

Movable buttons are buttons that can be dragged around in Use mode and dropped on different regions of the screen, each region having its own set of distinct responses to a particular movable button being dropped in it. The regions that accept dropped movable buttons are themselves buttons, called Destination buttons. Movable buttons work best with direct selection, but are also accessible with scanning and joystick selection methods.

Creating Movable Buttons

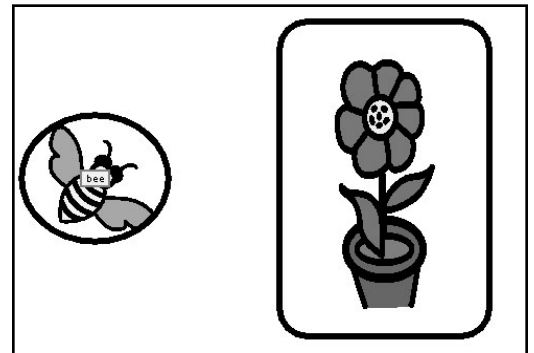
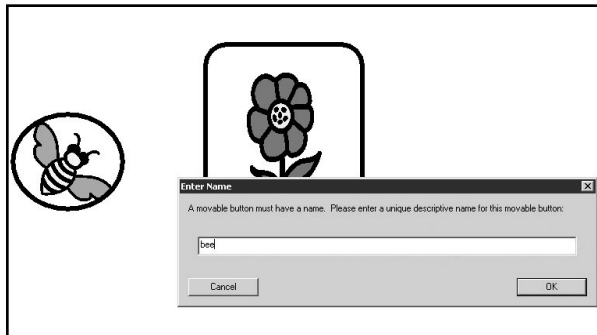
- a. Select the **Movable Button Tool**. The Movable Button Tool can be hidden or shown. If you do not see the Movable Button Tool go to **Dynamic Boards-Show-Movable Button Tool**.



- b. Click on the button that you want to make movable.

- c. You will be prompted to enter a unique name. Once you enter this name, it will appear in a green box centered on the movable button.

1



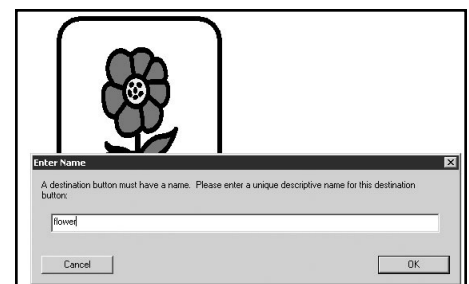
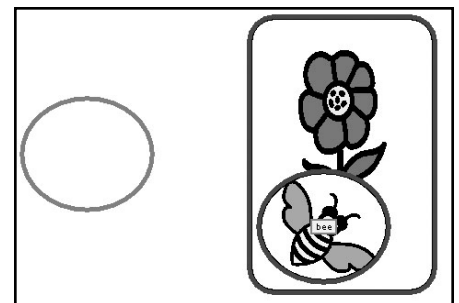
Creating Destination Buttons

- a. Click and drag the movable button over to the button that you want to make the destination. As you do this, you'll notice that a "ghost" outline of the movable button is left in its original position.

- b. Drop the movable button on the destination button.

- c. You will be prompted to enter a unique name. This name will later appear in a red box centered on the destination button.

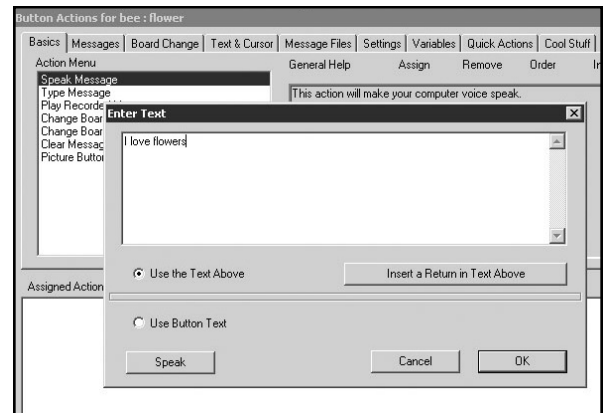
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Assigning Actions

- a. You will see a standard Button Action window.
- b. Define the action list for this Movable-Destination button association. Select **OK**.
- c. Go into the **Use mode** (CTRL-U) to try it out!

* Note- There is no limit to how many movable buttons can be associated with a particular destination button, nor how many destination buttons can be defined for a particular movable button. The only limitation is that you can't make a destination button movable, or vice versa.

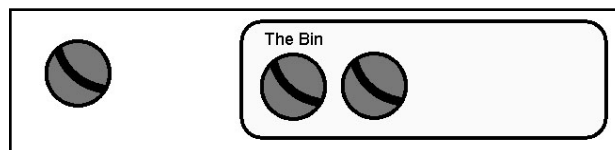


3

Movable and Destination Button Properties

- a. For a Movable button, a new **Movable Button Properties** item will appear in that button's right click menu. A similar **Destination Button Properties** menu item will appear for Destination buttons.
- b. After selecting this item, you'll see a window that allows you to change the properties of the movable or destination button.
- c. The **Snap Back: Snap this movable button back to the last position when dropped on an invalid destination** option allows you to specify that a movable button will bounce back to its last position when it is dropped on an invalid destination.
- d. The **Move Clones: Instead of moving the movable button itself, create anew "cloned" copy whenever this button is grabbed** option allows you to specify that every time a movable button is dropped on a destination button, a clone copy of that button is actually being used. This allows you to drag a movable button (cloned) multiple times in a given activity.

Move Clones



- e. The **Center Movables: Force movable buttons to appear in the exact center of the destination button** option allows you to specify that the movable button will be automatically centered on the destination button.

4