

Component and Widget Essentials

DGLux5 components are customizable, graphical building blocks for web applications. A widget is a custom graphical element that comprises one or more DGLux5 widgets, components, shapes, or paths. When you create a project in DGLux5, you add components and widgets to a page or set of pages. Then, you customize the behavior and appearance of each object using [properties](#), [dataflow](#), and [actions](#). DGLux5 has four kinds of components: [Components](#), [Charts](#), [Gauges](#), and [Form Input](#).

When you add a widget to the [widget palette](#), you can re-use it in different pages and projects. You can load widgets from other projects using your [lib directory](#).

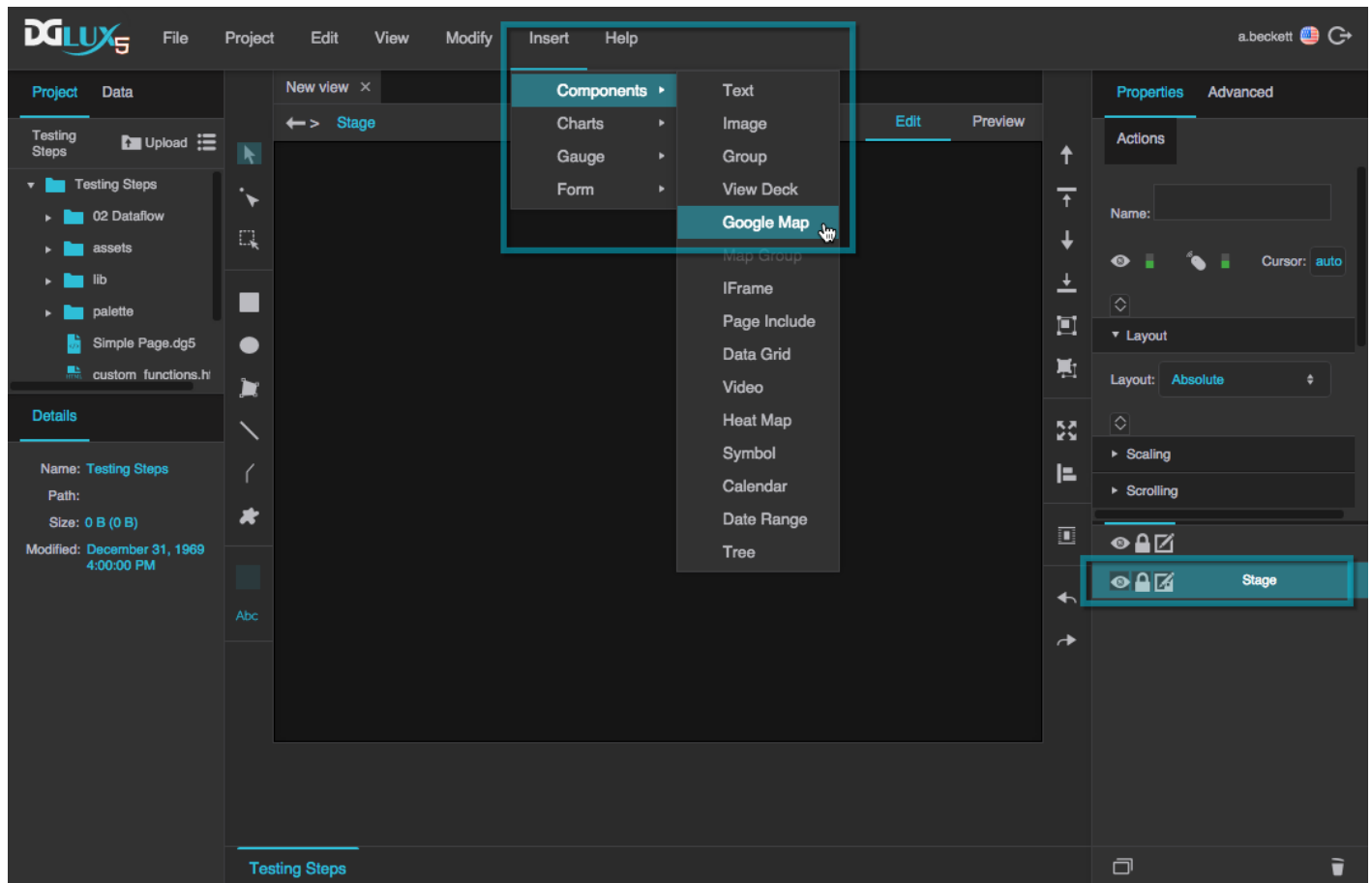
Insert Components

You insert components, and some default widgets such as charts, using the **Insert** menu.

