Using Custom div Elements

If you are embedding DGLux5 files within your own already existing interface, you should follow these steps. These steps show you how to create your own custom `<div>` element that holds a `.dg5` file and how to cause that `<div>` element to be loaded. This way you can quickly load multiple `.dg5` files inside your existing HTML, even if those files are from different projects, and even if the projects have Project Dataflow.

There are five required steps:

1. Define a default project.
2. Remove the existing main `<div>`.
3. Define a custom `<div>`.
4. Add the `onDgViewerLoaded` function.
5. Cause the custom `<div>` elements to be loaded.

You can do all of this in `viewer.html`.

Defining a Default Project

Custom `<div>` elements will not work at all if you do not manually define some default project. The default project is the project that loads in the Viewer when no project name is specified in the URL query string.

To define a default project:

1. Include this code in the body of `viewer.html`:

```
<input id="defaultproj" value="projectName" type="hidden">
```

2. Replace `projectName` with the name of the project that you want to make default.

Removing the Main div

Your custom `<div>` will not replace the main one if you don’t delete the main `<div>`.

Delete this code in `viewer.html`:

```
<div id="rootDiv" class="absolute" style="width: 100%; height: 100%;">
</div>
```

Adding a Custom div

Custom elements must be defined, either in HTML or with script. To add a custom in HTML:

1. Copy and paste this code in `viewer.html`:

   ```
   <div id="divName1">
   <div id="divName2">
   ```

2. Replace `divName1` and `divName2` with the names of your custom elements. Add more elements as appropriate. Delete the second element in the example, if you don't need it.

Adding the Function and Loading the divs

Finally, you must cause your custom or s to be loaded. One way to do this is by calling them in the `onDgViewerLoaded` function. You can also call them any time after `onDgViewerLoaded`.

To add `onDgViewerLoaded`:

1. Copy this function and paste it at the end of the `script` of `viewer.html`:

   ```
   function onDgViewerLoaded() {

   window.postMessage({"dgViewerDiv":"divName1","dgPagePath":"pageName1.dg5"}
   ,"*")
   window.postMessage({"dgViewerDiv":"divName2","dgPagePath":"lib/test/pageNa
   me2.dg5"},"*");
        }
   ```

2. Replace `divName1` and `divName2` with the names of the custom elements that you defined. As appropriate, add more elements, or delete one of the two existing

elements in the sample.
3. Replace `pageName1.dg5` and `lib/test/pageName2.dg5` with the names, or names and project paths, of the `.dg5` files that you want to load in these `<div>` elements. In the example, `pageName1.dg5` is loaded from the default project, and `pageName2.dg5` is loaded from a project named `test` that is located in the `lib` directory.

Previous: Custom JS Components

Next: Support

From:
http://wiki.dglogik.com/ - **DGLogik**

Permanent link:
http://wiki.dglogik.com/dglux5_wiki:dgscript:custom_div

Last update: **2026/10/22 17:45**