

# Actions (PA)

This page covers actions for Project Assist 2.0, version 10, for facilities. For DGLux5 actions, see [Actions](#).

Actions are application behaviors that occur in response to events. For example, an action can navigate to a project node when the user clicks an object. An action can also affect a value in the data source or open an external link.

When you create a binding to the **Single Metric** or **Series Metric** binding target types, an action is automatically created. You can override these automatically created actions. You can also create new actions. Actions are application behaviors that occur in response to user events such as clicking.

You can create an action for an object or for a series. If you create an action for a series, then clicking the series in the legend triggers the action.

When an action exists on an object of the Series Metric [type](#), that object has a "hamburger" menu icon in its title bar, as shown in the following image. This is because individual series in the object can also have actions.



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## How to Add an Action to an Object

To add an action to an object:

1. Select the object and open the Project Assist Property Inspector.
2. Click the **Add Action** button in the Property Inspector, as shown in the following image.



3. Specify an event to trigger the action, as shown in the following image.



4. Specify a target, if different from the default, as shown in the following image. See [Actions Properties](#).



5. Specify an action type, as shown in the following image.



6. If necessary, specify property values for the action. See [Actions Properties](#).

The action is created.

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## How to Add an Action to a Series

To add an action to a series:

1. Select the object and open the Project Assist Property Inspector.
2. Click the Binding icon next to the series, as shown in the following image.



3. Using the popup dialog, follow steps 3–6 from How to [Add an Action to an Object](#).
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## How to Edit an Action

To edit an existing action:

1. Select the object and open the Project Assist Property Inspector.
  2. Edit the action properties. See [Actions Properties](#).
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## How to Delete an Action

To delete an existing action:

1. Select the object and open the Project Assist Property Inspector.
2. Click the red X, as shown in the following image.



## Actions Properties

The following are editable properties of an action.

Property	Purpose
<b>Event</b>	Sets the user interaction that triggers the action. The value of the <b>Event</b> property can be <b>Click</b> , <b>Right Click</b> , or <b>Double Click</b> .
<b>Target</b>	Sets the project tree node, data node, or relativized point that this action affects. See <a href="#">Binding Sources</a> .
<b>Action</b>	<p>Sets the action type. The value of the Action property can be one of the following:</p> <ul style="list-style-type: none"> <li>• <b>None</b>—No action occurs.</li> <li>• <b>Auto</b>—The default action for this binding source occurs. See <a href="#">Binding Sources</a>.</li> <li>• <b>Data Action List</b>—The Data Action List opens. The user can configure and invoke an action. See also: <b>Edit Actions</b> property.</li> <li>• <b>Data Action</b>—The specified Data Action occurs. See also: <b>Type</b> and <b>Edit Parameters</b> properties.</li> <li>• <b>Navigation</b>—The specified project content opens. See also: <b>Target</b> property.</li> <li>• <b>Hyperlink</b>—The specified external page opens.</li> </ul>
<b>Path (Hyperlink only)</b>	Sets the path to open for a Hyperlink action. The Path property must begin with a prefix such as <code>http://</code> or <code>https://</code>
<b>Type (Data Action only)</b>	Sets the type of data action that occurs, such as <b>Set</b> or <b>Override</b> .
<b>Edit Parameters (Data Action only)</b>	Sets the parameters of the data action that occurs, such as an override value.
<b>Edit Actions (Data Action List only)</b>	Sets which actions appear in the drop-down. You can also use this property to set the names that appear to represent the actions to the user.

## Multiple Actions in Response to the Same Event

You can create multiple actions in response to the same event. This is useful for creating objects such as a button that overrides all of the space temperature values on a floor. If multiple actions are invoked by the same event, they will occur in the following order:

1. The bottommost Auto action in the list.
2. The bottommost Data Action List action in the list.
3. All Data Actions. If there are multiple Data Actions on the same metric, only the bottommost action for each metric will occur.
4. The bottommost Navigate action in the list.
5. All Hyperlink actions in the list.

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Last update: **2021/09/20 15:03**

