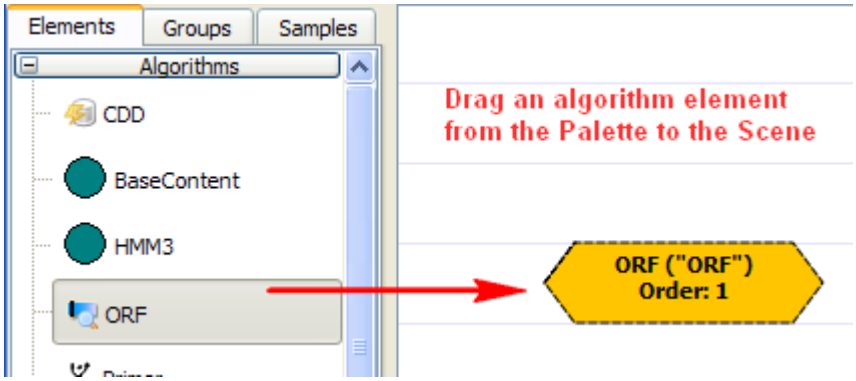
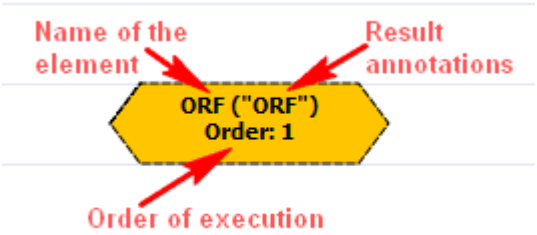
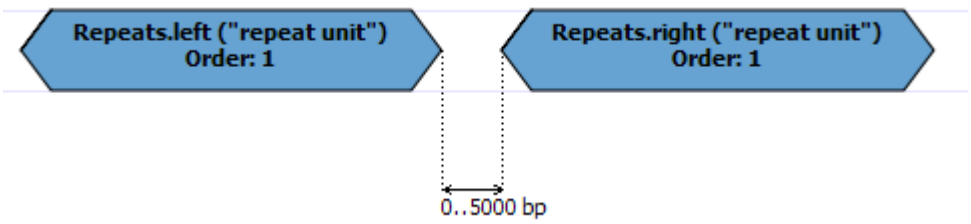
Adding Algorithm Element

To add an *algorithm element* drag it from the *Palette* to the *Scene*. Or you can just click on the element on the *Palette* and then click somewhere on the *Scene*.



If the default elements appearance hasn't been *modified*, on the added element you can see:

1. The element name
2. The result annotations name, enclosed in parentheses
3. The order of the algorithm execution



Some elements consist of two subunits. In this case the subunits are marked as **.left** and **.right**: