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# Genesys Designer Quick Start Guide

Tips and Tricks

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# Tips and Tricks

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## Blocks

### Block Actions

- Hover over a block to expose icons that allow you to interact with the block.



- As your application grows, you might want to rename blocks to describe which function they provide. For example, if you have several **Play Message** blocks, you might want to rename each one to describe which message they play. To do so, hover over a block and click the pencil icon to edit the block name.
- You can drag and drop blocks around the **Application Flow** to change the order in which they execute. You can also click the up and down arrows to move their position within the **Application Flow**.
- Click the trash icon to delete the block.

### Parent/Child Blocks

- Some blocks might have several child blocks. In the parent block, you can click ^ or v to hide or expand the list of child blocks.



- Be careful when manipulating a parent block, as your action might also affect its child blocks. For example, if you delete a parent block, all of its child blocks are also deleted.

## Shared Modules

- Do you often use a common structure in your applications? Instead of building this common structure in each application, you can define a **shared module** to host the common structure. Then you can simply use the **Shared Module block** to place this common structure in each application. If you make a change to the shared module, each application receives the update instantly.