

AddMultiple

Summary

This block is used to add multiple times the same component in the station. It's dedicated For loop for the creation of components. It iterates from an index to another index and create a component for each value of the index. From 0 to 5 per example.

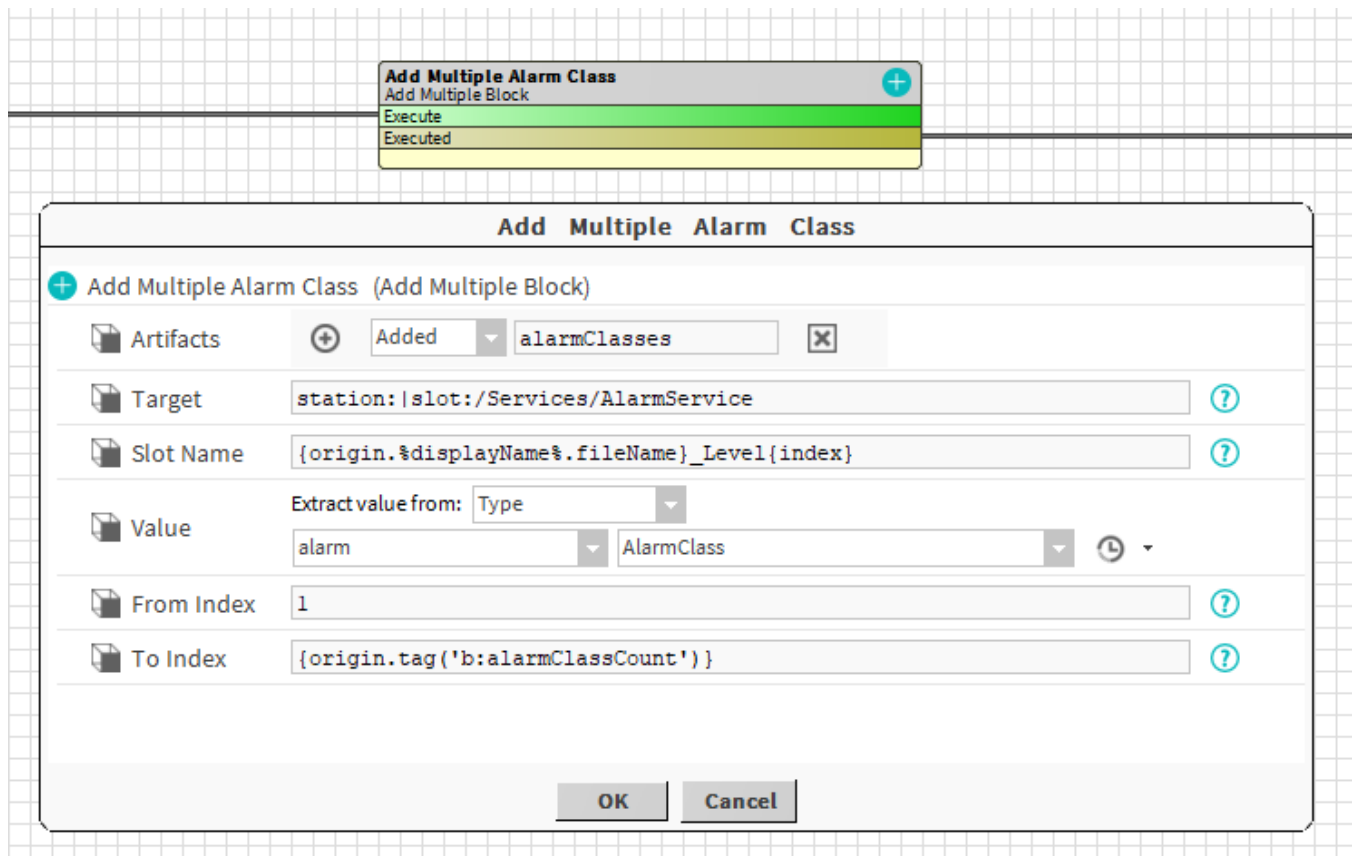
Implementation

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

Example

This block will create as many AlarmClasses as the tag b:alarmClassCount is set. It starts at 1 and can go to 4 for example -> 4 Alarm Class will be created.

Each AlarmClass will be named with the index like HVAC_Level1, HVAC_Level2 etc.



Properties

- **Artifacts:** Artifacts created by this block
 - Added: component created. Ex: the alarm classes which have been created. It's an array.
- **Target:** **SFormat** to define the parent of the components to add. Ex: the Alarm Service in this case
- **SlotName:** **SFormat** to define the name of the component to add. You can use {index}, which is specific to this block to know the corresponding index. Ex: If you want to name alarm classes by their level (based on the index)
- **Value:** Define the component to add in the target. See [General strategy parameters](#). Ex: an AlarmClass
- **From Index:** The block will iterate from this index.
- **To Index:** The block will iterate till this index. Ex: the number of alarm classes to created based on the tag "b:alarmClassCount"

Behavior: DO

Components are added in the target.

Behavior: UNDO

The added component are removed from the target.