

Behaviors

Behaviors bring DGLux to life by allowing the user to create interactivity within the dashboard. Behaviors are commonly invoked by mouse interaction but can also be executed by a change in data and other parameters utilizing triggers. Behaviors consist of an event, an action, and a start time.

Events

- Click
- Double-Click
- Click On
- Click Off
- Roll Over
- Roll Out
- Roll Over & Out
- Mouse Down
- Mouse Up
- Mouse Down & Up
- Mouse Up Global
- Creation Complete
- Swipe Left
- Swipe Right
- Swipe Up
- Swipe Down
- Rotate Clockwise
- Rotate Counter-Clockwise
- Zoom In
- Zoom Out

- [Two Finger Tap](#)

Actions

- [Open Dashboard](#)
- [Open Web](#)
- [Data Action](#)
- [Save Dashboard](#)
- [Set Property](#)
- [Set State](#)
- [Delay](#)
- [Export Image](#)
- [Export PDF](#)
- [Export XLS](#)
- [Close Dashboard](#)
- [Logout](#)
- [Refresh Browser](#)

Order of Execution

- [At Once](#)
- [After Previous](#)
- [With Previous](#)

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