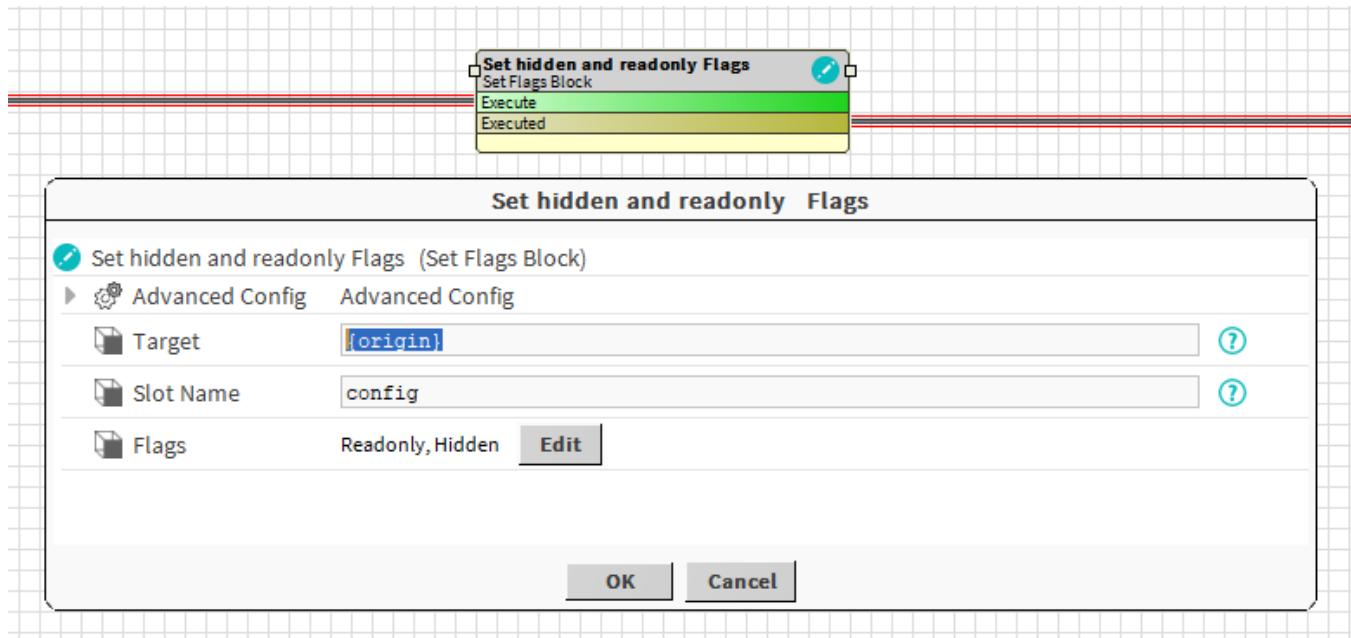# SetFlags

Summary

This block sets flags on a slot (hidden, readonly, metadata etc.)

Implementation

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

Example

Add the flag "readonly" and "hidden" to the origin of the strategy on the "config" slot

Properties

- *Target:* SFormat to define the component which contains the slot whose flags have to be changed. Ex: the origin of the event: a building
- *SlotName:* SFormat to define the name of the slot whose flags need to be applied to. Ex: the config slot of the building
- *Flags:* Selection of the flags to apply

Advanced Config

- *Do Policy :* Defines the policy to apply when adding flags
  - Add value: the selected flags will be added to existing ones
  - Set Value: the selected flags will be set in place of the existing ones
- *Undo Policy*: Defines the policy to apply on UNDO
  - No Value: nothing is changed. Flags are let as they are
  - Set Value: A new value is applied (Undo Value)
  - Remove Value: The selected flags are removed (others are kept)
- Undo Value: The flags to apply when Undo Policy is set to "Set Value"

Behavior: DO

Flags are added or set depending on the Do Policy

Behavior: UNDO

Flags are removed or new flags are set, or nothing happens depending on the Undo Policy