


# Link creation

A link can be created between two **objects**. Also a link has its direction from the initial object to the destination object.


## Link creation mode

Before creating a link it is necessary to turn on the link creation mode by one of the following ways:

- click the button  in the **Main toolbar**;
- press the key combination **Tab + L**.

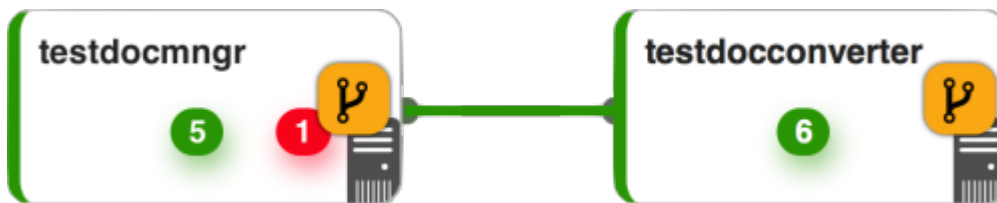
The same ways can be used to turn the mode off.

When the mode is activated:

- the current view of the **Main screen** changes to the **Standard view**;
- the Link creation icon  appears at the right side of each object;
- the string with the **Exit** button appears under the panel **Breadcrumbs**. This string illustrates that Link creation mode has been turned on:

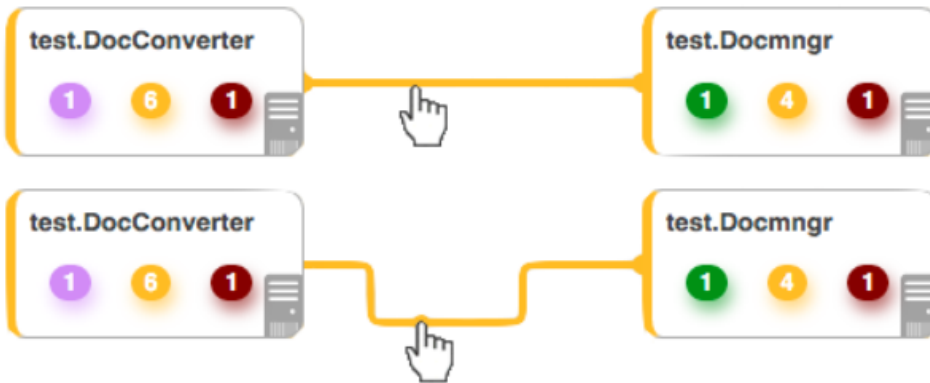


In order to create a link, click the left mouse button on the link creation icon of the initial object, and drag the mouse cursor to the destination object holding the button.



## Waypoints

Waypoints can make a link more convenient for perception. In order to add a waypoint put the mouse cursor over the link and drag the mouse cursor to any direction holding the button:



A waypoint can be moved by the same algorithm.

To delete a waypoint put the mouse cursor over it and press the appeared button :

