

## To go to the next page and do something

The instruction command within a button going to the next page does not have to be only the command for a page (by the way, there is a **prevpage** and **nextpage** command).

### Method 1:

Put what you want to do in the *instruction* field of the button.

### Method 2

Create a procedure, and use that as the instruction field of your button.

```
to page2animate
page2
everyone [clickon]
end
```

The second method would be best if you wanted to do something more complex, i.e. start a sound and one turtle. Putting it all in the instruction field may be too much.

```
merge "runners "pages
merge "runners "procedures
merge "runners "shapes
```

<p><b>namepage (np)</b></p> <p><i>page-name</i></p>	<p>Names the page being displayed with the input. <b>Namepage</b> corresponds to the <b>Name Page</b> function in the Pages menu. Once the page is named, the <i>page-name</i> is a command that displays that page.</p>	<p>Given that this page doesn't already exist:</p> <pre>namepage "presentation</pre>
<p><b>nextpage</b></p>	<p>Displays the next page in the page list. Pages are listed alphabetically in the page list. Rename your pages to create the desired sequence.</p> <p>See <b>pagelist</b>, <b>prevpage</b> and <b>Pages Menu</b> in the section <b>Fundamentals</b>.</p>	<p>Given that there are several pages in the project:</p> <pre>repeat count pagelist [nextpage wait 10]</pre>
<p><b>prevpage</b></p>	<p>Stands for previous page. Displays the previous page in the page list. Pages are listed alphabetically in the page list. Rename your pages to create the desired sequence.</p> <p>See <b>pagelist</b>, <b>nextpage</b> and <b>Pages Menu</b> in the section <b>Fundamentals</b>.</p>	<p>Given that there are several pages in the project:</p> <pre>repeat count pagelist [prevpage</pre>