

AddNodeToNavFile

Summary

This block is used to add a node to an existing NavFile.

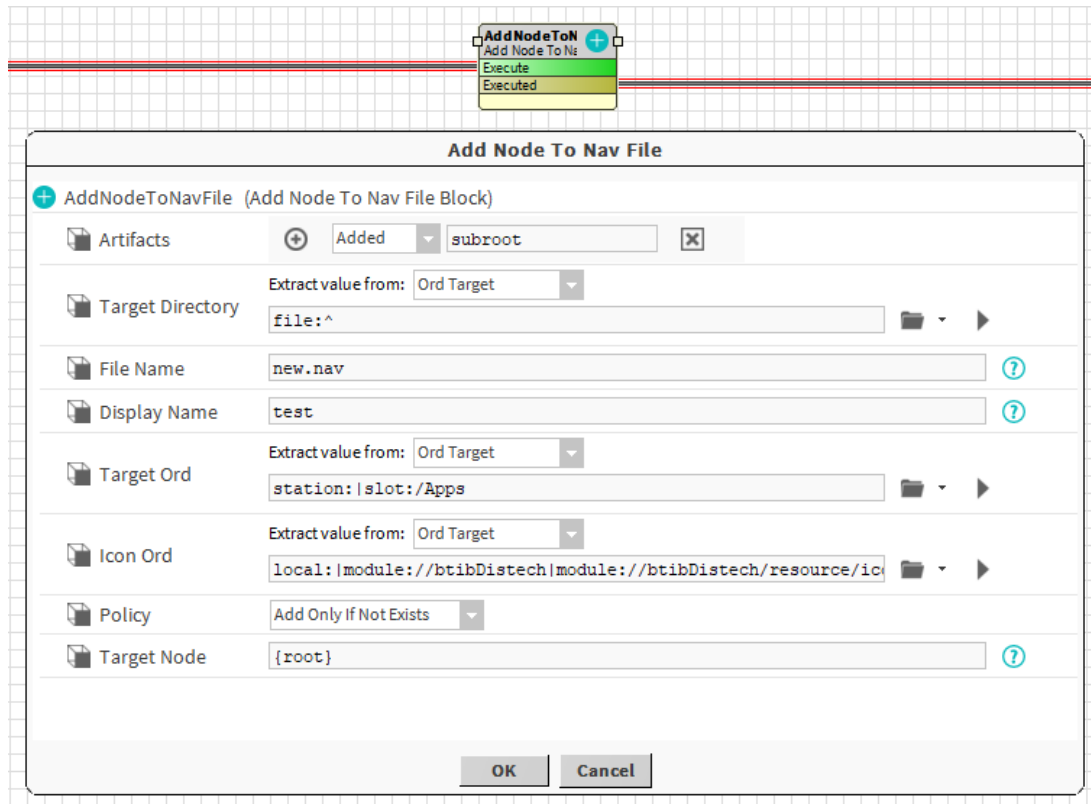
Implementation

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

Example

In the example below, we will update the file created in the [AddNavFile](#) documentation.

In the "myNavFile.nav" located in the File space, we will add a new node to the node named "myNiagaraNetwork"
This new Node will be called "myNewNode", it will target the a Folder and it will have the Niagara "folder.png" icon



Properties

- Artifacts created by this block
 - Added: the path to the created node. Useful for following AddNodeToNavFile
- *TargetDirectory*: The directory in which the NavFile will be created.
- *FileName*: The name of the NavFile. The file must exist.
- *DisplayName*: The display name of the node to add. Slashes AREN'T allowed inside the displayName
- *TargetOrd*: The ord of the component to target.
- *IconOrd*: The ord to the icon of the node to add.
- *TargetNode*: The path to the target Node. To target a Node which isn't at root level, you must put the names of all of its ascendants separated by /.
- *Policy* {*AddOnlyIfNotExists*, *AddAlways*, *AddOrMerge*, *AddOrReplace*}: Define the behavior of the component to add if it already exists:
 - Add only if not exists: nothing will happen if a node already exists with the same name in the target node. More efficient, but won't update your nodes.
 - Add always: The node will always be added in the target node, it will add a suffix number to the name if needed.
 - Add or merge: it will merge properties from the value to the existing node.
 - Add or replace: the existing node is removed before the new one is added.

Behavior: DO

The Node is added to the target Node

Behavior: UNDO

The Node is removed