

# AssignCategory

## Summary

This block is used to assign any Niagara components to a category.

## Implementation

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

## Example

Components are assigned to categories through the Category sheet available on any components. You can inherit from the parent or select one or more categories.

The screenshot shows the 'Category Sheet' dialog box. It has a tab labeled 'Categories'. Below the tab is a list of categories: 'User', 'Admin', 'BtlibService', 'ProgramService', 'Category 5', 'Category 6', 'Category 7', 'Category 8', 'Category 9', 'Category 10', and 'HVAC'. The 'User' and 'HVAC' categories are checked with a green checkmark. To the right of the list is an 'Inherit' checkbox, which is unchecked. Below the list are three buttons: 'Select All', 'Deselect All', and 'CategoryService'.

In the example below, the target is the parent of the origin (a point, a device...). We retrieve the category from the relation which exists between the Node and the category "b:category". This relation is created automatically.

The screenshot shows the 'Assign category' dialog box. It has a title bar 'Assign category' and a subtitle 'Assign Category Block'. Below the subtitle is a list of actions: 'Execute' (highlighted in green) and 'Executed' (highlighted in yellow). The main area of the dialog box contains two fields: 'Target' and 'Category'. The 'Target' field has the value '{origin.parent}' and a question mark icon. The 'Category' field has the value '{origin.outRel('metSourceOf').inRel('b:category')}' and a question mark icon. At the bottom of the dialog box are 'OK' and 'Cancel' buttons.

## Properties

- *Target*: [SFormat](#) to define which target should will be assign to a category

- *Role:* [SFormat](#) to define the category

**Behavior: DO**

The component is assigned to the category

**Behavior: UNDO**

The component's category is inherited from the parent.