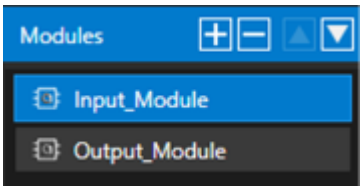
Modules

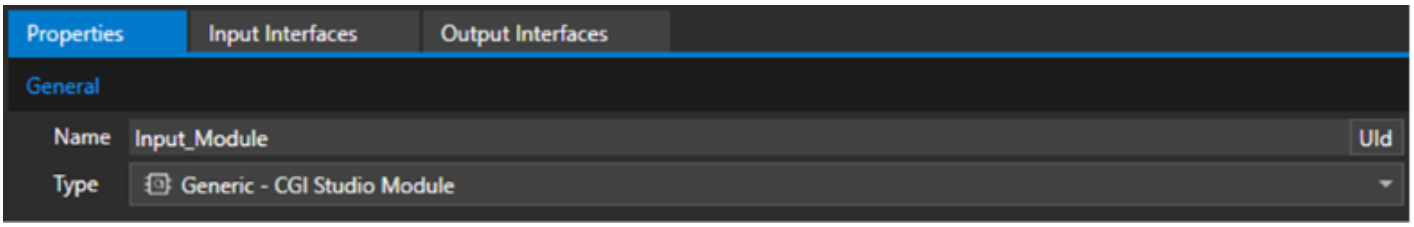
Modules are used to group a set of interfaces which usually belong logically together.

It is possible to add, remove and reorder them using the corresponding buttons at the top of the module list.



Properties

In general, these offer a few basic options. However, depending on the targeted tool, different tool-specific options might be available. For more information about tool specific options and limitation refer to the specific target tool chapter.



Property Name	Description
Name	Name of the module. Only characters from ‘a’-‘z’, ‘A’-Z’, ‘0’-‘9’, ‘ ‘ , ‘-‘ and ‘_’ are allowed, though the name must start with a character.
Uld	The Uld is used to identify the module. It can be seen as the tooltip of the ‘Uld’ button. When the button is clicked a new Uld will be generated.
Type	Defines the type of module. The available options depend on the specific target tool.

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