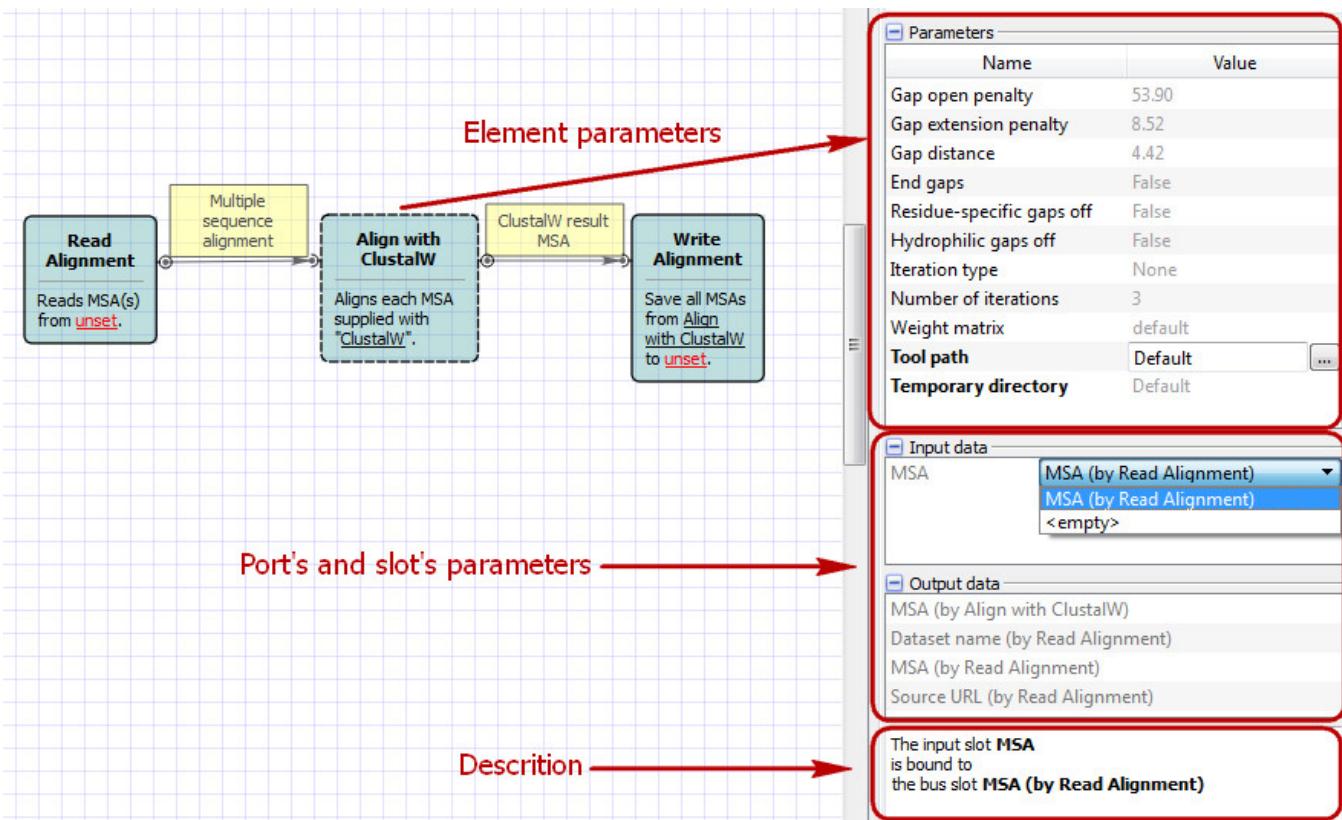


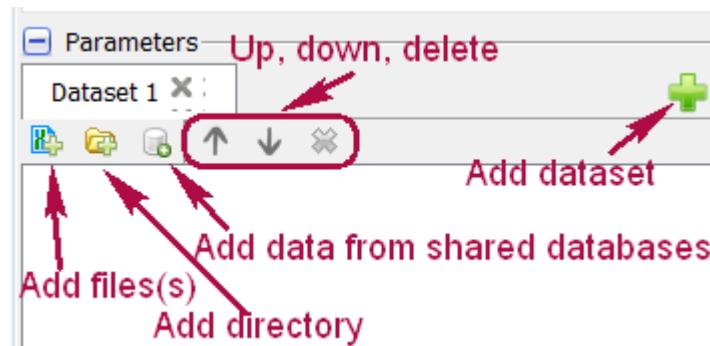
Managing Parameters

When you select an [element](#) on the [Scene](#) the [Property Editor](#) displays detailed information about it: its name, description, parameters, [input](#) and [output](#) ports, etc. To change the name of the element displayed on the Scene edit the [Element name](#) value.

All the parameters available for the element are displayed in the *Parameters* area. Some parameters must have a value, they are displayed in bold. Notice, that when you select a parameter, its description is shown below. To modify a value click on it. Depending on the parameter's type you may be required to either input a value or browse for a file(s). Also you can configure slots of a connected input port by selecting different (matching) data available through the dataflow. More advanced users can use their own scripts to set a parameter's value, read chapter [Using Script to Set Parameter Value](#) to learn more. The image below shows the *Property Editor*.



For [Data Readers](#) you can manipulate with file(s) or directory(ies) with a help of dataset(s):



Also, to remove files from dataset you can select it and press the *Delete* button.

For [Data Writers](#), if the *Output file* parameter is empty, UGNE will generate output files names automatically. You can use the *Output file suffix* parameter to manipulate it.