

Components and Widgets

When you create a project in DGLux5, you add components and widgets to a page or set of pages. Then, you customize the behavior and appearance of each object using [properties](#), [dataflow](#), and [actions](#).

Components in DGLux5 are divided into four categories: core components, charts, gauge scales, and form elements.

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Last update: **2019/07/17 19:17**

