

## Linked Items Extender

When opened in a viewport, the user will be redirected to: <https://wiki.almworks.com/documentation/structure/latest/cloud/linked-items-extender-130882612.html>.

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 Issue type = 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, open the **Add** menu and select **Extend**.

The screenshot shows the 'Generators' menu with options: Preset, Insert, Extend (highlighted with a red box), Filter, Group, and Sort. A red arrow points from the 'Extend' option to the 'Show generators' button in the top toolbar.

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

## Create Extender

Choose type of extend rule:

-  **Linked Items**  
Pull in issues that are linked to issues already in the structure. >
-  **Issues under Epics**  
Pull in issues to epics from company-managed projects. >
-  **Sub-tasks**  
Pull in sub-tasks to issues from company-managed projects. >
-  **Child Issues (Advanced Roadmaps)**  
Pull in child issues using the Parent Link field from Advanced Roadmaps. >
-  **Team-managed Project Hierarchy**  
Pull in sub-tasks and/or stories to issues from team-managed projects. >

[Cancel](#)

## Configuring the Generator

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

## Extend with Linked Issues

Pull in issues that are linked to issues already in the structure. [Learn more](#)

Runs As

 Admin

Link Type

Blocks

Link Direction

parent issue blocks sub-issue

Options

☒ Moving items in the structure will update links

Extend levels 

from 1 to 5

Place the generator on Current level

Create

Close

## Runs As

When a generator runs, it runs as the structure owner. This is important because the generator will have access to the same projects, issues, etc. as the user listed here – if they don't have permission to view an issue, it won't be added to the structure.

## 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.

## Moving items in the structure will update links

If this option is checked, links will be updated as you move issues in your structure:

- Moving a linked issue from beneath one issue to another will sever the original link and create a new link.
- Deleting a linked issue from the structure will sever its link.
- Copying an issue under another issue will create a new link.



You can change up to 100 issues with a single move. If you need to update more than 100 issues, simply move them in chunks of 100 or fewer.

Please be aware that it may take up to several minutes to process all changes if 100 issues are moved at one time.

## Extend Levels

Allows you to specify which levels in the hierarchy the extender should be applied to:

- Levels are based on the placement of the generator, where "Level 1" is the level the generator is located on, "Level 2" is the level beneath that, and so on.
- Linked issues will only be added for those issues within the selected range.

## Place the generator on

Select where the generator should be placed within the structure hierarchy. This location will be considered "Level 1" when applying the generator (see "Extend Levels" above).

You have three options:

- **Current level** - The generator will be placed on the currently-selected level.
- **Level below** - The generator will be placed on the level below the currently-selected item.
- **Top level** - The generator will be placed at the top of the structure.



If a level is grayed out, it means it is not possible to place the generator on that level.

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