

# Creating and managing Block properties

## On this page

- [Using the smart manipulator](#)
  - [Creating a property for a Block](#)
  - [Removing a Block property from the Block shape](#)
  - [Deleting a Block property from the model](#)
- [Using the Specification window](#)

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](#)
- [Using the Specification window](#)


## Using the smart manipulator

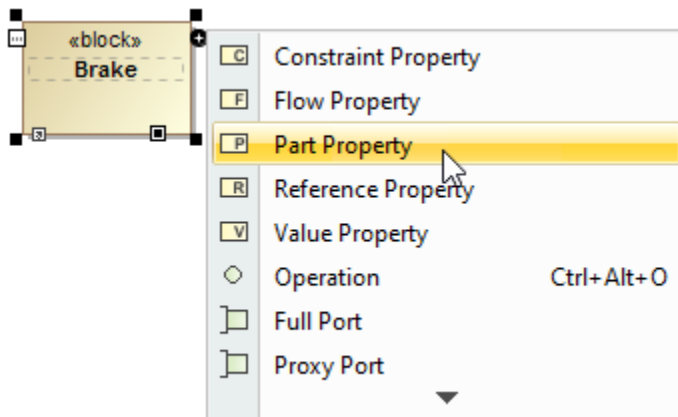
- [Creating a property for a Block](#)
- [Removing a Block property from the Block shape](#)
- [Deleting a Block property from the model](#)

## Creating a property for a Block

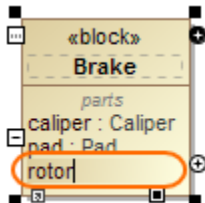
You can create and manage properties for a Block directly on the diagram pane by using the symbol [smart manipulators](#).

To create a property for a Block

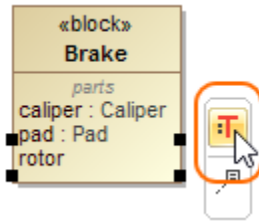
1. Select the Block shape.
2. Click  smart manipulator.
3. From the opened menu select the property you want to create for a Block.



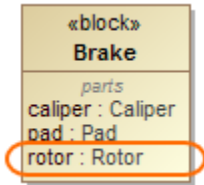
4. Type its name.



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

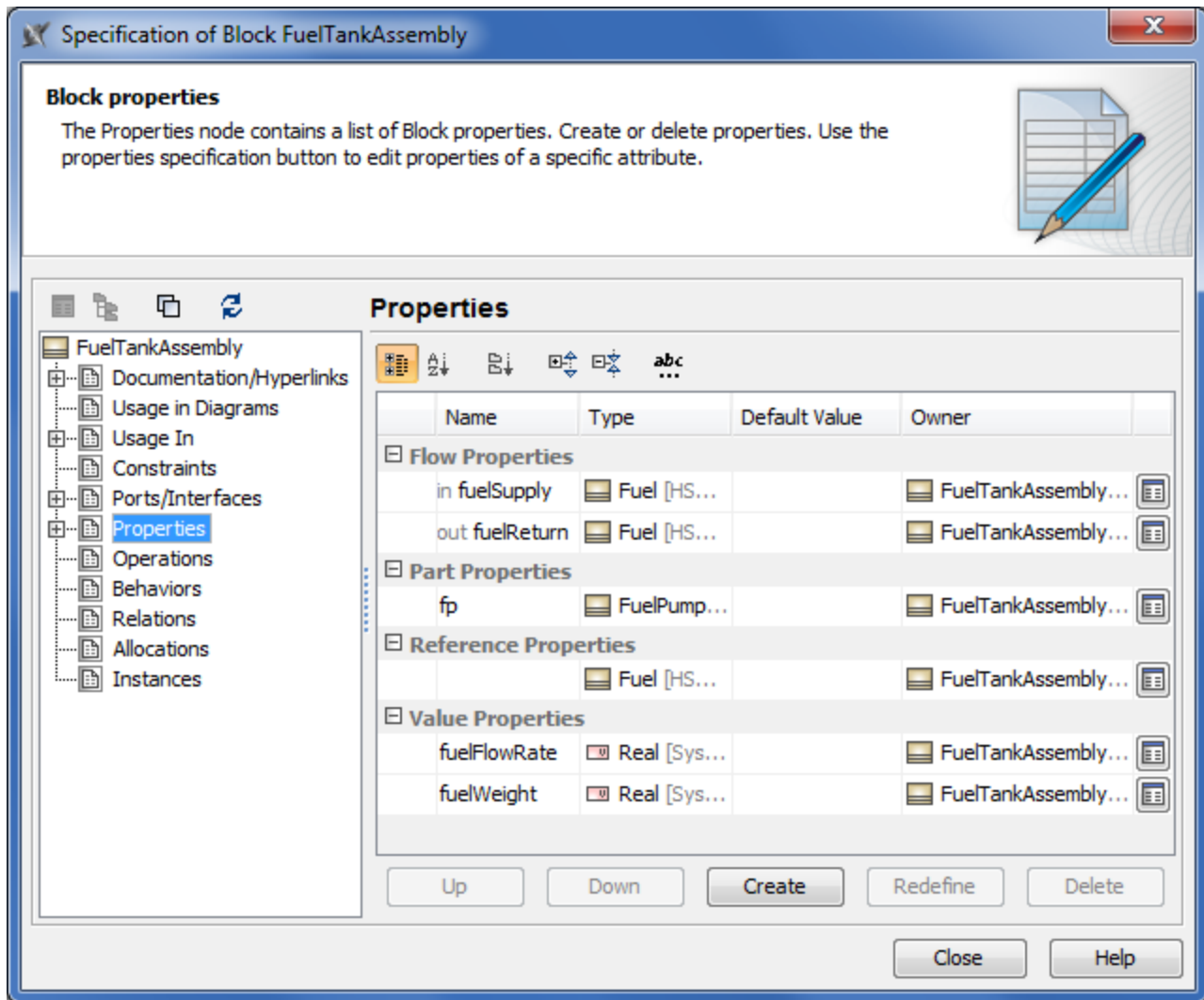
1. Right-click the property on Block shape.
2. From the shortcut menu select the **Select in Containment Tree** command. The property is selected in the Containment tree.
3. Do either:
  - Press **Delete**.
  - Right-click and from shortcut menu select the **Delete** command.

 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	
<b>Name</b>	Property name.
<b>Type</b>	Property type.
<b>Default Value</b>	Property default value.
<b>Owner</b>	Block name that contains the current property.

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