

# AddComponent

## Summary

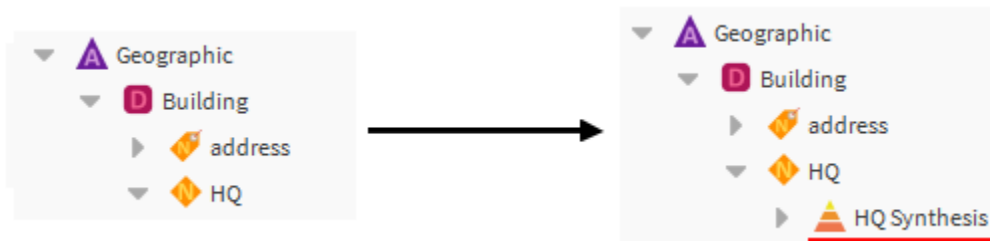
This block is used to add a component in a target.

## Implementation

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

## Example

This block creates a synthesis (a SmartStatus from btibToolkit) and put it in the origin of the event (which is a node representing a building).



The screenshot shows the 'DeploySynthesis' dialog box. At the top, there is a block labeled 'DeploySynthesis' with a '+' icon and a dropdown menu showing 'Add Block', 'Execute', and 'Executed'. The dialog box itself has a title bar 'DeploySynthesis' and a '+' icon. Inside, there are several fields: 'Artifacts' with a '+' icon, a dropdown set to 'Added', and a text field containing 'synthesis'; 'Target' with a text field containing '{origin}' and a help icon; 'Slot Name' with a text field containing '{origin.{\$displayName\$}} Synthesis' and a help icon; 'Policy' with a dropdown set to 'Add Or Merge'; 'Value' with a dropdown set to 'SmartOperator/SmartStatus' and a help icon; and 'Override Sub Path' with an empty text field. At the bottom, there are 'OK' and 'Cancel' buttons.

## Properties

- **Artifacts:** Artifacts created by this block
  - Added: component created. Ex: the SmartStatus added in the target (HQ Synthesis)
- **Target:** SFormat to define the parent of the component to add. Ex: the origin of the event: a building (HQ)
- **SlotName:** SFormat to define the name of the component to add. Ex: the display name of the origin of the event (HQ) followed by "Synthesis": HQ Synthesis

- **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 slot already exists with the same name in the target
  - Add always: it will add a suffix number after the slotName like HQ Synthesis1, HQ Synthesis2... for each execution of the block
  - Add or merge: it will recursively merge properties from the value to the existing component. **Ex: if a property of the SmartStatus is updated in the bog file. This policy will apply the change in the HQ Synthesis**
  - Add or replace: the existing component is removed before the new one is added
- **Value**: Define the component to add in the target. See [General strategy parameters](#). **Ex: a SmartStatus is extracted from a resource which is a bog file**

#### Behavior: DO

A component is added in a target.

#### Behavior: UNDO

The added component is removed from the target.

⚠ A component can be added by several pairs of block-origin. It will be removed only if all pairs block-origin are undone.

**Example:** A block creates a General console and use a policy "Add if not exists". Several Nodes triggers this same block but only one console is created. **Removing some Nodes will not remove the console as long as one of these Node still exists.**