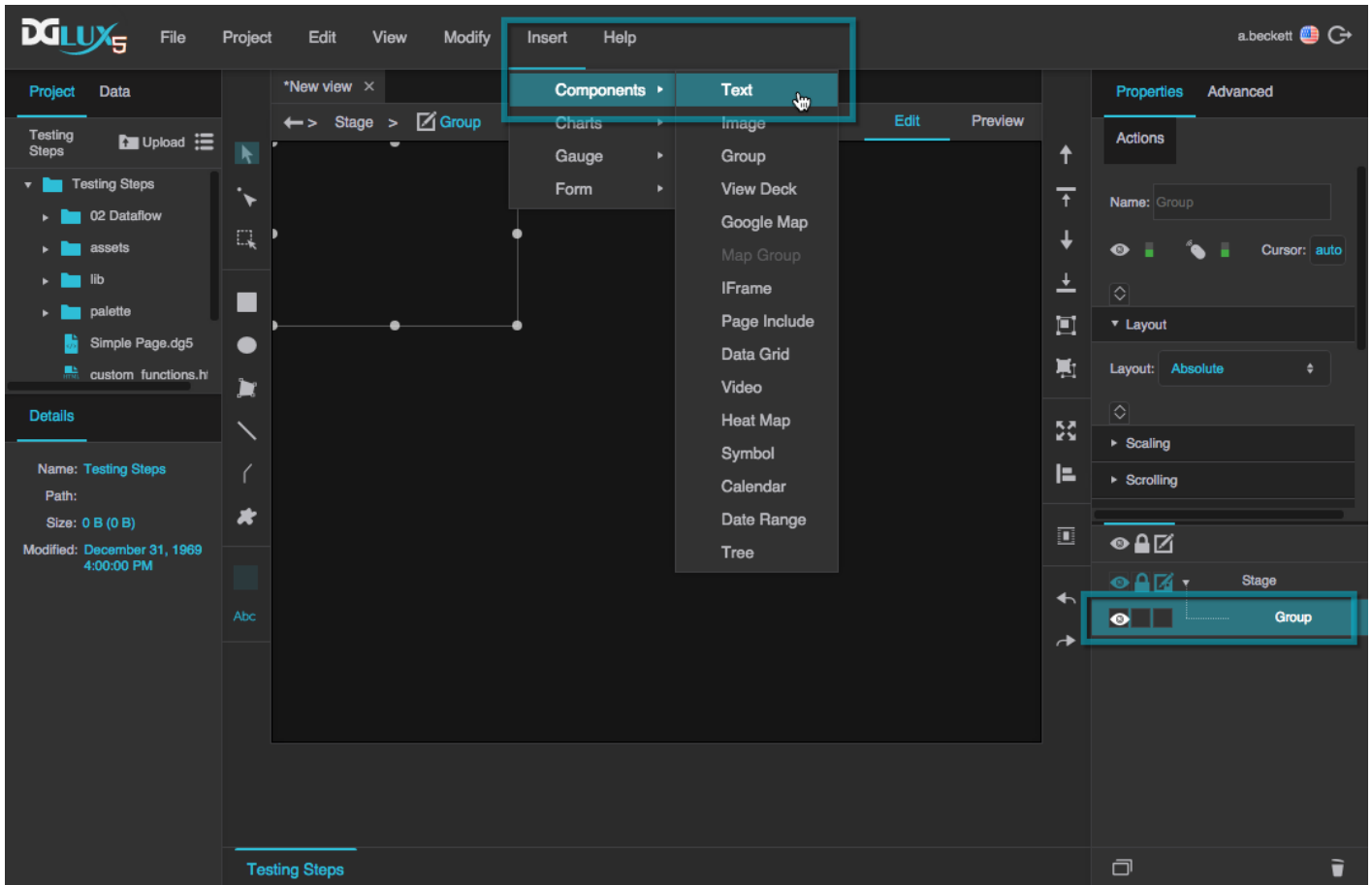
To insert a core component or default DGLux5 chart widget into your [Document window](#):

1. In the [Outline](#) or the [Document window](#), select the Stage or a group.
2. In the Main Menu, select **Insert**, and choose the component to add.

The component is inserted as a child of the selected Stage or group.



Inserting a Google Map component onto the Stage



Inserting a text component into a group

You can also insert components by right-clicking the Stage or group.

