

Disconnecting Elements in Build Mode

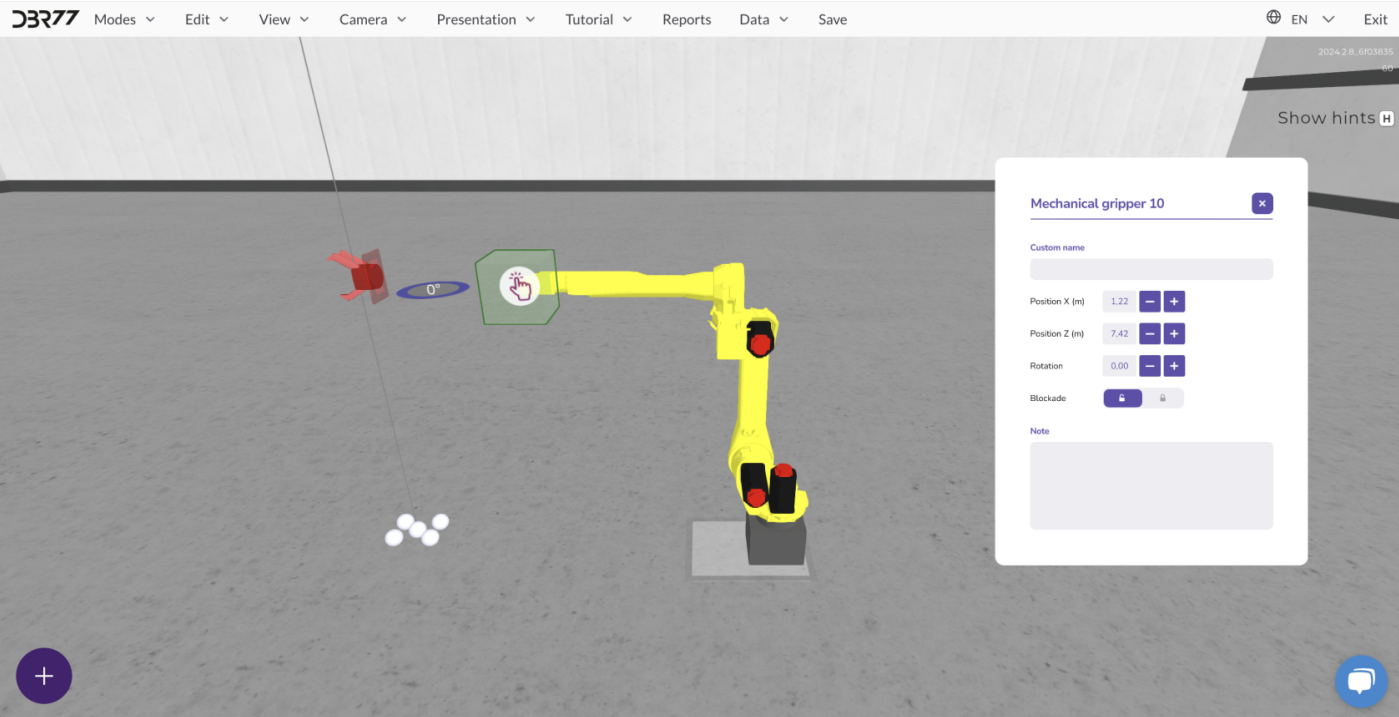
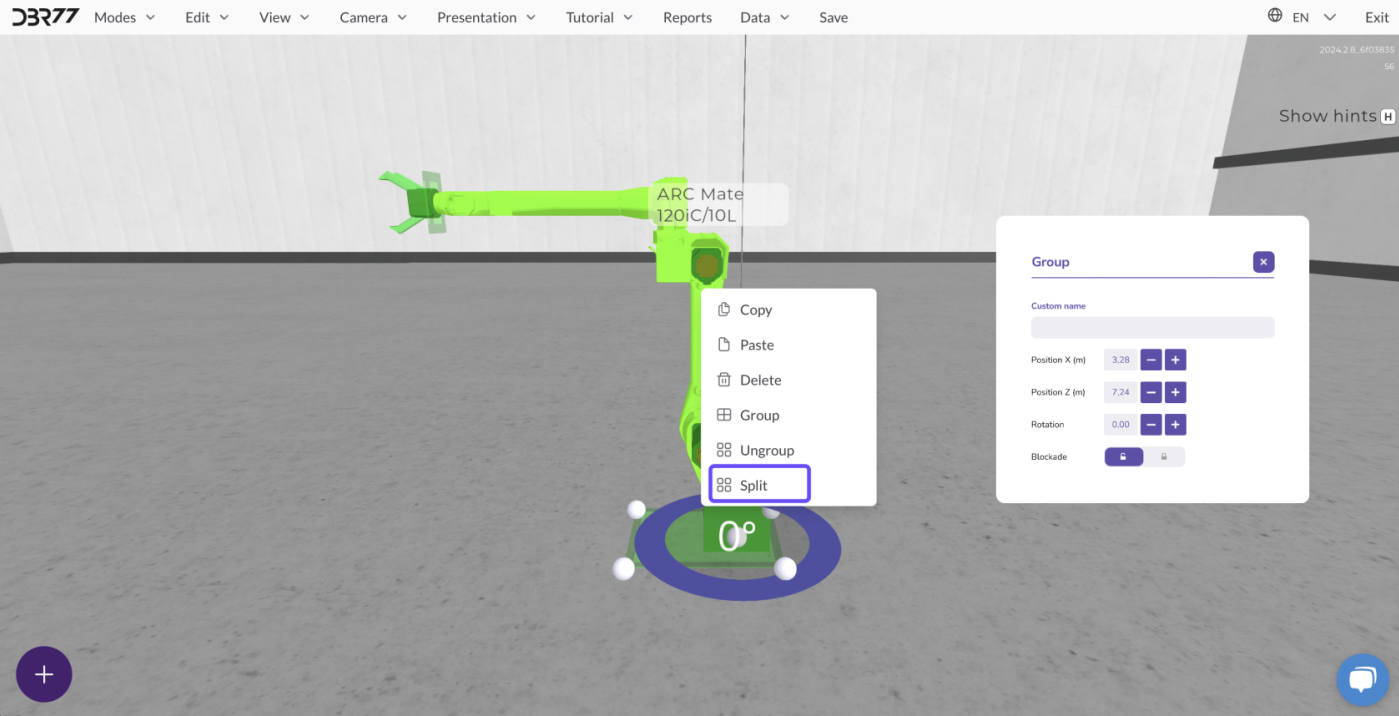
The **Disconnect** function allows you to separate previously connected elements, such as conveyor belts or a robot with its gripper. This feature is useful for reconfiguring or replacing individual components.

