

InvokeAction

Summary

This block is used to invoke an action on a target.

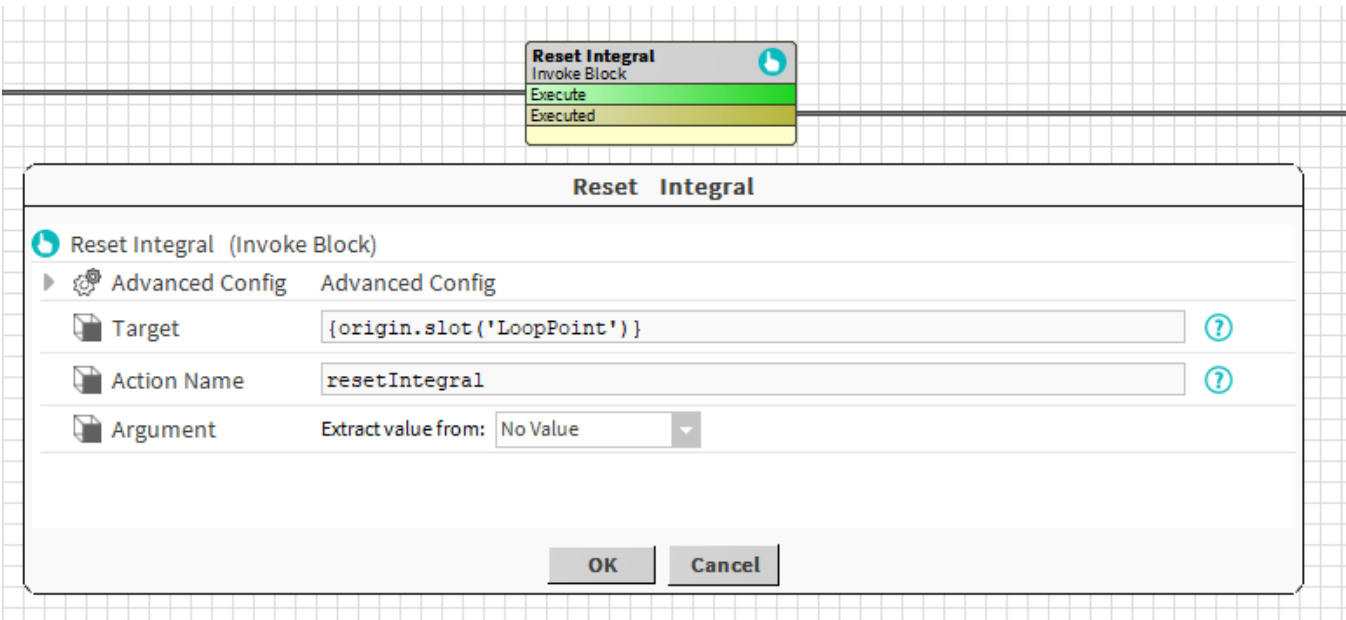
Note: If you want to invoke an action from an Invokable BtibComponents such as SmartOperator, BqItoWidgets, etc, you should rather use the dedicated [InvokeTask](#) block.

Implementation

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

Example

This block invokes the action "resetIntegral" of a LoopPoint. This action requires no argument but if needed, an argument can be passed (a numeric for a "Set" on a Numeric Writable for example).

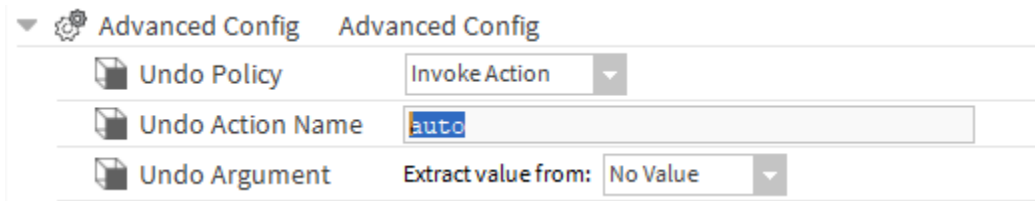


Properties

- *Target:* [SFormat](#) to define the component whose action should be invoked. Ex: the synthesis
- *ActionName:* [SFormat](#) to define the name of the action to invoke. Ex: initialize, set, upload...
- *Argument:* Value to define the argument if needed. See [General strategy parameters](#). Ex: no argument, 59.0, true...

Advanced Config

- *UndoPolicy:* *Whether to do nothing on UNDO or to invoke an action (which might be a different one).* Ex: On a NumericWritable, we trigger the *override action with a value as argument and the auto action on UNDO.*
- *UndoActionName:* String to define the name of the action to invoke on UNDO (Careful it's not SFormat)
- *Argument:* Value to define the argument if needed on UNDO. See [General strategy parameters](#).



Behavior: DO

The action is invoked.

Behavior: UNDO

The UNDO action is invoked (See advanced config) when the block is undone.