Insert Widgets

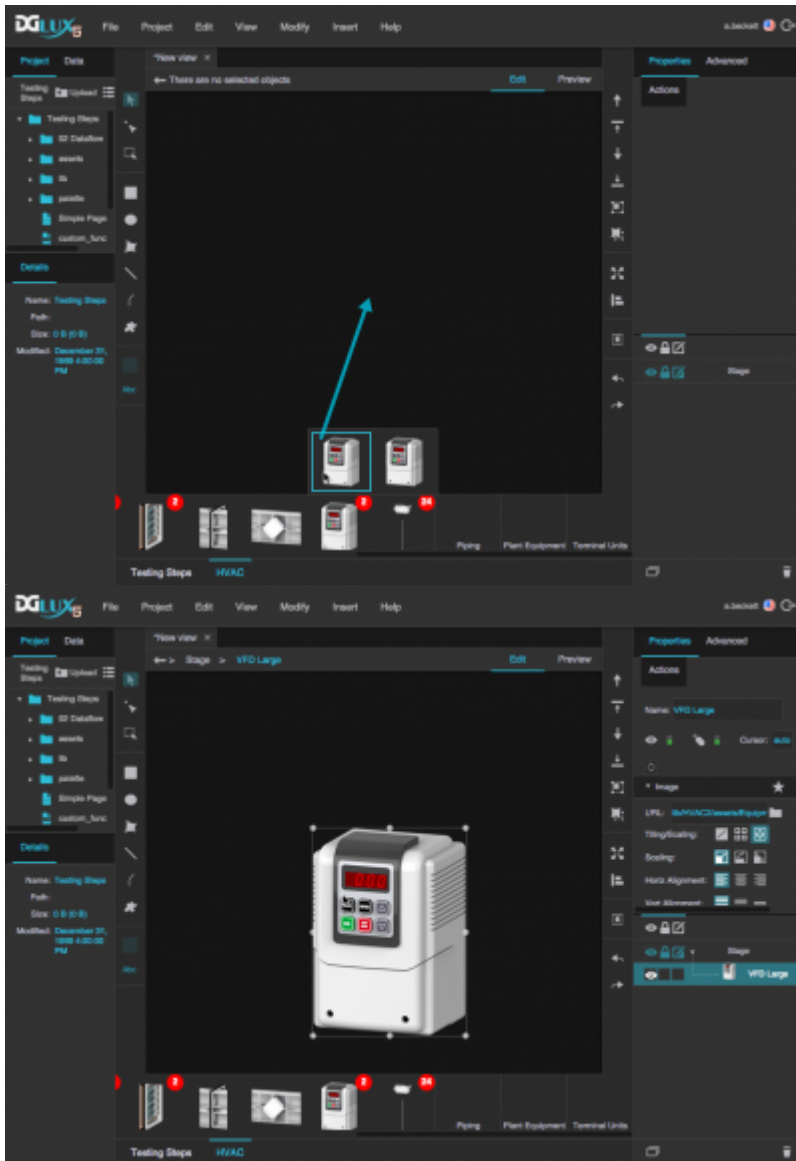
You insert widgets using the [widget palette](#).

These steps only work in [Edit mode](#).

To insert a widget from the [widget palette](#):

1. Expand the relevant category in the widget palette.
2. Drag the widget to the [Document window](#).

When you drop the widget, it is inserted as a child of the Stage or the first available unlocked group at your mouse location.



Inserting a widget onto the Stage by dropping it over an empty area in the Document window

Edit Components and Widgets

Edit a component or widget by [selecting](#) it and then using the [Properties panel](#).

In general, changes that you make in the palette and lib [directories](#) affect [widget palettes](#) but do not "trickle down" to instances of the widget. See [Edit Widgets](#) for more information.

Select Objects

You can select one or more children of the same group simultaneously. You cannot select children from

different groups simultaneously.

To select an object, you use one of the following:

- The **Outline** lets you select objects from a list.
- The **Select** tool lets you select objects visually in the WYSIWYG **Document window**.
- The **Path Selection** tool lets you select paths within an object in the WYSIWYG Document window. For example, this lets you select a single axis or series of a chart widget.

