

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

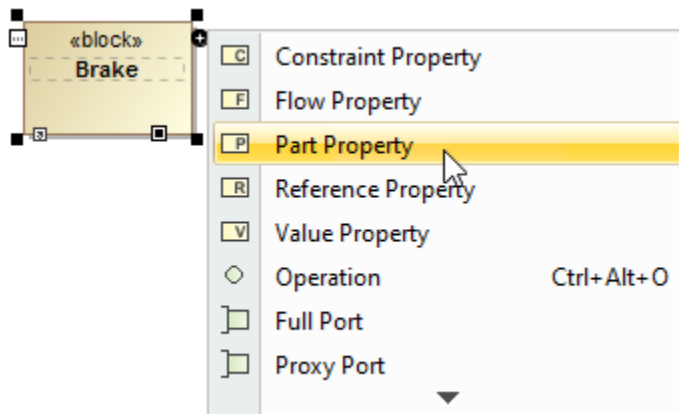
- Creating a property for a Block
- Removing a Block property from the Block shape
- Deleting a Block property from the model

Creating a property for a Block

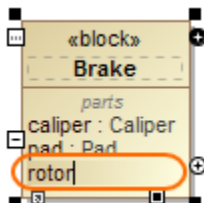
You can create and manage properties for a Block directly on the diagram pane by using the symbol [smart manipulators](#).

To create a property for a Block

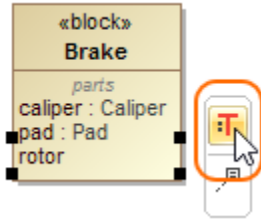
1. Select the Block shape.
2. Click  smart manipulator.
3. From the opened menu select the property you want to create for a Block.



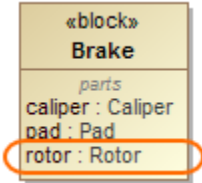
4. Type its name.



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

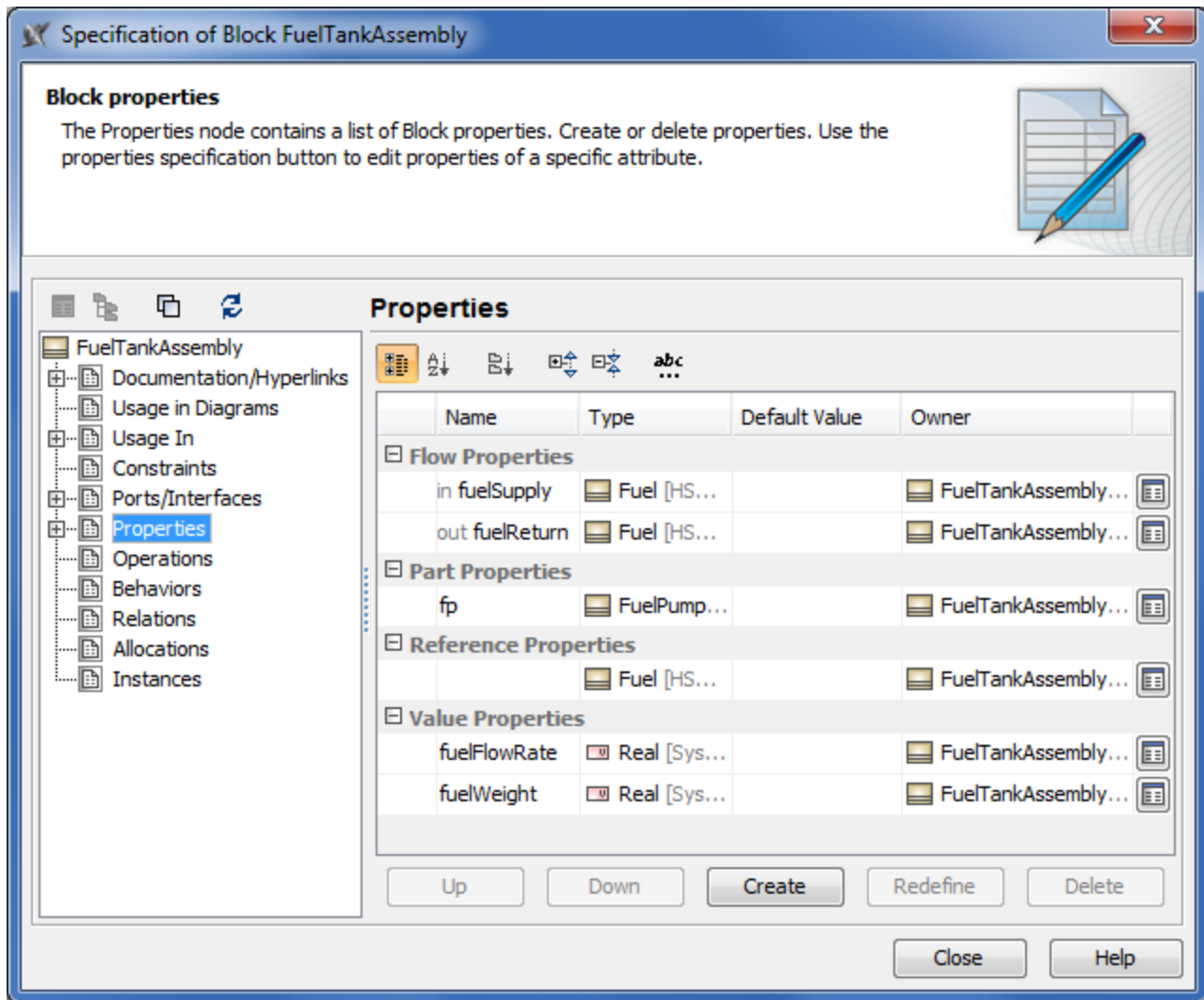
1. Right-click the property on the Block shape.
2. From the shortcut menu select the **Select in Containment Tree** command. The property is selected in the Containment tree.
3. Do one of the following:
 - Press **Delete**.
 - Right-click and from the shortcut menu and select the **Delete** command.

 If 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. |