

Dissocier ou ajouter une action de base à un acteur

Starting point

- Your project comprises at least one basic action.
- You are in the **Create** overview window.

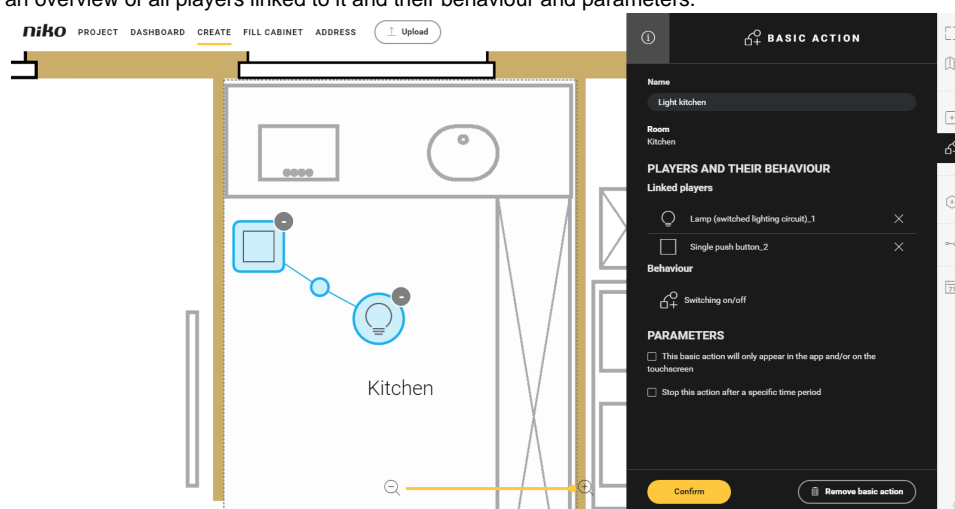
Procedure

1. Click on the symbol of the basic action.

Result:

The **Basic action** pane appears and shows:

- the name of the basic action;
- an overview of all players linked to it and their behaviour and parameters.



2. You can do the following:
 - Click on the **minus sign** of a linked player to unlink the player from the basic action.
 - Click on the **plus sign** of a linked player to link the player to the basic action.
3. Click the **Close** button to return to the **Create** overview window.

Warning: a basic action must comprise at least one output and one control, otherwise you cannot save the basic action.