Use the Outline

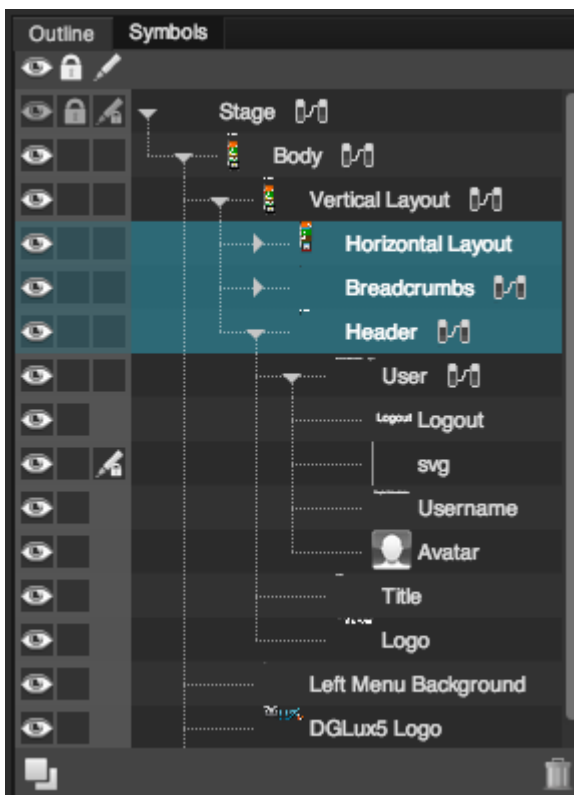
To select objects using the **Outline**:

1. In the Outline, click the object.

You may have to click a toggle arrow to expand a group, or scroll up or down in the panel to locate the object.

2. Shift + click to add another object, and all of the objects in between, to the selection.

You can also Ctrl + click or Command + click to change whether an item is part of the selection.




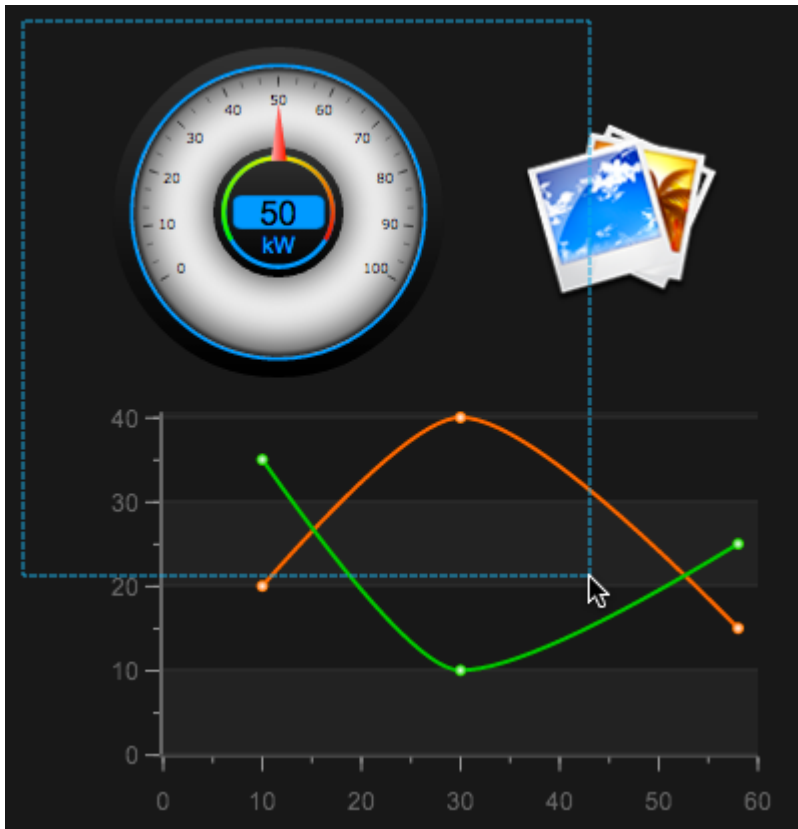
Horizontal Layout, Breadcrumbs and Header groups have been selected

