

Unlinking a player from a module

Starting point

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

Procedure

1. Click on the module in the cabinet from which you want to unlink players.

Result:

The **Assign players to (module name)** pane appears and shows an overview of the selected module.

2. Select the assigned players you want to unlink.
3. Click on the cross next to the name or on the minus sign of the player concerned in the drawing area to unlink it from the module.
4. Click the **Close** button to return to the **Fill cabinet** overview window.