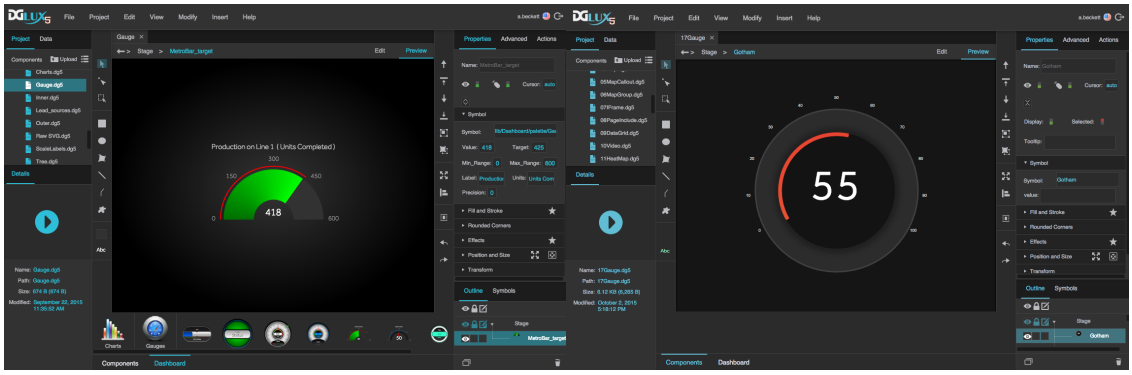
Designing Gauges

A gauge is a widget that displays the current value of a data metric. Gauges can include a scale on which the current value is marked. They also can include a text readout of the current value. As with all objects in DGLux5, you can use bindings to ensure that the properties of a gauge will change depending on the current data. DGLux5 includes pre-made gauges, and you can also design your own.

For a detailed reference of properties that affect gauges, see Common Properties and Gauge Scale Properties.



A pre-made gauge component in DGLux5 Another gauge created in DGLux5

Video Tutorial: Creating Custom Gauges in DGLux5

More video tutorials are here.

Use a Pre-Made DGLux5 Gauge

To use a pre-made DGLux5 gauge widget, you must have the `Dashboard` widget library installed. A normal DGLux5 installation includes this library.

To use a pre-made gauge:

1. Import the `Dashboard` widget library into your project, by following the steps in Import a Widget Library.
2. In the widget palette at the bottom of the screen, expand **Dashboard** and then **Gauges** to display the pre-made DGLux5 gauges.

3. Find the gauge you want, and drag it to the Document window.

This inserts the gauge widget in your file.

4. Make sure the gauge that you inserted is selected, and then in the Property Inspector, under **Symbol**, edit the properties of the gauge according to the following table. Which properties are available depends on which widget you choose.

Property Name	**Importance, When Available**	**Steps**
Value or **Status**	Crucial	Bind a data metric to this property using the steps in Bind from a Data Metric. Alternatively, you can bind a data value that has been loaded by a Data Services block in the dataflow.
On	Crucial	Bind the same data metric to **On** that you bound to **Value** or **Status**. **Value** holds the string value for text readouts, and **On** holds the boolean value for determining other properties, such as color.
Units	Important	Enter the units, such as "kW," "cfm," or "acres."
Min and **Max**, or **Min_Range** and **Max_Range**	Important	Edit the lowest and highest values for the gauge scale.
Title	Important	Enter a title for the gauge, such as "Airflow."
Target	Optional	Enter the target value for this metric. If the target value changes based on other factors, you can use the dataflow to define a dynamic target value, and bind the result to **Target**.
Various color properties	Optional	Choose the colors for the appropriate gauge pieces and conditions.
Start Angle, **End Angle**	Optional	Edit the positions on the circle where you want the gauge scales to start and end.

Create an Example Gauge

These steps create a basic, data-driven gauge widget with a track scale, label scale, and text readout. First, you style the appearance of the gauge. Next, you configure the gauge's behavior in reaction to data. Finally, you tie live data to the gauge.

Work from a Mockup

If you want to create a gauge based on a mockup:

1. Insert the mockup image on the stage.
2. In the Outline, next to the image, click the empty square in the lock column so that a lock icon appears. This prevents you from editing the image.
3. Refer to the image as you work, and then delete it when you are done.

