

RemoveSlot

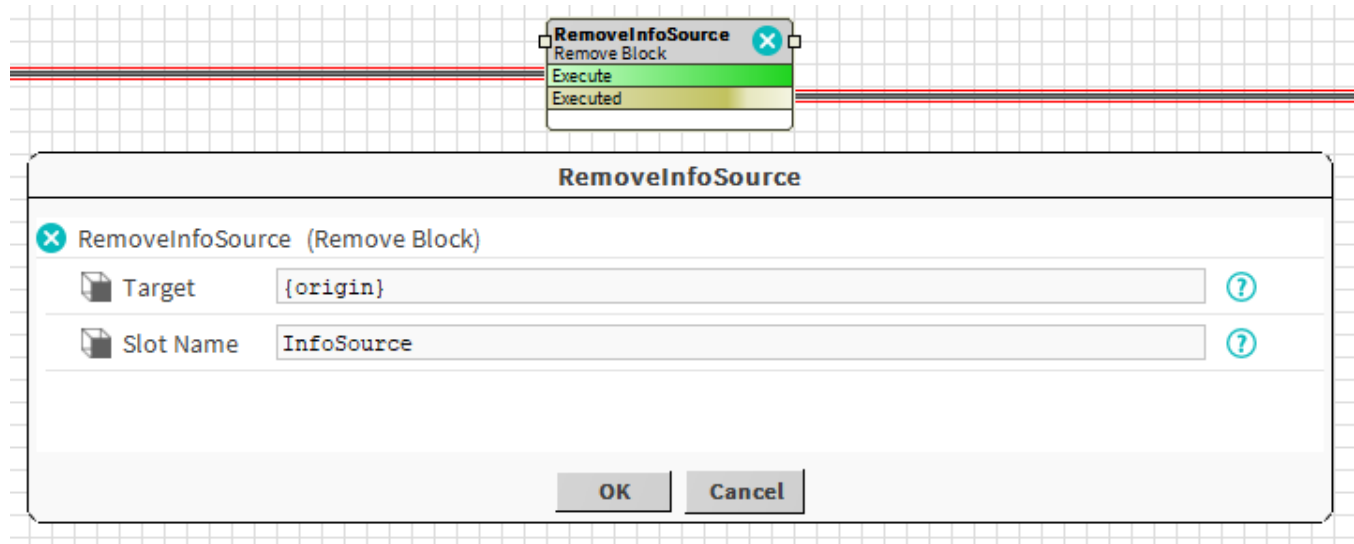
Summary

This block is used to remove a dynamic slot from a target. It is usually found in macros (and rather occasionally in automatic strategies).

Implementation

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

Example



Properties

- *Target*: [SFormat](#) to define the component which owns the slot. Ex: the origin
- *SlotName*: [SFormat](#) to define the name of the slot to remove. Ex: "InfoSource" (it has to be a dynamic property), HistoryExt, AlarmExt...

Behavior: DO

The slot is removed.

Behavior: UNDO

This block cannot be undone.