

# Disconnecting Elements in Build Mode

The **Disconnect** function allows you to separate previously connected elements, such as conveyor belts or a robot with its gripper. This feature is useful for reconfiguring or replacing individual components.

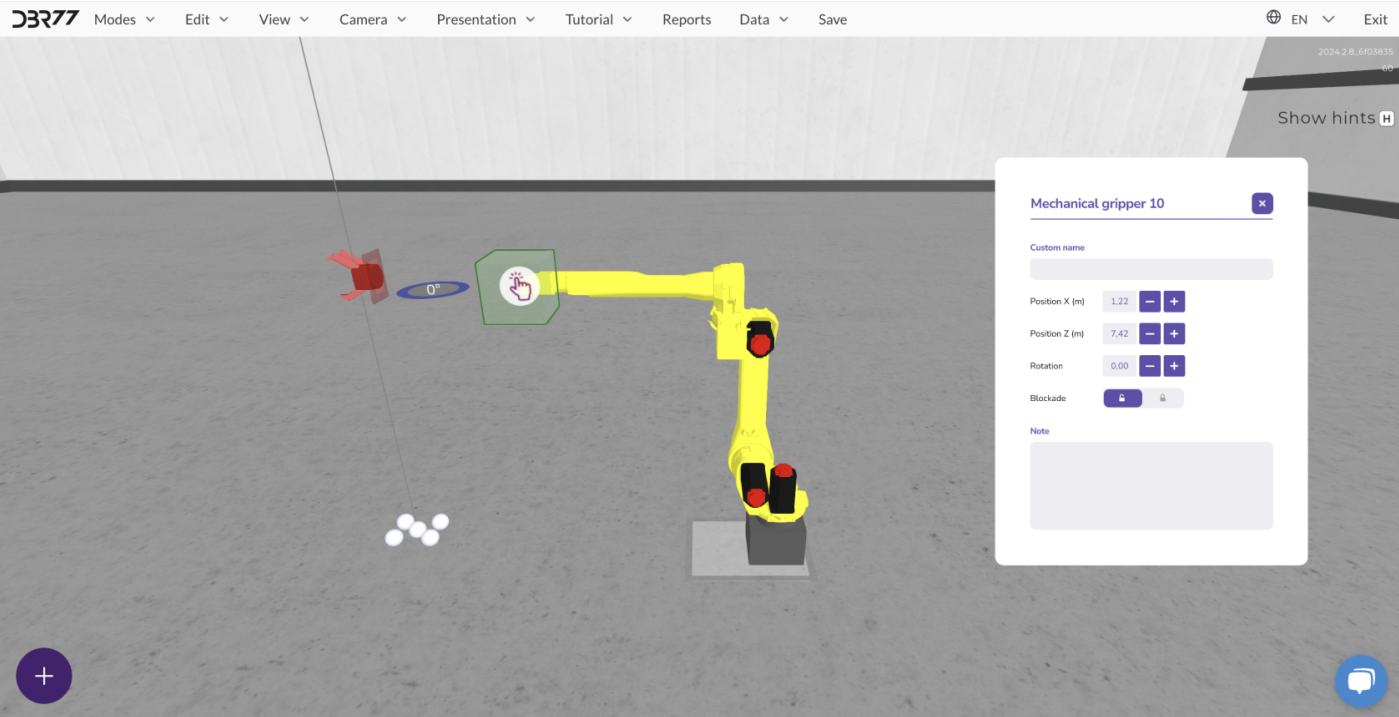
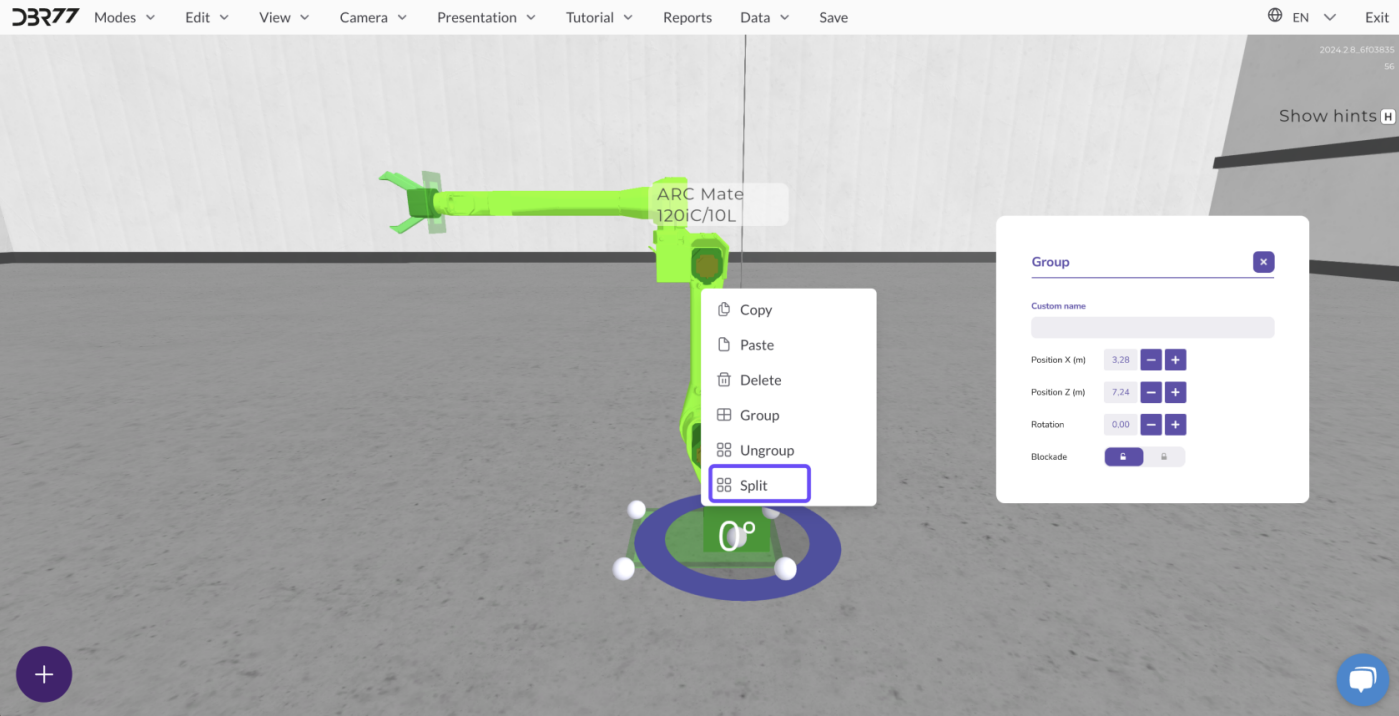
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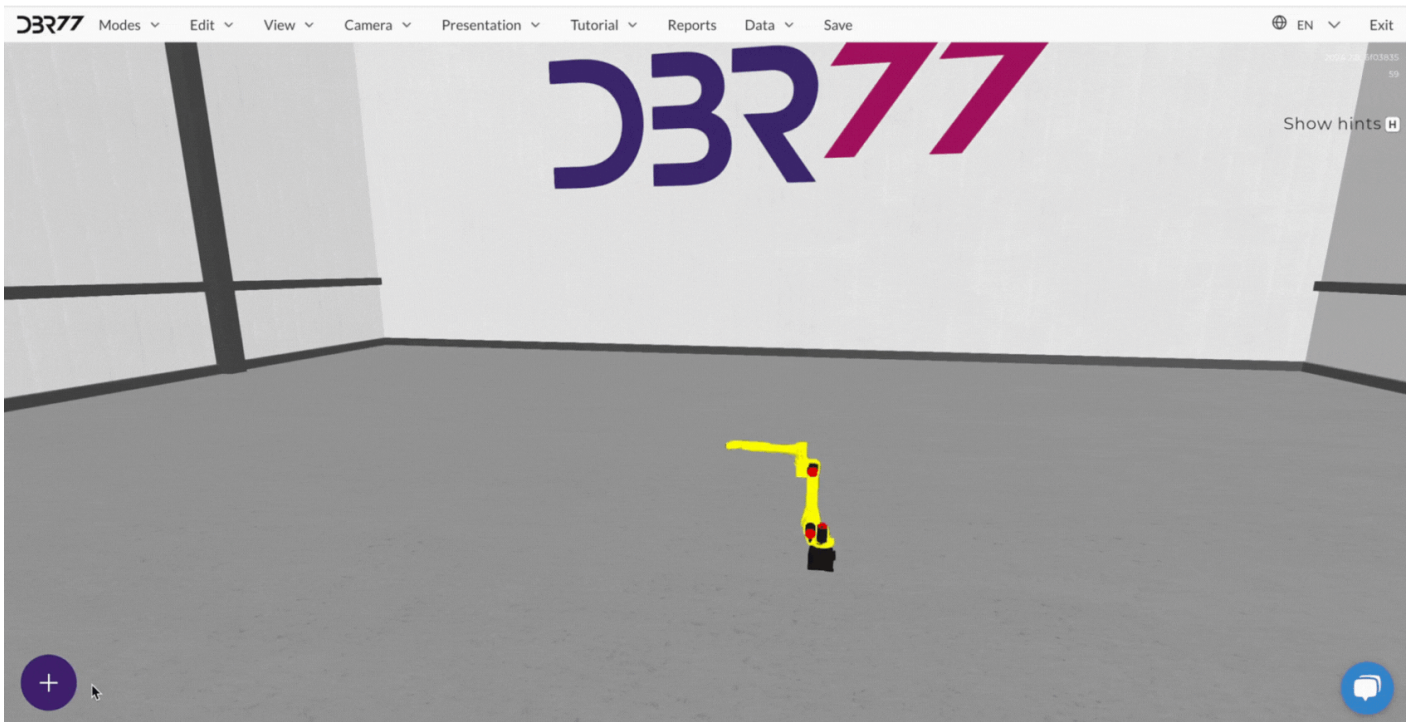
## Steps to Disconnect Elements

1. **Select the Connected Group**
    - Click on the group of connected objects you want to disconnect.
  2. **Open the Context Menu**
    - Double right-click on the selected group to open the context menu.
  3. **Choose "Disconnect"**
    - Select the **"Disconnect"** option from the menu.
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## Post-Disconnection

- After disconnecting, each element will act as an individual object.
- You can now remove specific components, such as a gripper, and replace them with a different one if needed.





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