

# AddSyntheses Block

## Summary

This block is used to add syntheses to a target. The target must be a Device. One synthesis will be created for each node combination in the targeted point's assignments.



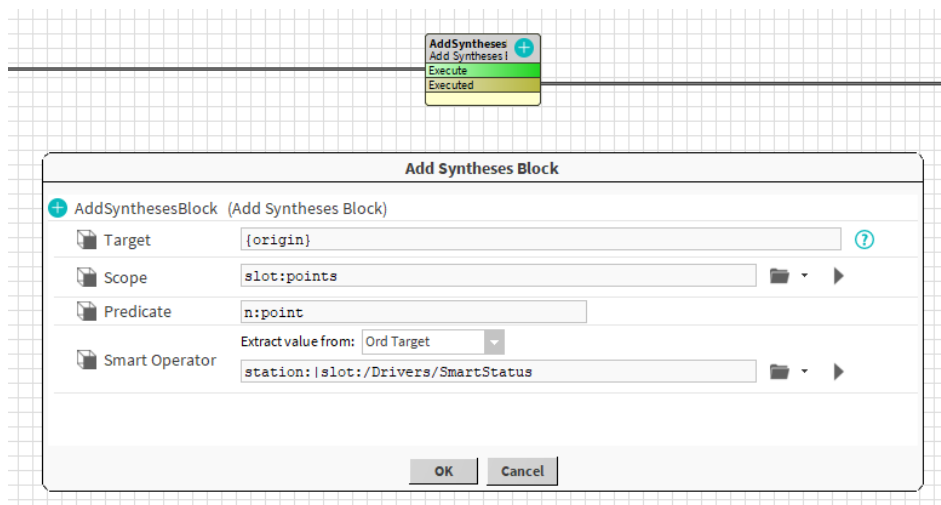
A Node will be taken into account only if the "IncludeInSyntheses" slot is set to true in its parent Aspect

## Implementation

- Drag and drop the block from the palette
- Link the "execute" action from the "executed" topic of the previous block

## Example

This block adds adds one or more smartstatus to the targets in origin. It will target points located in the points folder of the device.



## Properties

- *Target*: [SFormat](#) which to define the target (ord, queries, artifacts etc.).
- *Scope*: The relative slotPath (from the device) where the ControlPoints will be targeted.
- *Predicate*: An additional filter on the ControlPoints.
- *SmartOperator*: The model used to create the synthesis.

## Behavior: DO & UNDO

An artifact will be created.