

Creating and managing Block properties

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When the same [Block](#) is represented in several [SysML Block Definition Diagrams](#), all [Association](#) roles are represented in the Block [compartment area](#).

You can create and manage the Block properties in several ways:

- [Using the smart manipulator](#)
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Using the smart manipulator

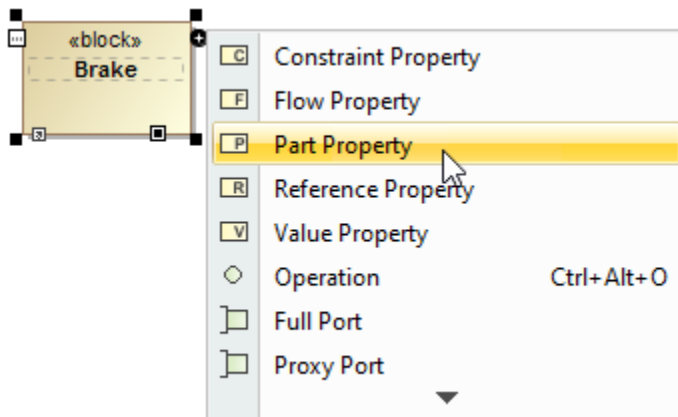
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Creating a property for a Block

You can create and manage properties for a Block directly on the diagram pane by using the symbol [smart manipulators](#).

To create a property for a Block

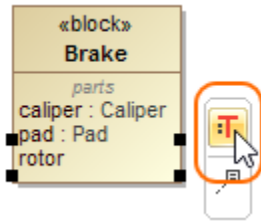
1. Select the Block shape.
2. Click  smart manipulator.
3. From the opened menu select the property you want to create for a Block.



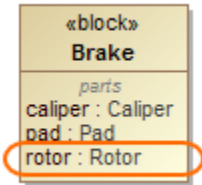
4. Type its name.



5. Specify its type.



The property is created and displayed on the Block shape in the [compartments area](#).



Removing a Block property from the Block shape

To remove a Block property from the Block shape

1. Select the property on Block shape.
2. Press **Delete**.
The property is removed from the Block compartments but **not** from the model.

Deleting a Block property from the model

To delete a Block property from the model

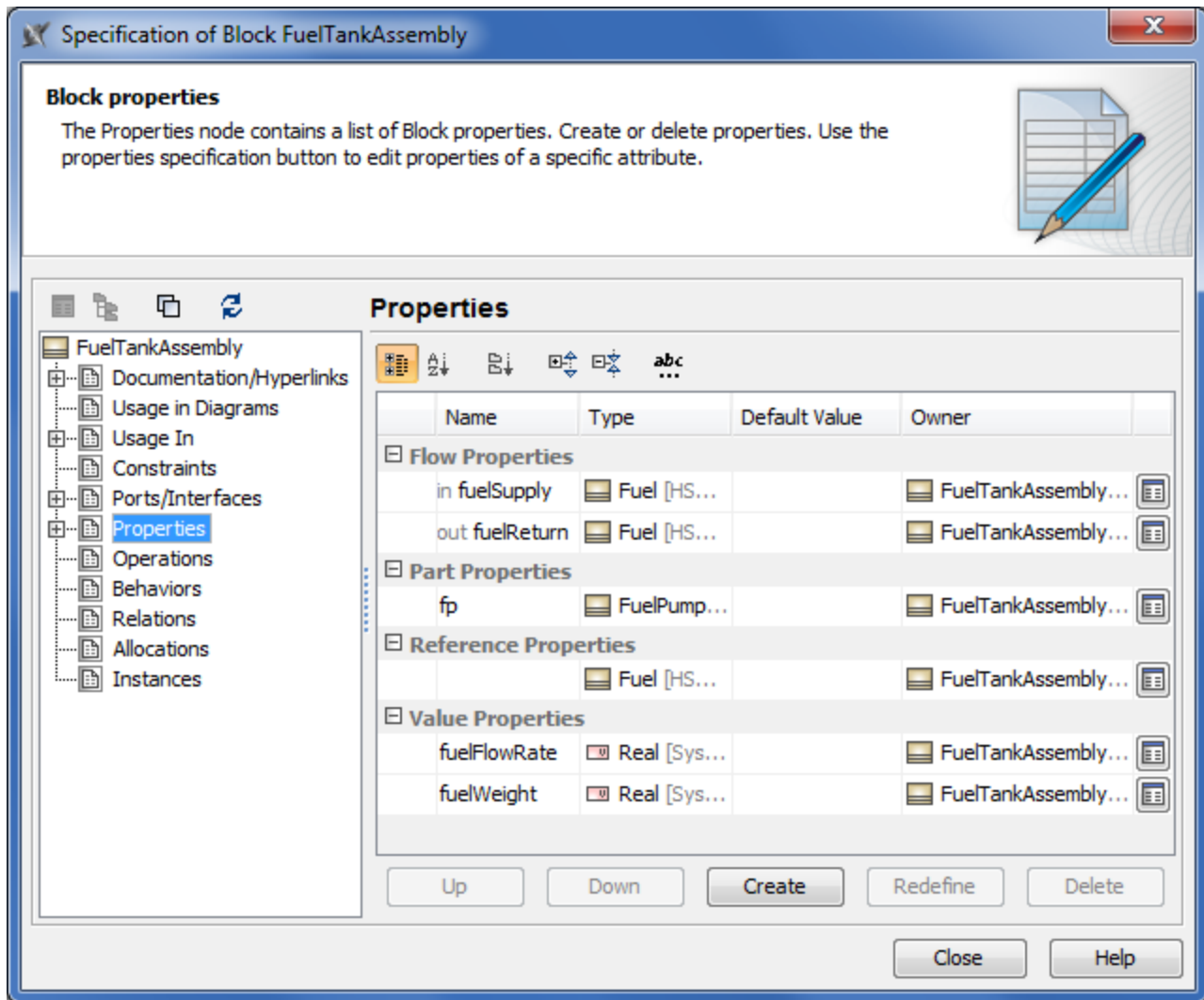
1. Right-click the property on the Block shape.
2. From the shortcut menu select the **Select in Containment Tree** command. The property is selected in the Containment tree.
3. Do one of the following:
 - Press **Delete**.
 - Right-click and from the shortcut menu and select the **Delete** command.

 If a property is shared with other people, the **Question** dialog opens. You can then confirm or cancel the **Delete** command.

The Block property is removed from the model.

Using the Specification window

All owned and inherited Block properties are collected on the left of the Block [Specification window](#) > **Properties**. Block properties are grouped in the Block compartments. Manage them by creating, redefining or deleting directly in the [General Specification pane](#).



Column name	
Name	Property name.
Type	Property type.
Default Value	Property default value.
Owner	Block name that contains the current property.

Button name	Description
	Opens the Specification window of the selected property.
Create	Opens the list of available properties to create. Click to create the Connector property, Part property, Reference property, Value property, Constraint property, Flow property.
Redefine	Duplicates the selected item and marks its name in ascending order.
Delete	Removes the selected item from the list.