

Create a Device Template

A device template is a dynamic, graphical panel that represents certain devices. Each instance of the panel shows information for a particular device.

To create a device template:

1. Click **Build** or **Manage Dashboards**.



2. In the Project Tree, click the gray or white button next to a device node.



An editing environment opens.



Tip



This workspace has three layers: **Layout**, **Equipment**, and **Widgets**. If you use the tabs when you place items, it becomes easier to select and edit items later on. By default, expanding certain groups at the bottom of the screen selects certain tabs. For example, expanding the **Ducts** group selects the **Layout** tab.

3. Drag and drop duct pieces from the collection at the bottom of the screen.

Combine pieces to create a device shape.



Tips for laying out a device



- Some duct pieces can stretch. To stretch a piece, drag its edges.
- To delete a piece, right-click it and select **Delete**.
- Use the **Shrink to Fit** option in the lower right corner of the screen to make the graphic size fit the workspace.
- Use the **Snapping** option to make pieces snap to one another.

4. Drag and drop the appropriate equipment pieces from the collection at the bottom of the screen.



5. Associate data with equipment pieces as appropriate:

- To associate data with a piece of equipment, click **Binding Tree** and drag the relevant device point onto the equipment.

Some graphics animate depending on the bound points. For example, a fan graphic will animate if the boolean point bound to it is TRUE.



6. Add widgets to the page as described in [Add a Widget](#).



7. To save your work, click **Exit**, and then **Save & Close**.



Data Actions

Instances of a device template can be used for data actions. To interact with data, click a widget or equipment piece and use the Actions menu.



Before assigning a value



After assigning a value

Troubleshooting

If you try to select an item in your device template and can't select it, make sure you have the correct layer selected. To change layers, use the **Layout**, **Equipment**, and **Widgets** tabs at the top of the workspace.

[Previous: Add a Widget](#)

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