

ForwardBlock

Summary

This block is used to play another strategy. It's very useful when you to dissociate a big strategy into smaller pieces or when you want to reuse the same strategy at different steps.

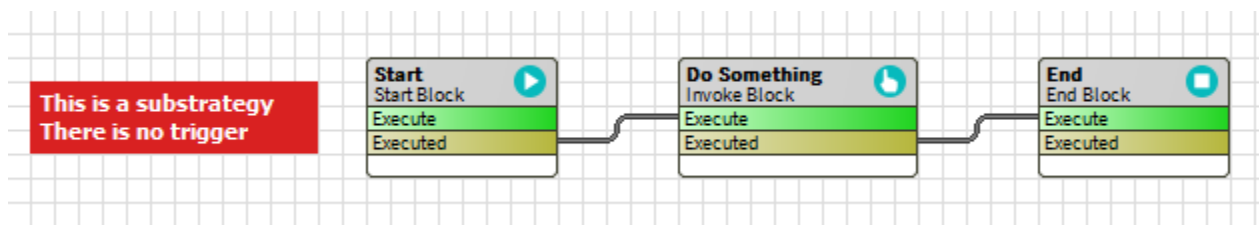
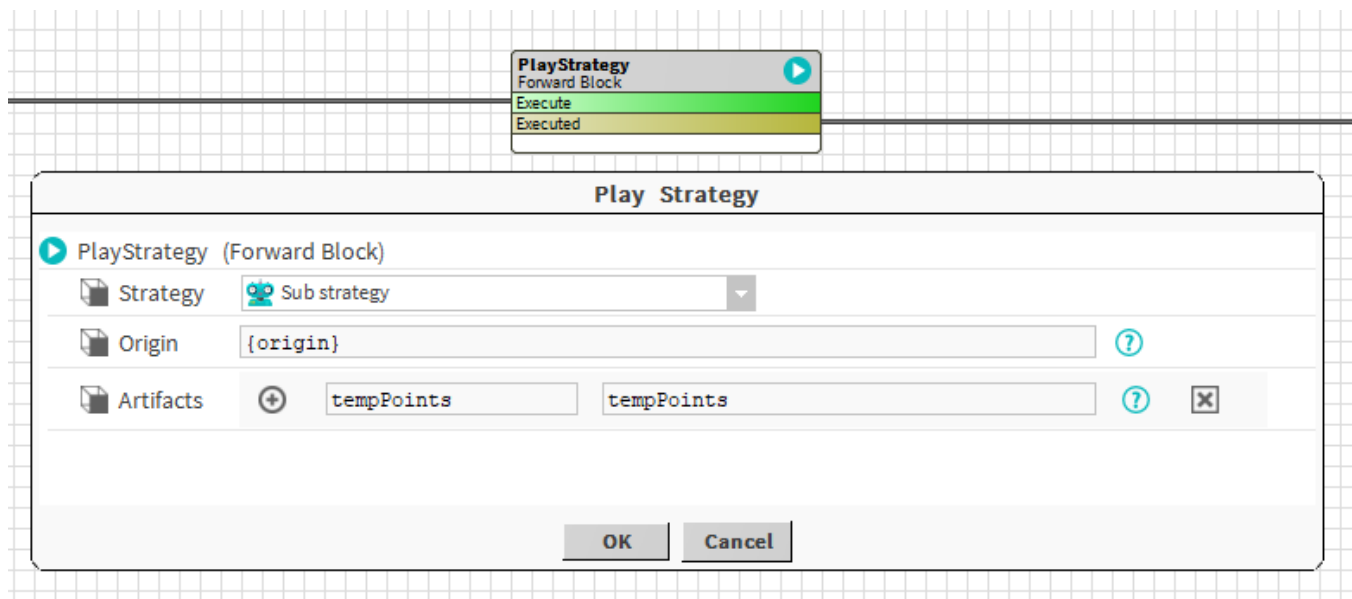
The sub-strategy you call with this block must not have a trigger (to avoid infinite loop)

Implementation

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

Example

This block calls another strategy called "Sub strategy" and pass trough the origin. Note that the origin could be modified if necessary. The artifact "tempPoints" is transfered as well with the same name.



Properties

- **Strategy:** Selection of the sub-strategy to trigger. Only strategies which don't contain trigger will be listed here.
- **Origin:** [SFormat](#) to define the origin to transfer to the other strategy
- **Artifacts:** Array of artifacts you want to transfer to the sub-strategy. On the left you define the artifacts in the current strategy, on the right, the name you want in the sub-strategy.



Be careful, the Artifact will **always be an array**, even if there is only one value. In the forward strategy, you can use `.first` to target the first item in this array.

Behavior: DO

The selected strategy is called

Behavior: UNDO

The selected strategy is called in an undo mode