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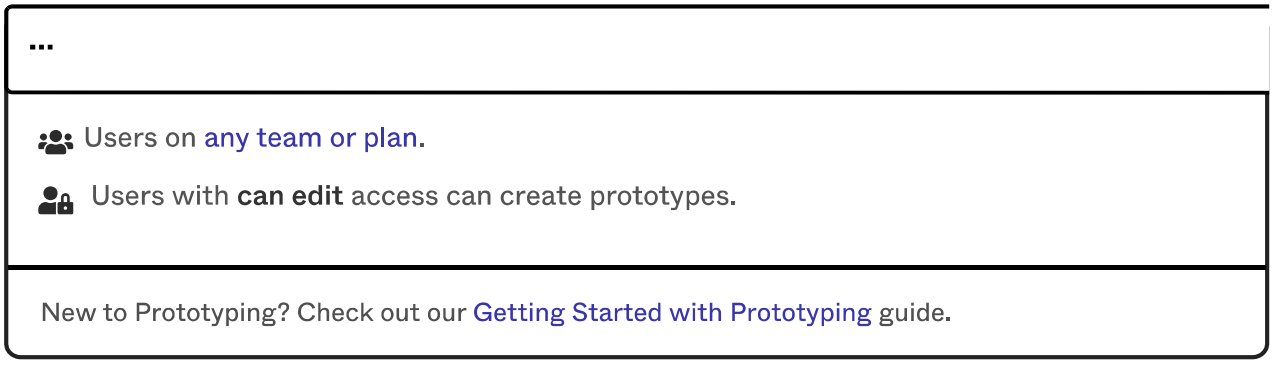
Prototype actions



The action defines the next step or event in the prototype. It is the response from the interaction trigger event. For example, the action could be to **Navigate to** another frame, or open an external URL.

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Action types

Navigate to

This action takes you from one frame in a prototype to another. This is the most common type of action to use when moving between entire screens.

Back

This allows you to navigate back to the previous screen. This is perfect for simulating the **Back** button in your Prototypes.

Set variable

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Conditional

Check if a condition is met before performing an action by using an if/else conditional statement.

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Scroll to

This action allows your prototype or a nested scrollable container scroll to any object within the top-level frame. This is useful to replicate anchor links and interactions with scrollable elements like carousels.

If you add **Scroll to** using the **Interactions** section of the Prototyping panel, you can only pick direct children of scrollable frames. To pick any object within the top-level frame, drag out a noodle and link it to the object you want to set as the destination.

With **Scroll to**, you can set the scroll animation to be **Instant** or set an ease using the **Animate** option.

> **Note:** To drag a connection to a destination hidden by a clipped frame, uncheck **Clip content** from the frame section of the **Design** panel to expose the destination frame first.

Open link

This allows you to direct the user to a URL outside of the prototype. This is great for external links, or additional resources that aren't available in the main navigation.

Enter your URL in the field provided, once you select this option.

Figma. You can use the checkbox provided to skip this jump page in the future. This setting will only be saved on the current device.

Open overlay

This action opens the **Destination** frame above the current frame. This can be used to display a modal, tooltip, or alert—from a button or other object in the design.

Close overlay

This action allows you to close or dismiss any overlays that have appeared over the original frame. You can use this to replicate an on-screen prompt or alert being accepted or dismissed.

Swap overlay

This action allows you to replace one frame with another. This will behave similarly to the **Navigate to** option, when triggered from a hotspot in a regular frame.

If you apply **Swap overlay** to a hotspot in an overlay, it will swap the current overlay with the new **Destination** frame. The new overlay will retain the same overlay settings as the original.

Note: Using **Swap overlay** won't add that frame to the prototype's history. If you'd like a user to be able to use the **Back** action to move between overlays, we recommend using the **Navigate to** option instead.

Play/pause video

The **Play/pause video** action is available for any interaction that ends on a video. When selected, the following actions are available:

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Toggle play/pause - Toggle between playing and pausing video playback

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Mute/unmute video

The **Mute/unmute video** action is available for any interaction that ends on a video. When selected, the following actions are available:

- **Mute video -** Turn off video sound
- **Unmute video -** Turn on video sound
- **Toggle mute/unmute -** Toggle between turning on/off video sound

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Set to specific time

The **Set to specific time** action is available for any interaction that ends on a video. This action jumps to specific timestamp in the video. You can set the timestamp after selecting the **Set to specific time** action.

> **Note:** If you enter in a timestamp that is past the total length of the video, the action will jump to the end of the video. If the video loop setting is turned on, the video will begin playing again from the beginning.

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Jump forward/backward in time

The **Jump forward/backward in time** action is available for any interaction that ends on a video. When selected, the following actions are available:

- **Jump forward -** Set a number of seconds to fast forward in video playback.

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Note: If you jump forward past the total length of the video, the action will jump to the end of the video. If the video loop setting is turned on, the video will begin playing again from the beginning.

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