

# Visionaire Basics for beginners

## Video 9 – Making inventory items draggable

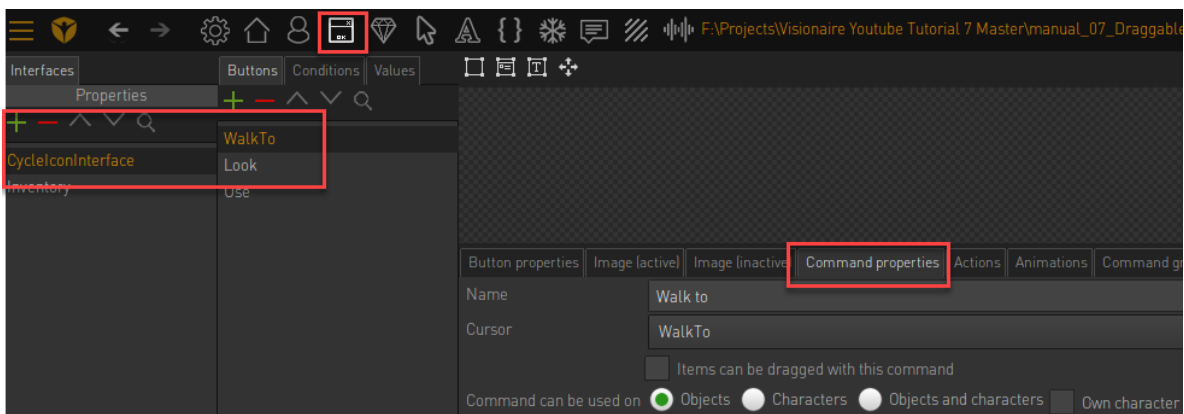
### Introduction

In this section we will show how inventory items can be made draggable. We will follow the same route with the key inventory item we've been using up to now.

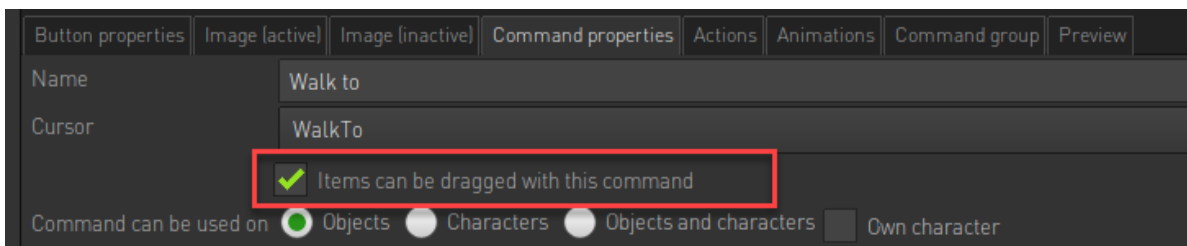
### Interface setup

We need to set that inventory items can be dragged. To do this do the following;

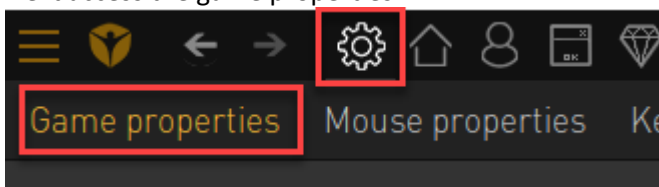
1. Open the Interfaces area and choose your standard interface
2. Then choose the 'Walk To' command
3. Access the Command Properties page.



