# SetPxView

Summary

This block is used to set an existing PxView to a component. It doesn't create the px but set an existing px as a view to a component. It's usually intended to apply a relative px to a component.

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 existing px (file:^px/sources/command.px) as a view to the parent of the origin (a point).
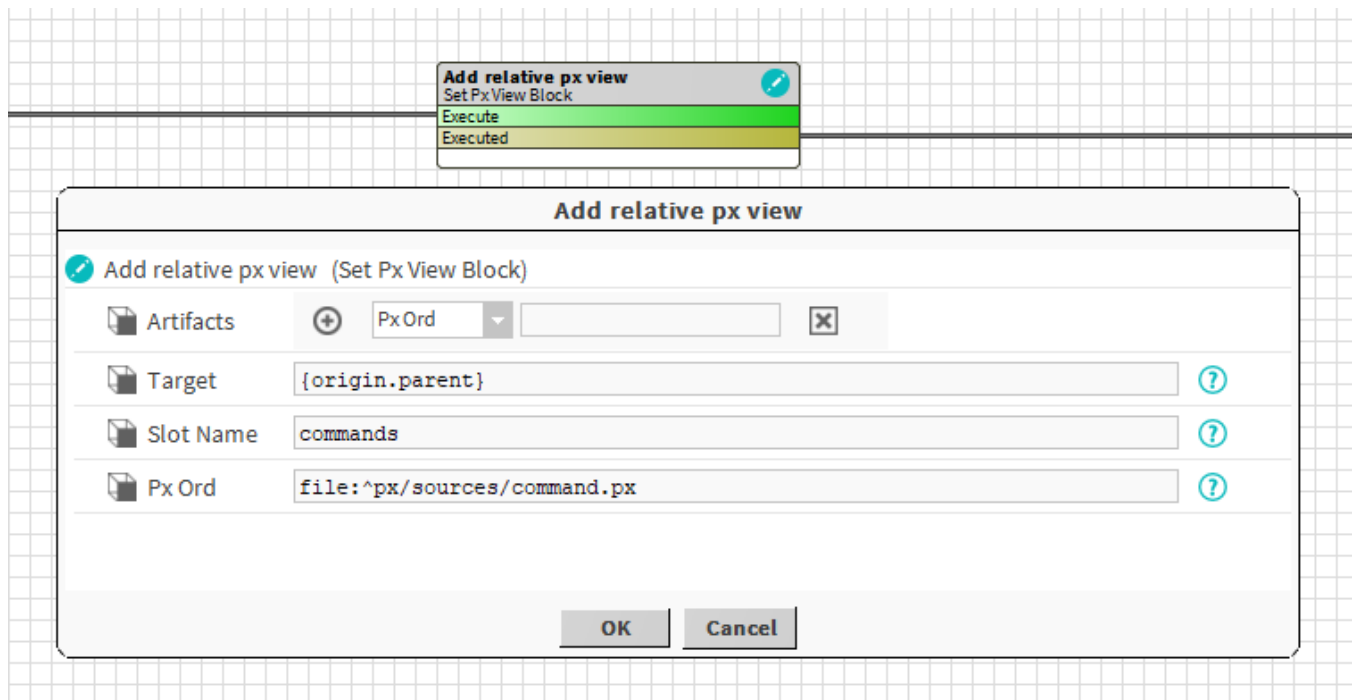
Properties

- *Artifacts:* Artifacts created by this block
  - *PxOrd*: ord of the selected px . Ex: file:^px/sources/command.px
  - PxView: the existing px
- *Target:* SFormat to define the component that will get the new view. Ex: a point -> {origin.parent}
- *SlotName:* SFormat to define the name of the pxView slot to add. Ex: view or commands
- PxOrd: Ord to the existing px. Ex: file:^px/sources/command.px

Behavior: DO

It creates a PxView slot on the target and set the given px.

Behavior: UNDO

It deletes the PxView slot on the target but doesn't delete the existing px file.