If your mockup does not include color codes, use a color picker browser plugin to match colors. You can

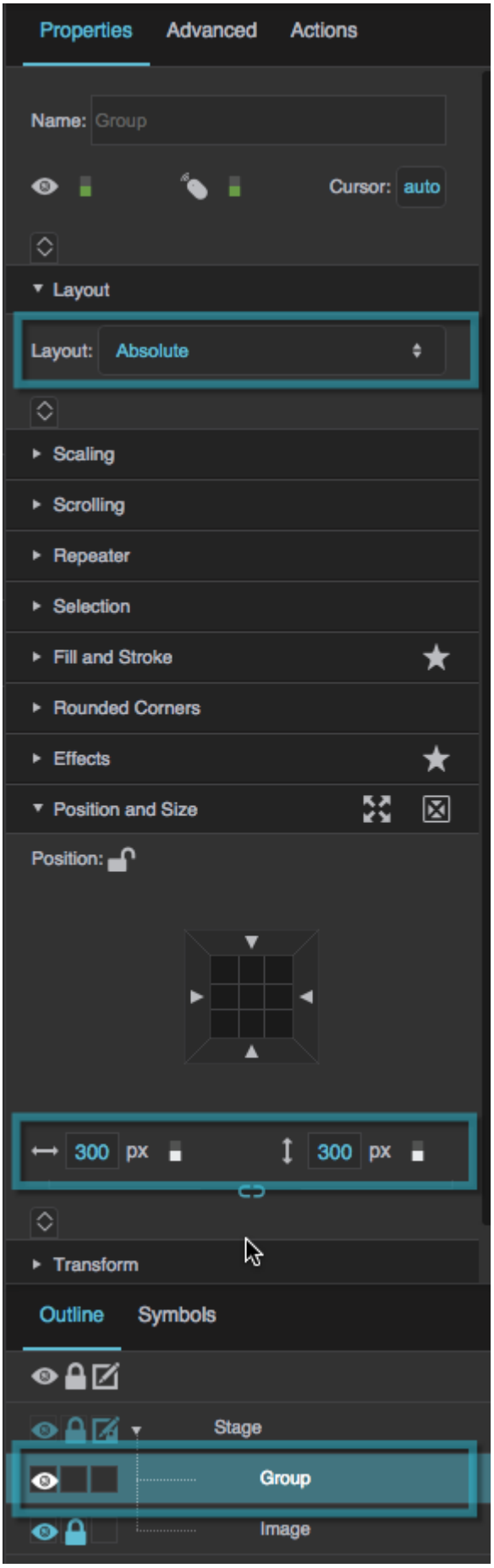
paste the hex values into the DGLux5 fill and stroke pop-ups.

Style the Gauge Appearance

To style the gauge appearance:

1. Create a group:
    1. Right-click in the Outline or Document window and select **Insert** > **Components** > **Group**.
    2. In the Property Inspector, under **Position and Size**, set the width and height of the group to 300px and 300px. You can make the size dynamic when the gauge is finished.

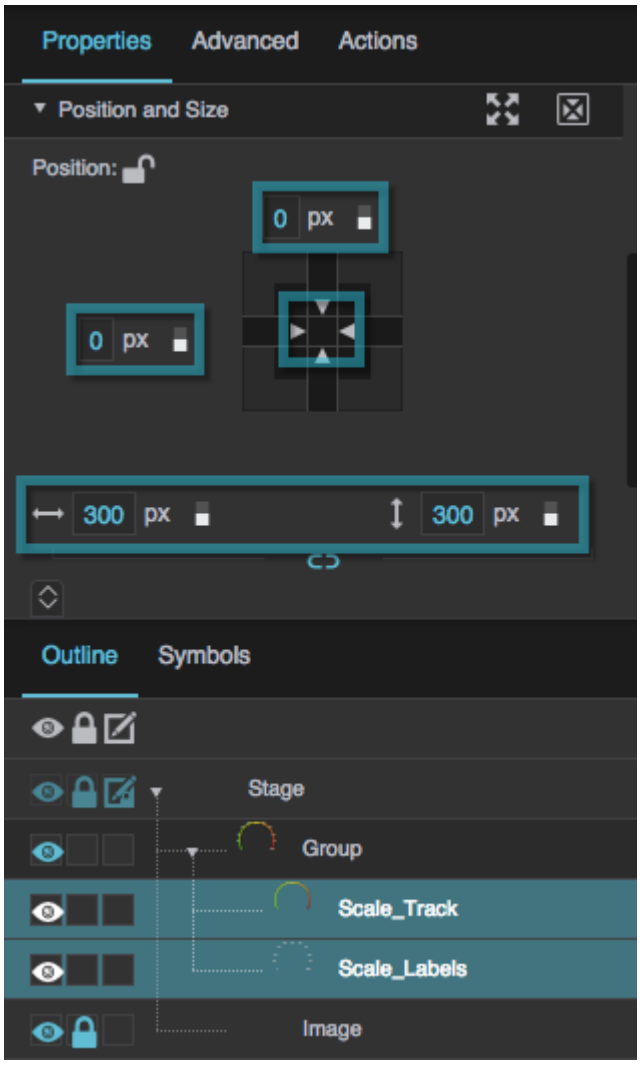
    3. Make sure the group's layout is Absolute.


