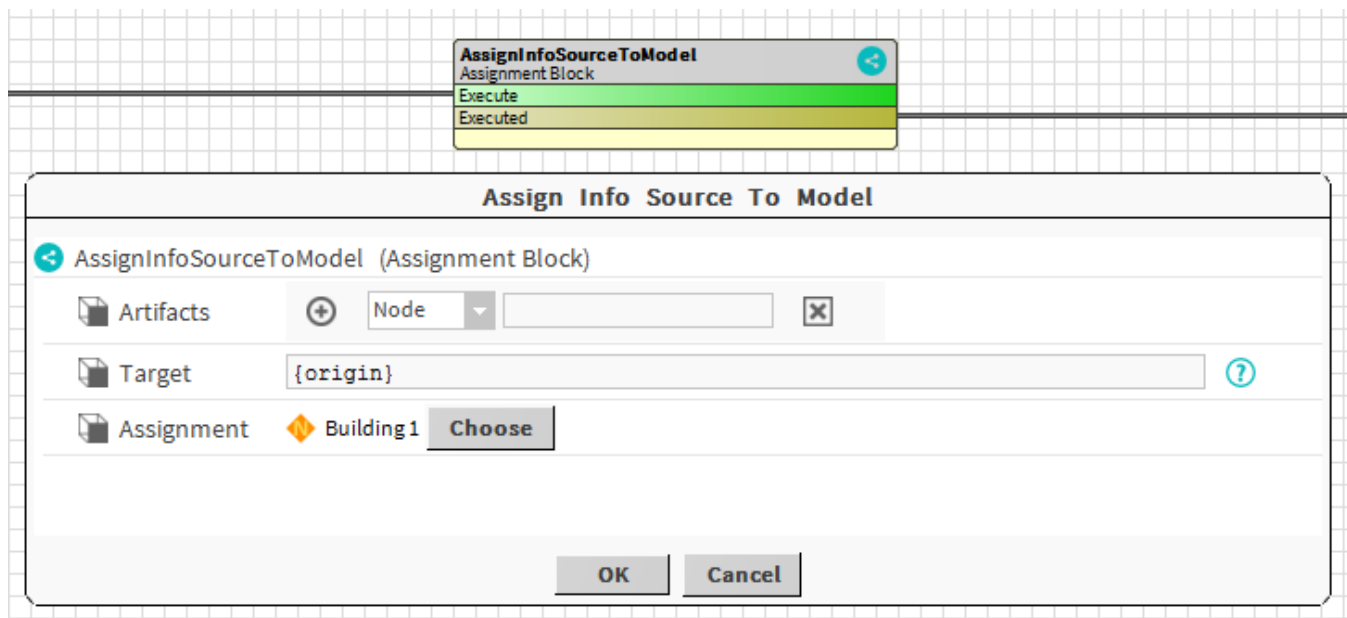# AssignInfoSourceToModel

Summary

This block is used to assign an InfoSource to a Node.

Implementation

- Drag and drop the block from the palette
- Link the "execute" action from the "executed" topic of the previous block
- Define the target using SFormat
- Select the Node to assign to

Example

This block will assign the origin (an InfoSource) to the Node "Building1".

Properties

- *Artifacts: Artifacts created by this block*
  - Node: The Node the InfoSource is assigned to
- *Target:* SFormat to define the InfoSource(s) to assign
- *Assignment:* The Node to assign to

Behavior: DO

The assignment is done.

Behavior: UNDO

The assignment is removed.