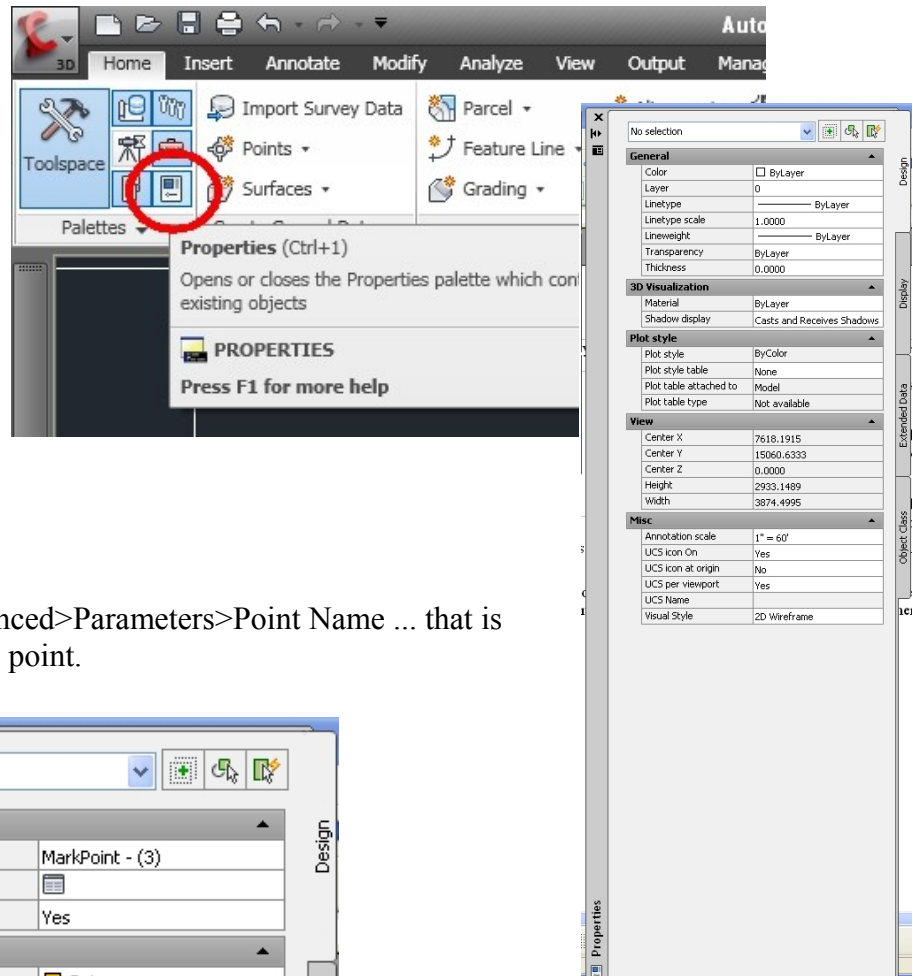
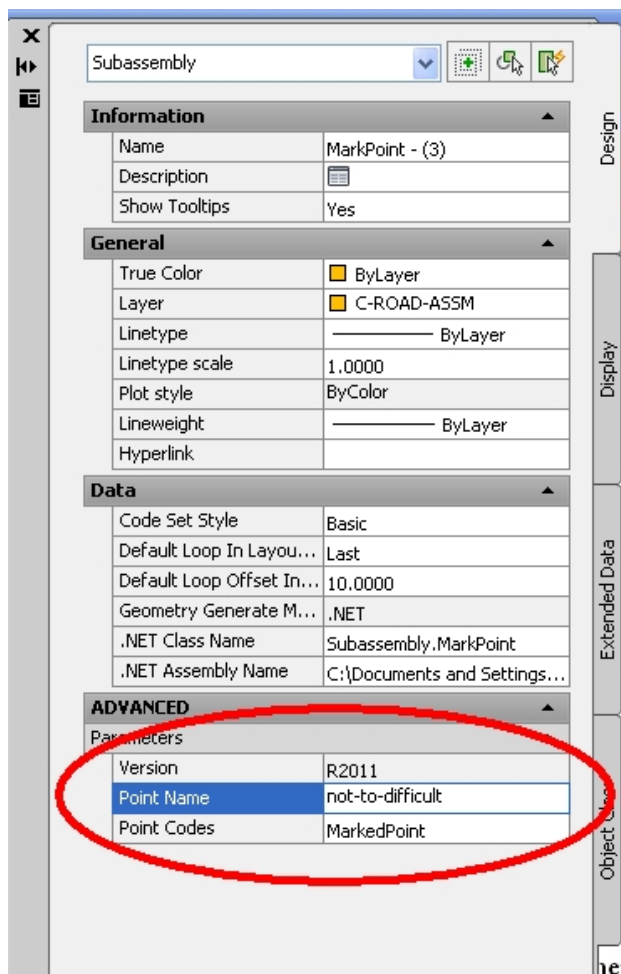


