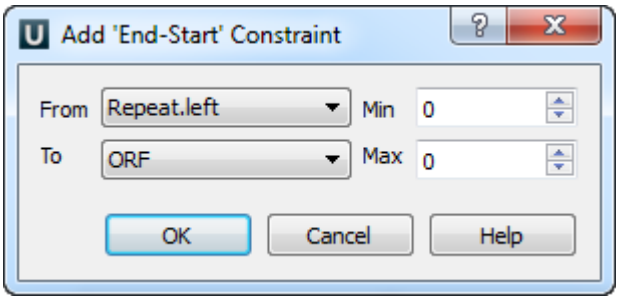
# Adding Constraint Element

A constraint can be imposed on any two *algorithm elements*.

To add a *constraint element* drag it from the *Palette* to the *Scene*. The corresponding dialog appears:




Once the *algorithm elements* are selected and the *OK* button is pressed in the dialog, the *constraint element* is added to the *Scene*. From now the constraint is binded to the *algorithm elements* and it is not possible to modify this assignment.