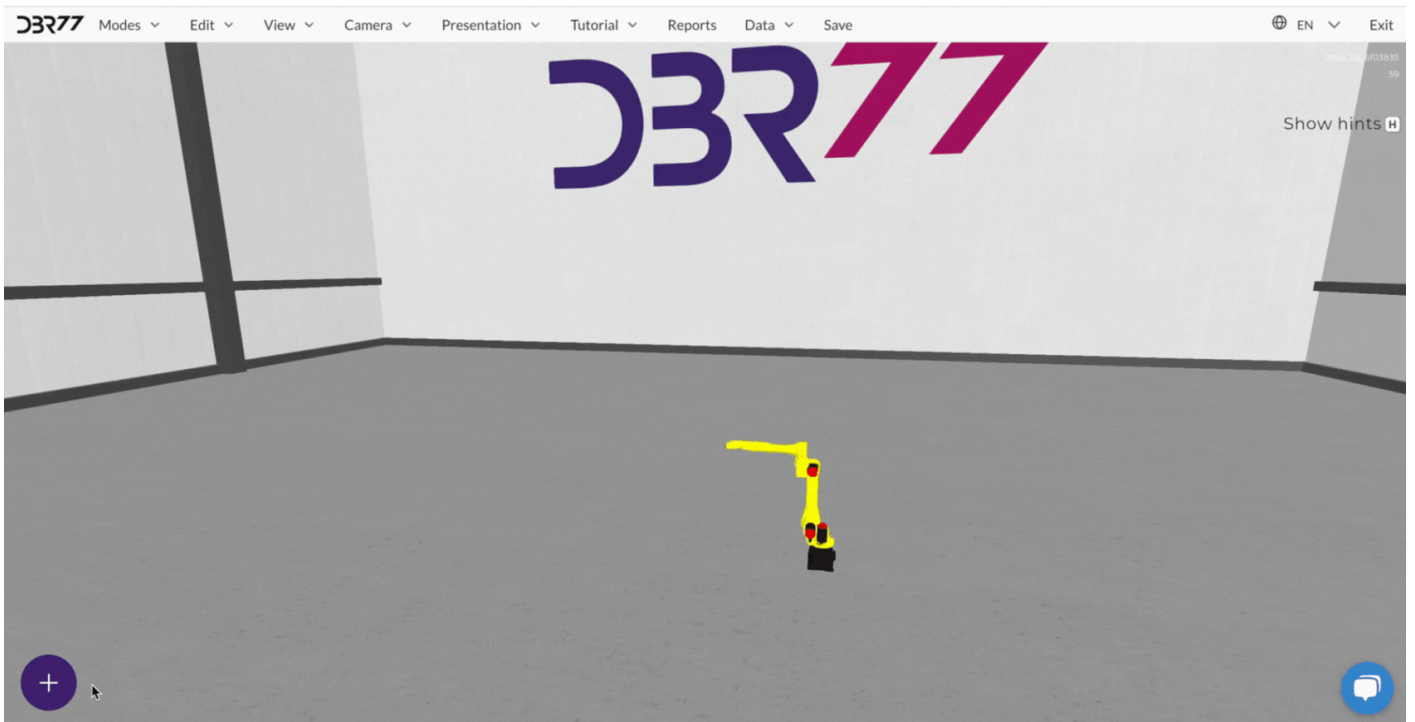
Steps to Disconnect Elements

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.
-

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.





Revision #2

Created 23 November 2024 20:31:19 by Paweł

Updated 23 November 2024 21:14:45 by Paweł