Next Steps

When you can create a simple page and access your data, learn about these important basics:

- Bindings – Create graphical elements that change based on live data.
- Actions – Create dynamic interfaces that respond to user interactions.
- Dataflow – Use a visual programming environment that requires no coding. Dataflow is necessary for loading data tables that drive your graphical elements, and it enables you to fully customize the logic behind your application.

To optimize the design process, learn about these concepts:

- Symbols – Reuse an object, with some properties identical and other properties dynamic across instances. Symbols can streamline the design process, and they are required for repeaters and callouts.
- Widgets – Share DGLux5 elements across pages, projects, and users.
- Templates – Enable your team to start projects with specified pages and other elements already designed.

Previous: Other Options for Getting Started

Next: Project Assist 2.0

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