Custom Symbols (PA)

This page covers custom symbols in Project Assist 2.0, version 10, for facilities. For a user guide to DGLux5 symbols, see Symbol.

DGLux5 users can add their own symbols to the Project Assist objects collections that appear at the bottom of the Page Editor and Template Editor. This requires you to use symbols, dataflow, and project directories in DGLux5.

> **Caution**
>
> Your symbols might get overwritten when you update Project Assist. Always save a backup. Always save custom symbols in a new `.dg5` file in the palette. the Do not save your symbol in a `.dg5` file with other widgets, such as the `palette/callouts.dg5` file.

> **Notes**
>
> - If you make a dynamic property called `actionInstance`, then Project Assist actions will work on the object.
> - If you make a default property for the symbol, that property becomes the default property of the Project Assist object. To make a property default, right-click the property in symbol editing mode and choose **Make Default**.

How to Include a Custom Symbol

To include a custom symbol in Project Assist:

1. Create any symbol in DGLux5.
2. Use DGLux5 to create symbol parameters, and bind these parameters to properties inside the symbol. The parameters will become accessible using the Project Assist Property Inspector.

3. Save the symbol in a new DG5 file in the palette, such as `palette/customWidgets.dg5`.

   The symbol now appears in the Page Editor and Template Editor in Project Assist.

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