

# Linked Items Extender

The Linked Items Extender pulls in issues that are linked to issues already in the structure. Linked issues will be placed beneath the current issues in the structure's hierarchy.

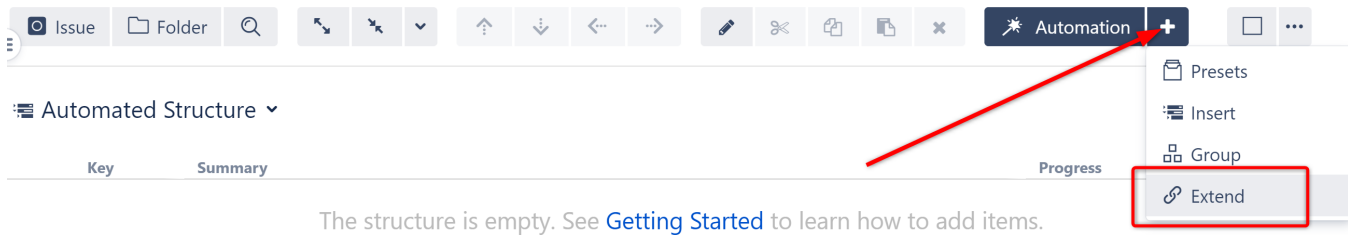
Automated Structure ▾

Key	Summary	Status	Assignee
Add issues linked by <b>Blocks</b> : parent is blocked by children			
+ Insert issues: <b>Project = "Getting Started" AND Issuetype = Story</b>			
GS-10	Story 4	TO DO	
GS-9	New Bug	TO DO	
GS-3	Story 3	IN PROGRESS	
GS-2	Story 2	IN PROGRESS	
GS-4	Task A	IN PROGRESS	
GS-1	Story 1	IN PROGRESS	
GS-4	Task A	IN PROGRESS	
GS-6	Task C	DONE	

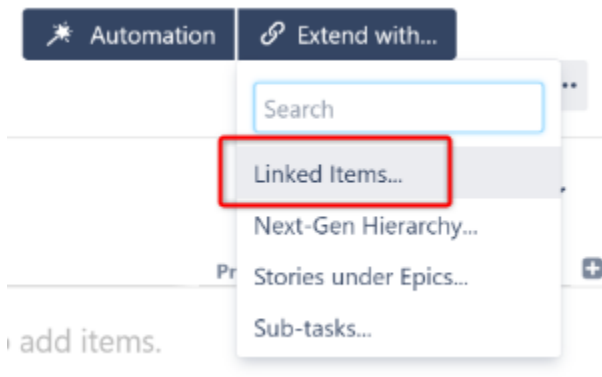
⚠ When using the Linked Items Extender, some issues may appear in your structure more than once. In the example above, "Task A" appears twice, because it blocks Story 1 and Story 2.

## Adding a Linked Items Extender

To add a Linked Items Extender, click the **Automation** button to turn on Automation Editing mode. Then click the **+** button and select **Extend**.



This will display the Extend generator options. Select **Linked Items...**



Each Linked Items Extender can be customized to create exactly the hierarchy you need.

### Extend with Linked Issues

Link Type

Link Direction parent issue  sub-issue

Extend Levels

Maximum of 20 levels are currently supported.

You can customize:

**Link Type** - Allows you to specify which links to add to your structure.

**Link Direction** - Defines which side of the link is the parent issue and which is the sub-issue.

**Extend Levels** - Allows you to select which levels in the hierarchy the extender should be applied to:

- *All levels up to 10* (default) - The extender will be applied to the first 10 levels of the hierarchy, starting from the level where the extender itself is located.
- *All levels* - The extender will be applied to the current level and all its descendants.
- *Current level only* - The extender will only be applied to the same level in the hierarchy as the extender itself.
- *Manual levels range* - You can specify which levels the extender is applied to.

See [Generator Scope](#) to learn more about customizing levels.

## Closing Automation Editing Mode

To close Automation Editing mode and hide the list of generators, click the Automation button in the toolbar again.