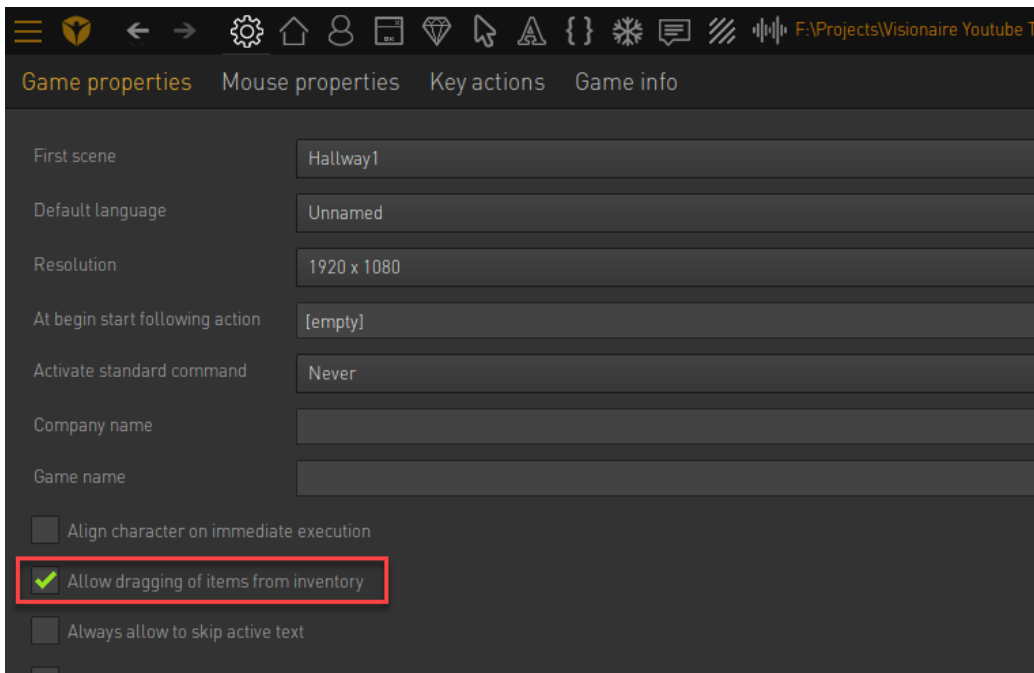
4. Here we have a tick box called 'Items can be dragged with this command'. Be sure to tick this tick box



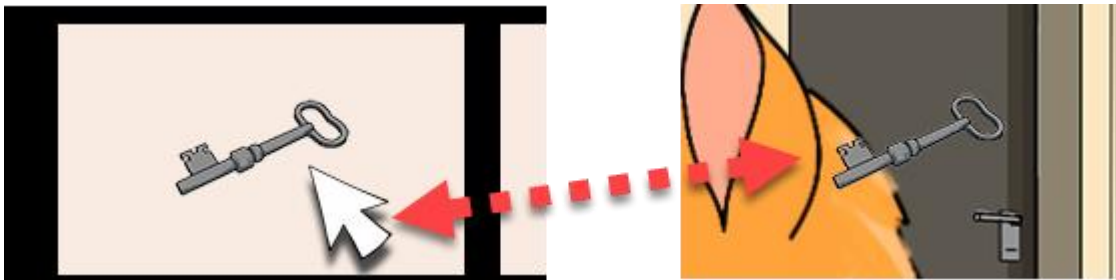
5. Next access the game properties



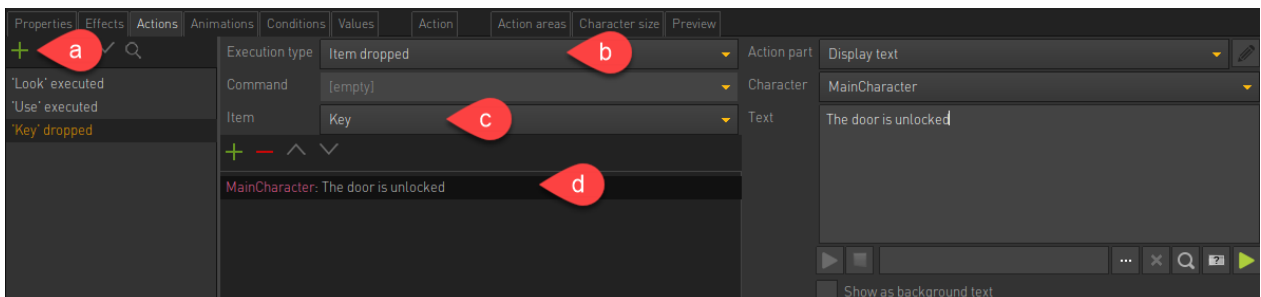
6. Tick the tick box called 'Allow dragging of items from inventory'



- Now play your scene. Note that if you use your standard mouse cursor on the key item (after picking it up) then the cursor changes to that object.



- The last step is to add interaction to your door object like we've done in earlier exercise. This will allow you to 'drop' the inventory item on an object in your scene that will initiate some action.



- Add a new **Action** using the green plus icon.
- It is **imperative** that you change the Execution type to **ITEM DROPPED**.
- Set the Item to the inventory items that should be drop, in our case we will choose the 'Key' object.
- Add an action part **Display Text** and enter the relevant text.