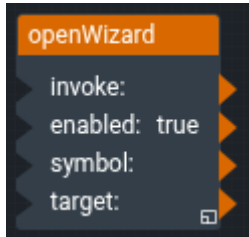


Open Wizard

Block Group:	Logic
Icon:	no icon



The Open Wizard block opens a wizard in the editor. A wizard is a symbol that is opened as a dialog to edit a target object, the same way as a wizard that is opened with the wizard button of a component that has a **wizardSymbol**.

The block only works in Design mode. It does nothing in Preview mode or in a running project. It can be used from inside another wizard, to open a second wizard.

In the block palette, this block is in the **Other** group.

For information on using dataflow blocks, see [Dataflow](#).

Input/Output Properties

The following properties of the Open Wizard block can take input and give output.

- **invoke** (*trigger*)
- **enabled** (*boolean*)
- **symbol** (*symbol*)
- **target**

invoke opens the wizard. The wizard opens after a short delay (100 ms).

enabled specifies whether the block responds to **invoke**. The default is TRUE.

symbol specifies the name of the symbol to open as the wizard. If **symbol** is empty, nothing happens.

target specifies the object that the wizard edits.

[Previous: Symbol Profiler](#)

[Next: String Operations](#)

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