

SetSlot

Summary

This block is used to change the value of a slot 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

A SetSlot is used to change the property "Init Query" of a synthesis of a point located in a building. All properties could be changed in the same way.

HQ Synthesis (String Point)

Facets

Proxy Ext null

Out - {disabled,null}

SmartStatusExt - {disabled,null} (value = singlePoint)

Log Ext System Log Ext

Advanced Config Advanced Config

Enabled false

Init Query null

↓

Init Query point and n:parent->(b:node and b:isIn->n:name='KlmfUjVZIijR')

SetSynthesisQuery

Set Block

Execute

Executed

SetSynthesisQuery (Set Block)

Advanced Config Advanced Config

Undo Value Extract value from: No Value

Target {synthesis.slot('SmartStatusExt')}

Slot Name initQuery

Value Extract value from: SFormat Target

point and n:parent->(b:node and b:isIn->n:name='{origin.%name%}')

OK Cancel

Properties

- *Target*: [SFormat](#) to define the component whose property has to be changed. Ex: the slot named SmartStatusExt of an artifact named synthesis created by a previous block
- *SlotName*: [SFormat](#) to define the name of the slot to change. Ex: initQuery (it's a frozen property of the SmartStatusExt)
- *Value*: To define the new value of the slot. See [General strategy parameters](#). Ex: an ord is created from SFormat. Some value relative to the origin of the event can be injected (here the name of the node is injected in the query)

Advanced Config

- *UndoValue*: If desired, the block can undo its operations. The old value of the slot is not saved but a new value can be defined and set in case of an undo. See [General strategy parameters](#). Ex: Set a default value for the initQuery

Behavior: DO

The value of a slot is updated. It won't work if the value to change is a component (in this case you should rather use an AddComponent).

Behavior: UNDO

By default, the slot stays unchanged when the block is undone. But if the property "Undo Value" of the AdvancedConfig defines a specific value then this value will be set in undo mode.

Example: the block changes a boolean property named "enabled". When do, the enabled is set to true; when false, the Undo Value property is used to set enabled to false.