



Change attribute

Version 1.0.1, by Giorgio Bianchini

Description: Changes the value of an already existing attribute.

Module type: FurtherTransformation

Module ID: 8de06406-68e4-4bd8-97eb-2185a0dd1127

This module can be used to change the value of an attribute of a node of the tree.

The module can be added manually, or by selecting a node from the tree plot and using the "pencil" button to change the value of an attribute.

Parameters

Node

Control type: Node

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

Attribute

Control type: Attribute selector

Default value: Name

The attribute to change. If the selected node does not have the chosen attribute (which must exist elsewhere in the tree), the attribute is added to the node.

Attribute type

Control type: Attribute type

Default value: String

Possible values:

- String
- Number

The type of the attribute (this can be different than the current type of the 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

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