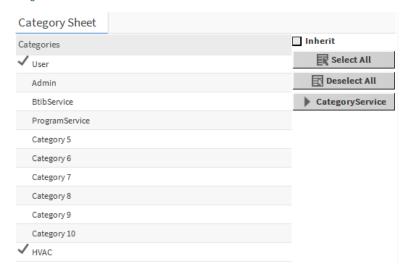# AssignCategory

Summary

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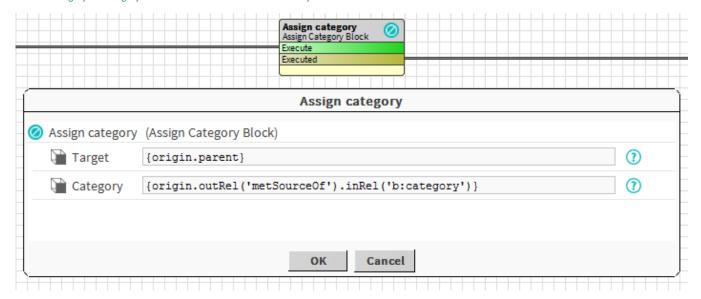
Implementation

- 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.

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.

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.