Build (PA)

When you build a project, you can create or customize the following aspects:

- Pages that typically represent locations.
- Templates that represent groups of devices. See Device Templates and Relativization.
- Bindings from data to objects.
- Layers and layer groups that affect project content.
- Actions that a user can execute.

Editing Environment

This section covers the editing environment for building content in Project Assist.

Dashboard Manager

You view pages and templates in the *Dashboard Manager*. In the leftmost portion of the Dashboard Manager, the Project Tree lets you select and open content. In the rightmost portion of the Dashboard Manager, you can preview the currently selected content. The following image demonstrates the two portions of the Dashboard Manager.

Page Editor

You edit each page in the *Page Editor*. The following image shows the Page Editor.

1	Tabs	2	Layer Manager icon	3	Layer group selection tabs
4	Exit button	5	Toolbar	6	Canvas
7	Back and Submit buttons	8	Widget Scale slider	9	Callouts, charts, gauges, and widgets

The Page Editor has three tabs, and each tab has the following specific purpose:

- **Image**—For adding and editing the background image only
- **Zones**—For adding and editing zone polygons only
- **Widgets**—For adding and editing callouts, charts, gauges, and widgets only

Tip

If you try to select an object in your page and can't select it, make sure you have the selected the Page Editor tab where you added that object.

Template Editor

You edit each template in the *Template Editor*. The following image shows the Template Editor.



1	Tabs	2	Exit button	3	Toolbar
4	Canvas	5	Widget Scale slider	6	Shrink to Fit check box
7	HVAC tiles, callouts, charts, gauges, and widgets				

The Template Editor has three tabs: **Layout**, **Equipment**, and **Widgets**. Unlike the Page Editor, the Template Editor lets you choose how to categorize objects in tabs. The exception is that zones can be added to templates only in the **Equipment** or **Widgets** tab.

By default, expanding a group of objects at the bottom of the screen causes the default tab for that group to be selected. For example, expanding the **Ducts** group selects the **Layout** tab. Symbols that you add to new `.dg5` files do not have a default tab. See Custom Symbols (PA).

Tips

- If you use tabs when you create templates, it is easier to select and edit objects as you work.
- If you try to select an object in your template and can't select it, make sure you have the selected the Template Editor tab where you added that object.
- The Widget Scale slider only affects objects in the **Widgets** tab.

How to Open a Page or Template for Editing

Pages and templates have gray or white buttons next to them in the Dashboard Manager Project Tree. A white button indicates that you have started creating content for the node, and a gray button indicates that you haven’t created any content yet. A white button also indicates that a `.dg5` file for the content exists in DGLux5.

To open a page or template:

1. To open the Dashboard Manager, click **Build** on the home page, or choose the **Manage Dashboards** tab at the top of the screen, as shown in the following images.



The Dashboard Manager opens.

2. In the Project Tree, click the gray or white button, as shown in the following image.



The page or template opens in the Page Editor or Template Editor.

How to Save Changes to a Page or Template

The following interactions save changes to a page:

- Click the **Save** icon in the toolbar.
- (Pages only) Choose the **Widgets** tab, and then click **Submit**.
- Click **Exit**, and then choose **Save & Close** in the warning dialog.

How to Discard Changes to a Page or Template

To discard the changes since the last save:

- Click the **Refresh** icon in the toolbar.

  Changes since the last save are reverted.

Previous: Organize

Next: Images

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