

Taxonomy type attributes

Attributes are used to control the behaviour of [Quaestor](#) with respect to Taxonomy knowledge bases. They are defined in the data slot of a frame (either a parameter or expression: in the frame viewer for a parameter and in the expression editor for a relation). A list of possible attributes is given below.

In addition to the total overview, groups of attributes are made. Note that attributes belonging to several groups will be available in all groups.

Grouping on functionality:

[Binaries or applications](#) | [Data management](#) | [Data selection](#) | [Modeling](#) | [Presentation](#) | [Server](#) | [Syntax](#) | [System](#) | [TeLiTab editor](#) | [Template](#) | [Value management](#) | [Version management](#)

Grouping on knowledge base type:

[Classic and general type](#) | [Scenario type](#)

Please note that a lot of attributes are very specific and will be rarely used.

A - D	E - K	M - N	O - R	S - Z
@ASK4EMPTYCASE @CALCONCE @CALCONEXIT @CASEMENU @CASENAME @CASEPROPAGATION @CHECKCRLE @CLOSEQKB @CONDITION @COPYFIRST @CLASSES @DATABASE @DBDEFAULT @DELETEINSERTOBJECT @DYNAMICENTITIES	@ENDCLASSES @ENTITYDATASET @EVALUATION_ALLOWED @EXCELSHEETSSAFE @EXECUTEONCLICK @EXECUTEONRESTART @FIXEDINENTITY @GOTO @HIDE @IF_DETERMINED_SHOW @INPUTCOLOR @KILL	@MODELPROPAGATION @MODIFY @MODIFYPENDING @NOBRANCHRECALC @NOBRANCHVAL @NODECR @NOEMPTYCASECOPY @NONPENDING @NONRINST @NORANGEALLOWED @NOSECTIONQCRLE @NOSHOW @NOSPACESINPROJECT @NRINST	@ONINPUTGOTO @OPTIONALGOTO @PARENTENTITY @PLOTXY @PROPAGATE_PARENT @Q3DGEOM @Q3DUPDATE @RANGEALLOWED @RECALCONEXIT @REPLACESPACESINPROJECT @RUNWORDMACRO	@SAVEINSOURCE @SELECTENTITY @SELECTENTITYADDZERO @SELECTENTITYINDEX @SELECTENTITYKEY @SELECTENTITYKEYTEXT @SELECTENTITYKEYTEXTPAR @SELECTENTITYPAR @SHOW @SHOWSTOP @SOLUTIONFAILED @SOLUTIONSUCCESS @TOPGOALS @TRANSPARENT @XML_LIST

Quick links: [Functions overview](#) | [Attribute overview](#) | [Constants overview](#) | [Dimensions overview](#)