AddNavFile

Summary

This block is used to create or update a NavFile with its root Node.

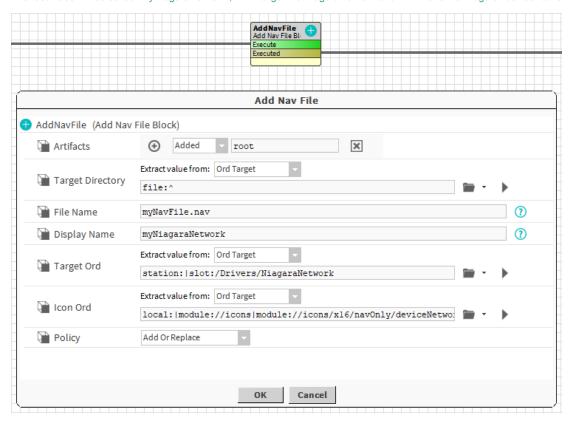
Implementation

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

Example

In the example below, we create a new navFile named myNavFile.nav directly in the Files spaces.

The root Node will be called "myNiagaraNetwork", it will target the NiagaraNetwork and it will have the Niagara "deviceNetwork.png" icon



Properties

- · Artifacts created by this block
 - Added: name of the created node. Useful for following AddNodeToNavFile
- TargetDirectory: The directory in which the NavFile will be created.
- FileName: The name of the NavFile. If the file doesn't exist, it will be created.
- DisplayName: The display name of the root node. Slashes AREN'T allowed inside the displayName.
- TargetOrd: The ord of the component to target
- IconOrd: The ord to the icon of the rootNode
- Policy {AddOnlyIfNotExists, AddAlways, AddOrMerge, AddOrReplace}: Define the behavior of the component to add if it already exists:
 - Add only if not exists: nothing will happen if a root already exists with the same name in the file
 - Add always: nothing will happen if a root already exists with the same name in the file, it is impossible to have several root in the same
 file.
 - O Add or merge: it will merge properties from the value to the existing component.
 - Add or replace: the existing component is removed before the new one is added.

Behavior: DO

Behavior: UNDO

The NavFile is removed