo Locations

## Making a JumpTo object

1. Create an object, eg. A box.
2. Place it where you want the JumpTo location to be.
3. Point the Y direction of the model in the direction you want the JumpTo thumbnail to be taken from
4. *Right Click -> Object Properties.. -> User Defined (tab)*
5. *JumpTo=Location Name* (where "location name" is the name of the JumpTo location)
6. Add a blank line at the end of the User Properties box, then click OK.



## **Notes**

- While you can technically use any object for a JumpTo, it is much more intuitive to use a human figure. Just make sure the front of the figure is facing the positive Y direction, or all your thumbnails will come out facing the wrong direction.