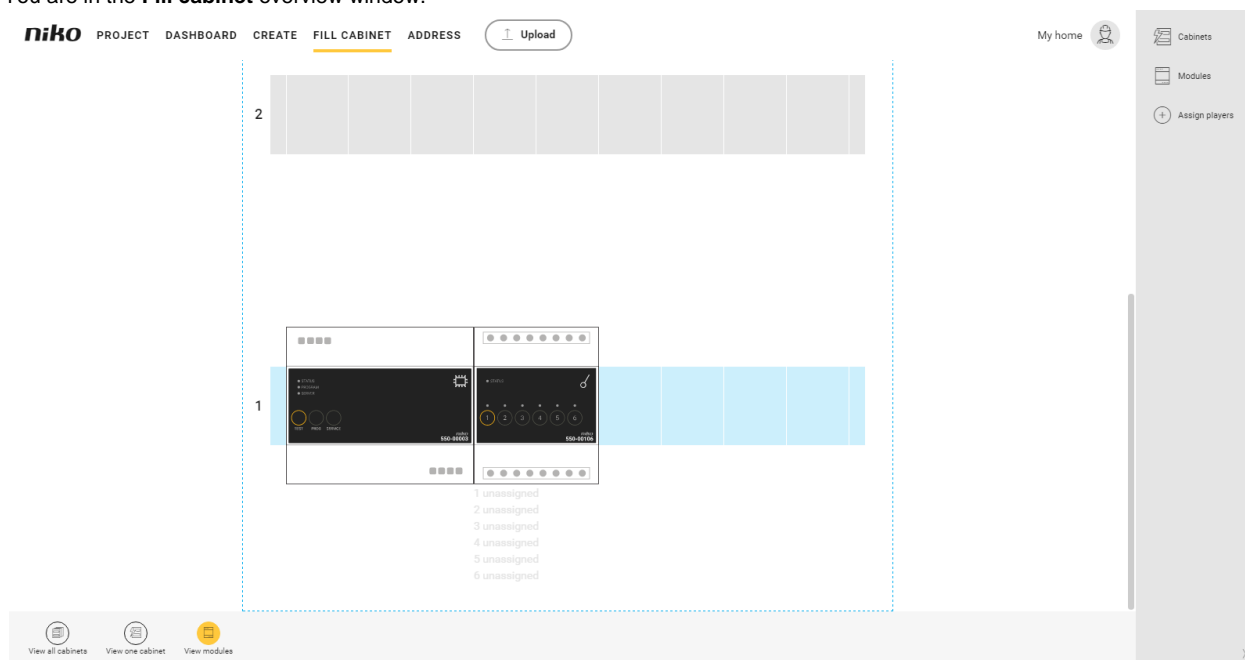


Supprimer le module

Starting point

- You have added at least 1 module to a cabinet.
- You are in the **Fill cabinet** overview window.

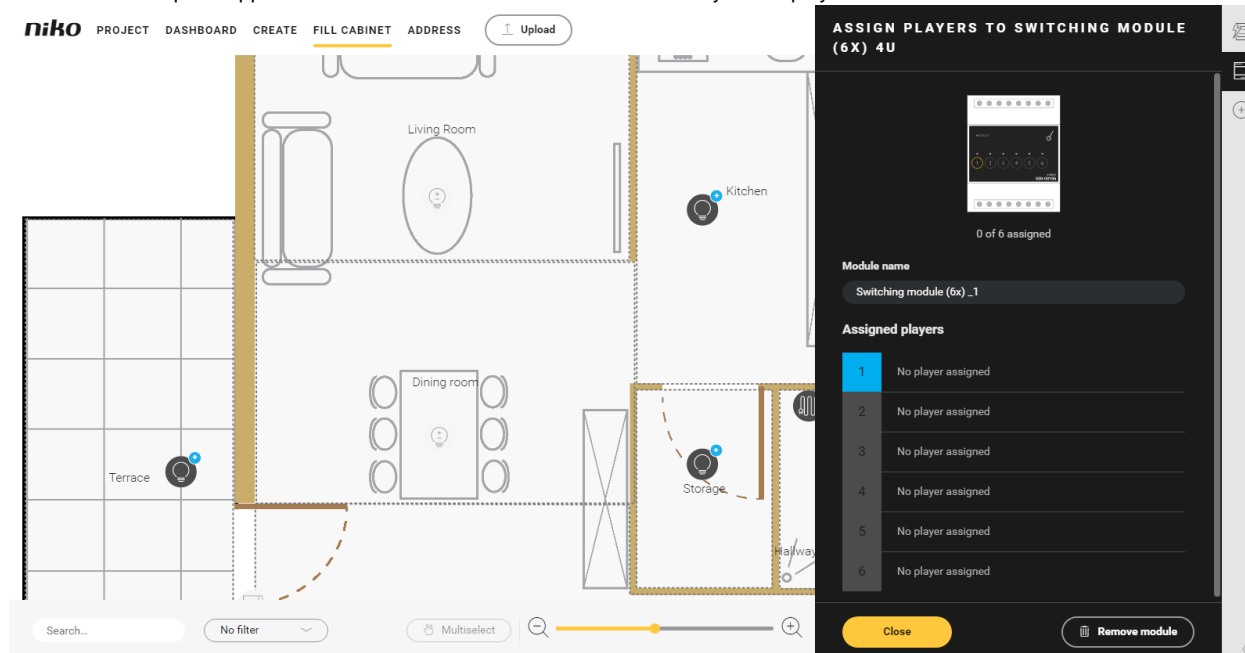


Procedure

1. Click on the module to be removed.

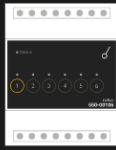
Result:

The **Edit module** pane appears and shows the name of the module and any linked players.



2. Click on the **Remove module** button.
3. Click on the **Remove** button to confirm the action.

**ASSIGN PLAYERS TO SWITCHING MODULE
(6X) 4U**



0 of 6 assigned

Module name

Switching module (6x)_1

Assigned players

1	No player assigned
2	No player assigned
3	No player assigned
4	No player assigned
5	No player assigned
6	No player assigned

Don't remove

Remove

Use the buttons in the selection bar at the bottom to:

- display all cabinets
- display one cabinet
- display modules.