

AssignInfoSourceToModel

Summary

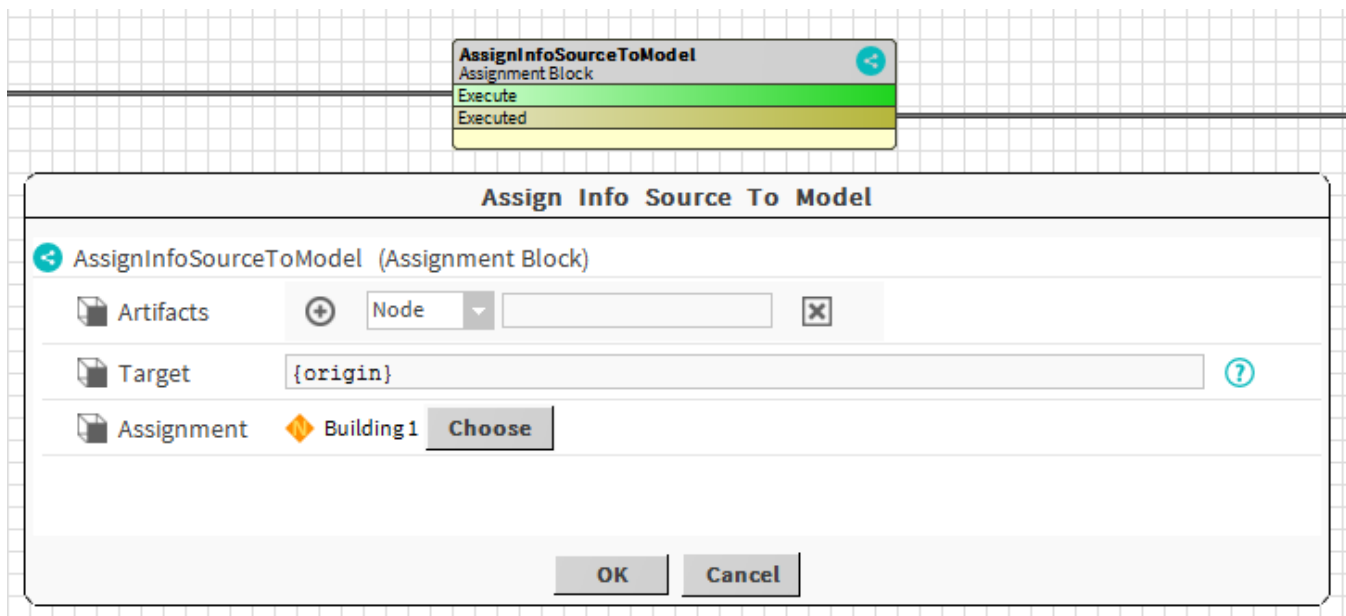
This block is used to assign an InfoSource to a Node.

Implementation

- Drag and drop the block from the palette
- Link the "execute" action from the "executed" topic of the previous block
- Define the target using SFormat
- Select the Node to assign to

Example

This block will assign the origin (an InfoSource) to the Node "Building1".



Properties

- *Artifacts:* Artifacts created by this block
 - Node: The Node the InfoSource is assigned to
- *Target:* [SFormat](#) to define the InfoSource(s) to assign
- *Assignment:* The Node to assign to

Behavior: DO

The assignment is done.

Behavior: UNDO

The assignment is removed.