Get Started

These pages include quick steps for getting started with DGLux5.

If you have not already done so, first Install DGLux5.

For an orientation to the default DGLux5 workspace, see Default Workspace.

- Create a Project
- Create a Simple Page
- Save a File
- Preview a Project
- Deploy a Project
- Access DSA Data
- Access Data from Other Sources
- Other Options for Getting Started
- Next Steps

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Next: Create a Project

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Last update: **2021/09/20 14:43**