

SetSlotInWidget

Summary

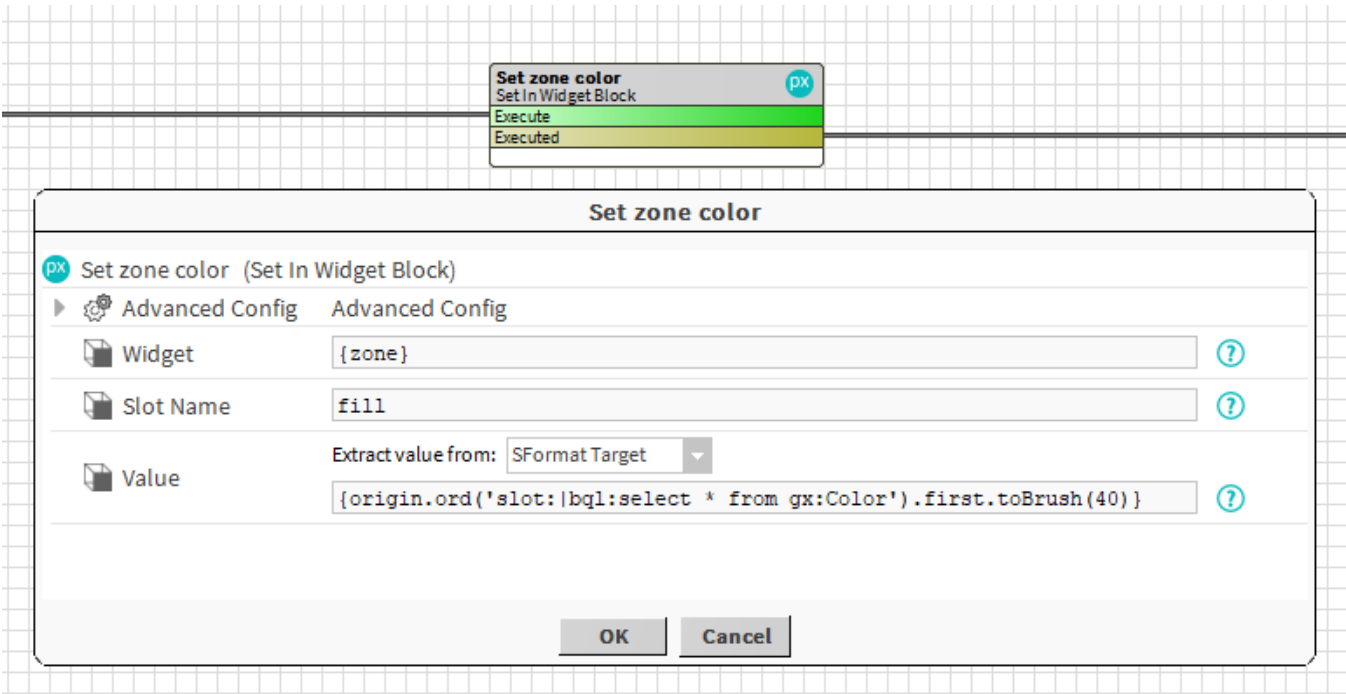
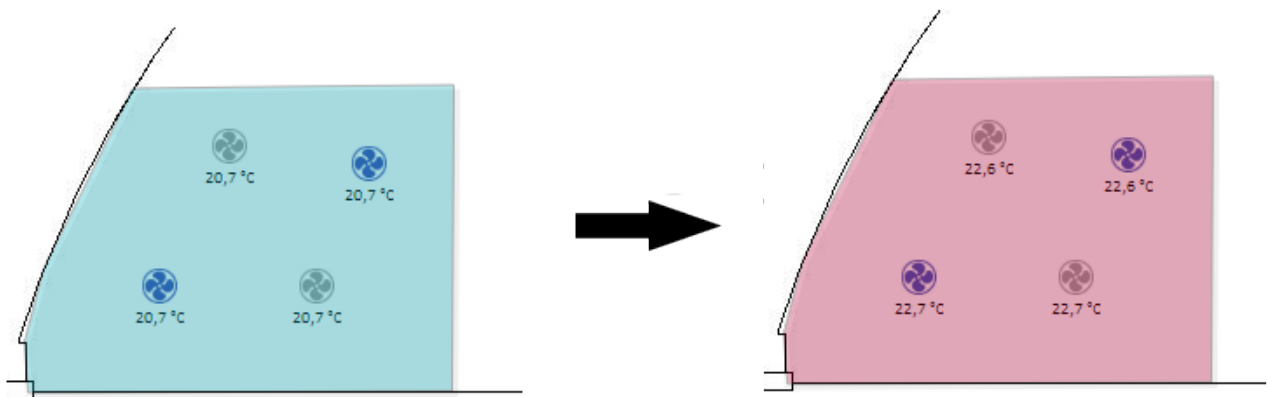
This block is used to set a slot value in a widget such as background, text etc.

Implementation

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

Example

This block will set the fill property of a polygon (identified by the zone artifact) with a value taken from a bql query. Note we use the toBrush SFormat to convert a pure color (gx:Color) to a BBrush.



Properties

- *Widget*: The widget should be identified by an artifact created from a previous block. Ex: {zone} which was created by a AddWidgetInPx block.

- *SlotName*: [SFormat](#) to define the name of the property to set. Ex: fill, background, halign etc.
- *Value*: The value to set in the slot. See [General strategy parameters](#). Ex: a fixed value, or the result of a [SFormat](#).

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 color.

Behavior: DO

It sets a value in a widget slot

Behavior: UNDO

It does nothing or it sets a default value in a widget slot