

# Change attribute

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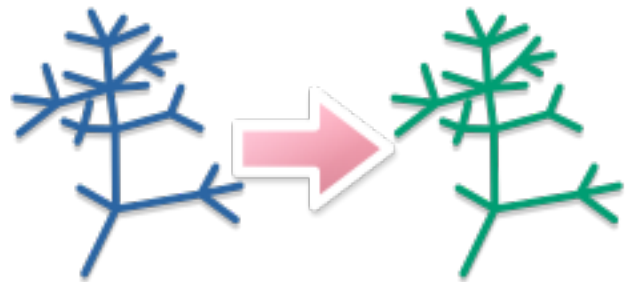
*Version 1.0.0, by Giorgio Bianchini*

**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

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### 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

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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).