



# Add attribute

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*Version 1.0.0, by Giorgio Bianchini*

**Description:** Adds or changes the value of an attribute of a node.

**Module type:** FurtherTransformation

**Module ID:** afb64d72-971d-4780-8dbb-a7d9248da30b

This module can be used to add new attributes to a node of the tree. If the attribute is already present, the effect of this module will be to change its value.

The module can be added manually, or by selecting a node from the tree plot and using the **+** button to add a new attribute.

## Parameters

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### Node

**Control type:** Node

This parameter is used to select the node on which to add/change the attribute. If only a single node is selected, the attribute is added to that node. If more than one node is selected, the attribute is applied to the last common ancestor (LCA) of all of them. Nodes are selected based on their **Name**.

### Apply recursively to all children

**Control type:** Check box

**Default value:** Unchecked

If this check box is checked, the attribute is added to all the descendants of the selected node. Otherwise, it is only applied to the node itself.

### Attribute

**Control type:** Text box

The name of the new attribute. If an attribute with the same name is present at the selected node, its value is changed by this module.

### Attribute type

**Control type:** Attribute type

**Default value:** String

**Possible values:**

- String
- Number

The type of the new attribute.

## New value

**Control type:** Text box

The value for the new attribute. This should be coherent with the [Attribute type](#), i.e. a text string if the attribute type is `String` or a (decimal) number if the attribute type is `Number`.

## Apply

**Control type:** Button

This button applies the changes to the values of the other parameters and triggers a redraw of the tree.

## Further information

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The difference between this module and the *Change attribute* module is that this module lets you choose an arbitrary name for the new attribute (and, thus, lets you create a new attribute); the *Change attribute* module, instead, only lets you select an attribute that already exists in the tree (and, thus, only lets you change the value of existing attributes).