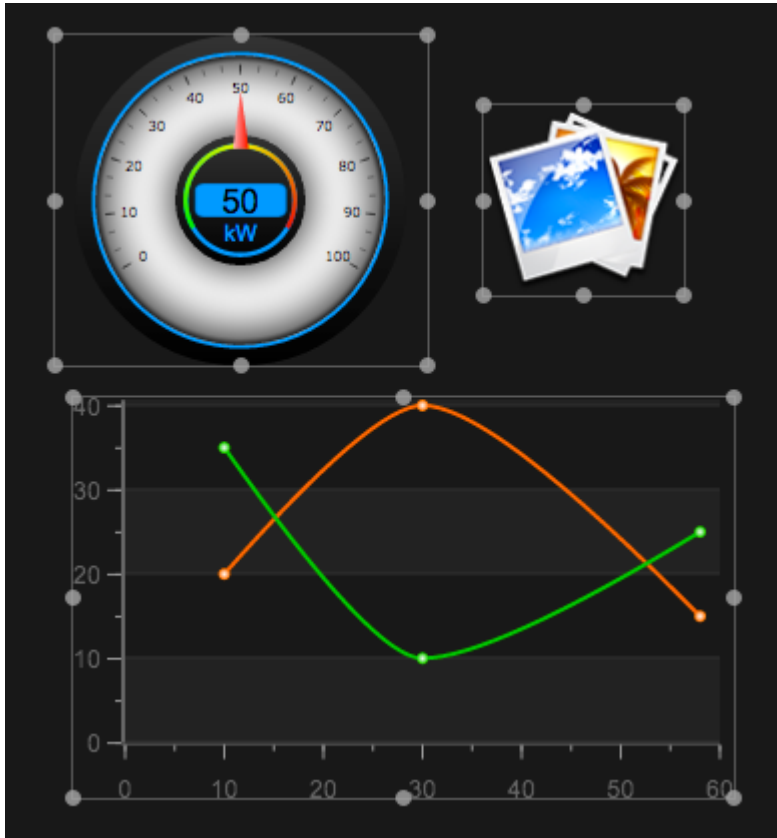
Use the Select Tool

These steps work only in [Edit mode](#).

To select items using the Select tool:

1. In the Tools panel, click the  **Select** tool.
2. Either click an object, or drag to select multiple objects.
3. Shift + click to change whether an item is part of the selection.






Dragging over objects to select them

Use the Path Selection Tool

These steps only work in [Edit mode](#).

To use the Path Selection tool:

1. In the Tools panel, click the  **Path Selection** tool.
2. In the [Document window](#), do one of the following:
 - Click individual anchor points or path segments to select them.
 - Click a portion of a path that is not an anchor point to select the entire path.

Tip



To select an object that lies behind another object, click multiple times without moving the mouse. Selection iterates through the objects at the cursor position, beginning with the topmost object.


Group and Ungroup Objects

You can group widgets and components. [Groups](#) are useful for responsive layouts, [symbols](#), [repeaters](#), and [widgets](#) that comprise multiple components.

When you group objects, the stacking order of your page might change. A group is arranged immediately behind the frontmost object in the group.

A group can be a child of another group.

Group Objects

1. [Select](#) the widgets and components to be grouped.
2. Do one of the following:
 - In the [Quick Access panel](#), click  **Group**.
 - In the Main Menu, choose **Modify > Group**.
 - Right-click on one of the selected objects, and select **Group**.
 - In the [Outline](#), insert a Group component, and then drag objects into the group.

Ungroup Objects

1. [Select](#) the group.
2. Do one of the following:
 - In the [Quick Access panel](#), click  **Ungroup**
 - In the Main Menu, choose **Modify > Ungroup**
 - In the [Document window](#) or [Outline](#), right-click on one of the selected objects, and select **Ungroup**.

Remove a Child from a Group

- In the [Outline](#), select the child, and drag it out of the group.

Move Objects

You can move objects by dragging them, by using arrow keys on the keyboard, or by entering precise values in the [Property Inspector](#).

Move Objects by Dragging

These steps only work in [Edit mode](#). [Snapping](#) can help you position objects.

To drag objects:

1. [Select](#) one or more objects.
2. In the [Document window](#), drag the object to a new location.

Move Objects Using the Arrow Keys

These steps only work in [Edit mode](#). [Snapping](#) can help you position objects.

To move objects using the arrow keys:

1. [Select](#) one or more widgets or objects.
2. Press the arrow keys to move the objects.

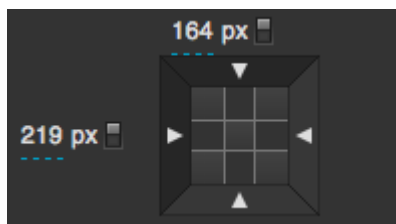
The object moves one pixel for each keystroke. Hold Shift to move the object five pixels per keystroke.

Specify Position Properties in the Property Inspector

See also: [Position and Size Properties](#)

To specify position properties:

1. [Select](#) one or more widgets or objects.
2. In the [Property Inspector](#), under **Position and Size**, specify the appropriate position properties. For example, you could set the **Top** and **Left** properties to pixel values, or you could set the **Horizontal Center** and **Vertical Center** properties to pixel values.



Top and left position coordinates enabled and set

[Previous: Components and Widgets](#)

[Next: Shapes and Paths](#)

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