You should have your Properties palette open at all times (if you have a double+ screen setup) and if that's not possible anchor it to either left or right, so that you can always access your object properties quickly.



For the Marked Point:

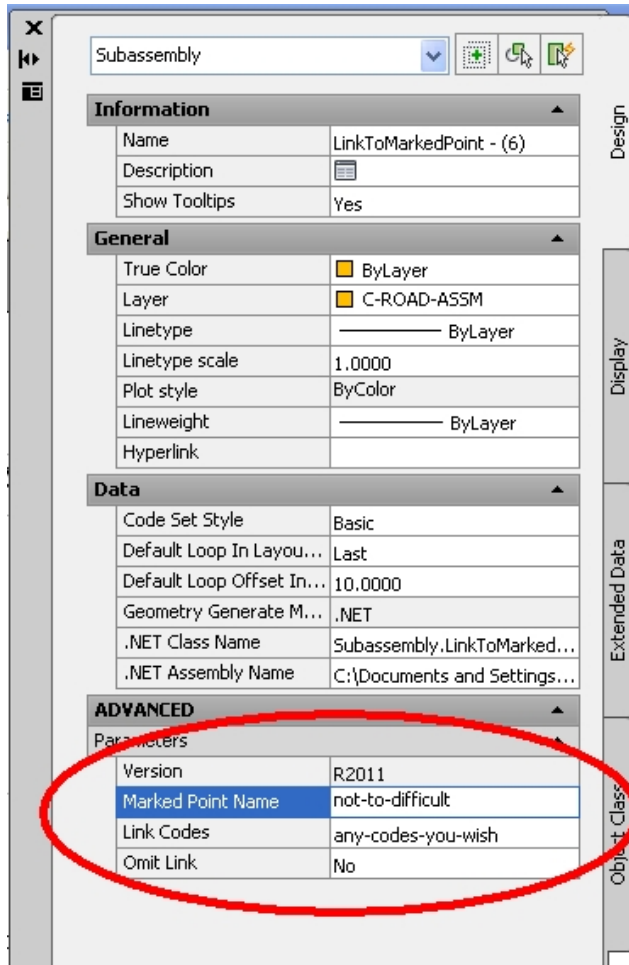
On the Properties Palette>Advanced>Parameters>Point Name ... that is where you enter the name of the point.



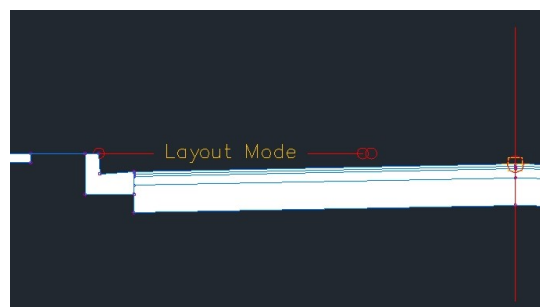
For the Link to Marked Point:

On the Properties Palette>Advanced>Parameters>Marked Name Point ... that is where you enter the name of the point to link to.

On the Properties Palette>Advanced>Parameters>Link Codes ... that is where you enter the link code you want.



Remember, the point has to be created first in the assembly, before the link (although the naming and coding can be done after). You will get an error when the link is generated before the point. Please note that the link won't appear "linked" on the assembly, but it will link in the corridor



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