

Reorder

Summary

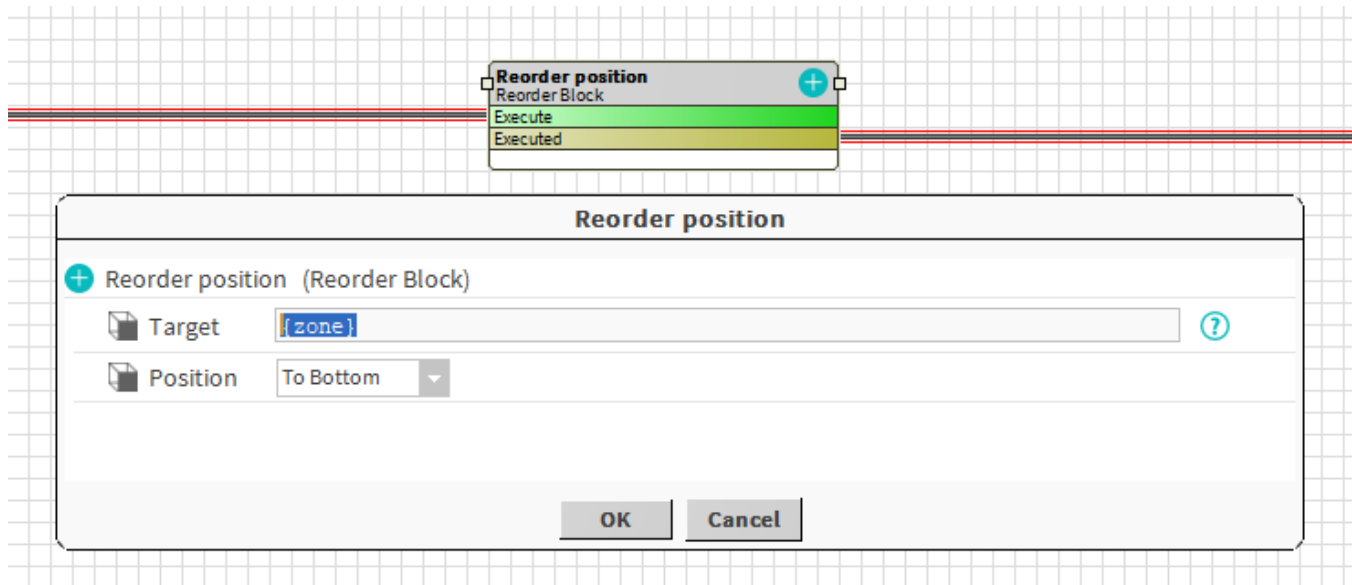
This block is used to reorder a component or a widget in its parent, either to the top or to the bottom.

Implementation

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

Example

We use a [AddWidgetInPx](#) block to create a widget, a polygon (artifact "zone"). However we want this widget to be the last one among its siblings to be behind the others. So we use a ReorderBlock and set the position slot to "To Bottom".



Properties

- *Target*: [SFormat](#) to define the component whose property has to be changed. *Ex*: the polygon created by a previous block
- *Position* { *To Top* ; *To Bottom* }: *Whether to put the widget as the first one in the tree or the last one.*

Behavior: DO

The widget is reordered.

Behavior: UNDO

The widget order is unchanged (the system doesn't keep a trace of the old value).