

# InvokeTask

## Summary

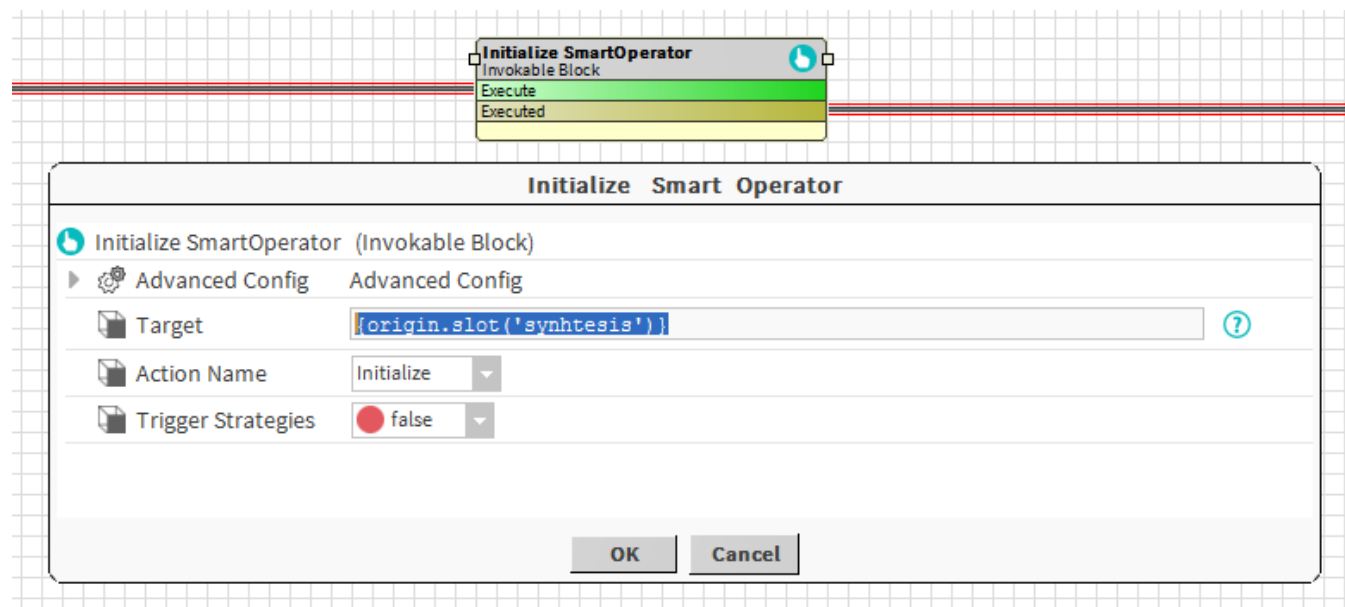
This block is used to invoke an action of Invokable components. Invokable components are specific components from the Active-Framework such as SmartOperator, BqIToWidgets, InfoSource, Node, NodeDefinition etc. which have heavy processes behind. They are handled in their own queue when they are used in stand alone mode. InfoSources or Nodes can trigger themselves strategies, so they could create infinite loops. This is why it's better to use this dedicated strategy block when you need to invoke one of their actions.

## Implementation

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

## Example

This block initializes a SmartOperator (a child of a Node).



## Properties

- *Target*: [SFormat](#) which to define the target (ord, queries, artifacts etc.). Use a target only if you select a [ResourceDefinition](#) in the slot "Resource".
- *ActionName*: The corresponding resource to transform into an artifact or a [ResourceDefinition](#) to evaluate.
- *Trigger Strategies*: Whether the invoked action should itself trigger an event to play strategies (as it happens when you initialize an InfoSource or a Node). Set it to false if you want to avoid infinite loops.

## Properties

- *UndoPolicy*: *Whether to do nothing on UNDO or to invoke the same action. For example when a Node is cleaned or disabled, we want to initialize again the synthesis.*

## Behavior: DO

The action will be triggered

## Behavior: UNDO

The same action can be triggered depending on your advanced config.