Properties
Advanced
Actions
Name: Group
Cursor: auto
Layout
Layout: Absolute
Scaling
Scrolling
Repeater
Selection
Fill and Stroke
Rounded Corners
Effects
Position and Size
Position:
300 px
300 px
Transform
Outline
Symbols
Stage
Group
Image

2. Create scales inside the group:
    1. Right-click the group and select **Insert** > **Gauge** > **Scale Labels**.
    2. Right-click the group again, and select **Insert** > **Gauge** > **Scale Track**.
    3. Select both scale components by Shift+clicking them in the Outline, and then set the width and height to 300px and 300px.

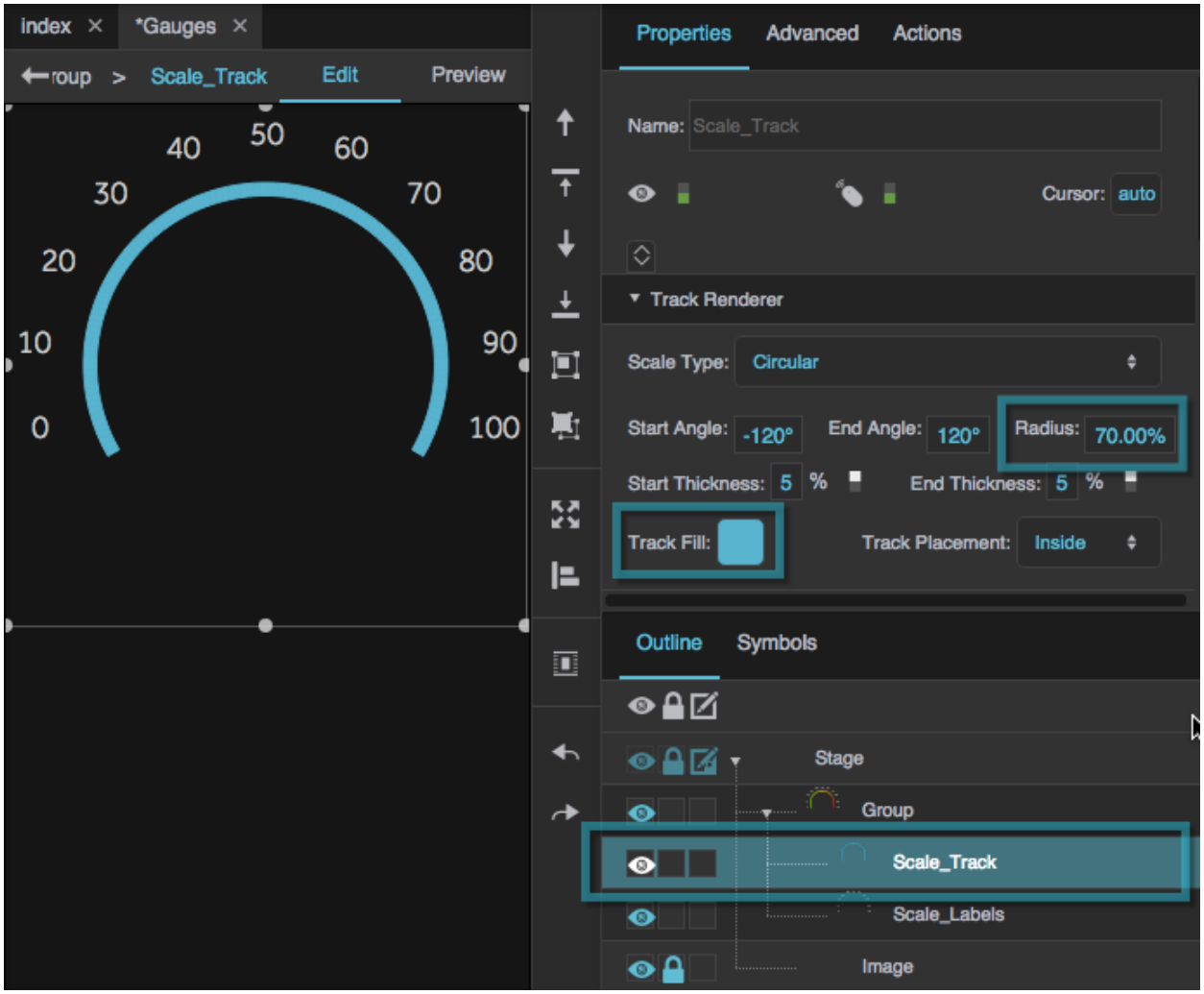
    4. With the scale components selected, under **Position and Size**, click the middle square in the grid, and enter `0` in both fields that appear.

        This centers the scales in the group.

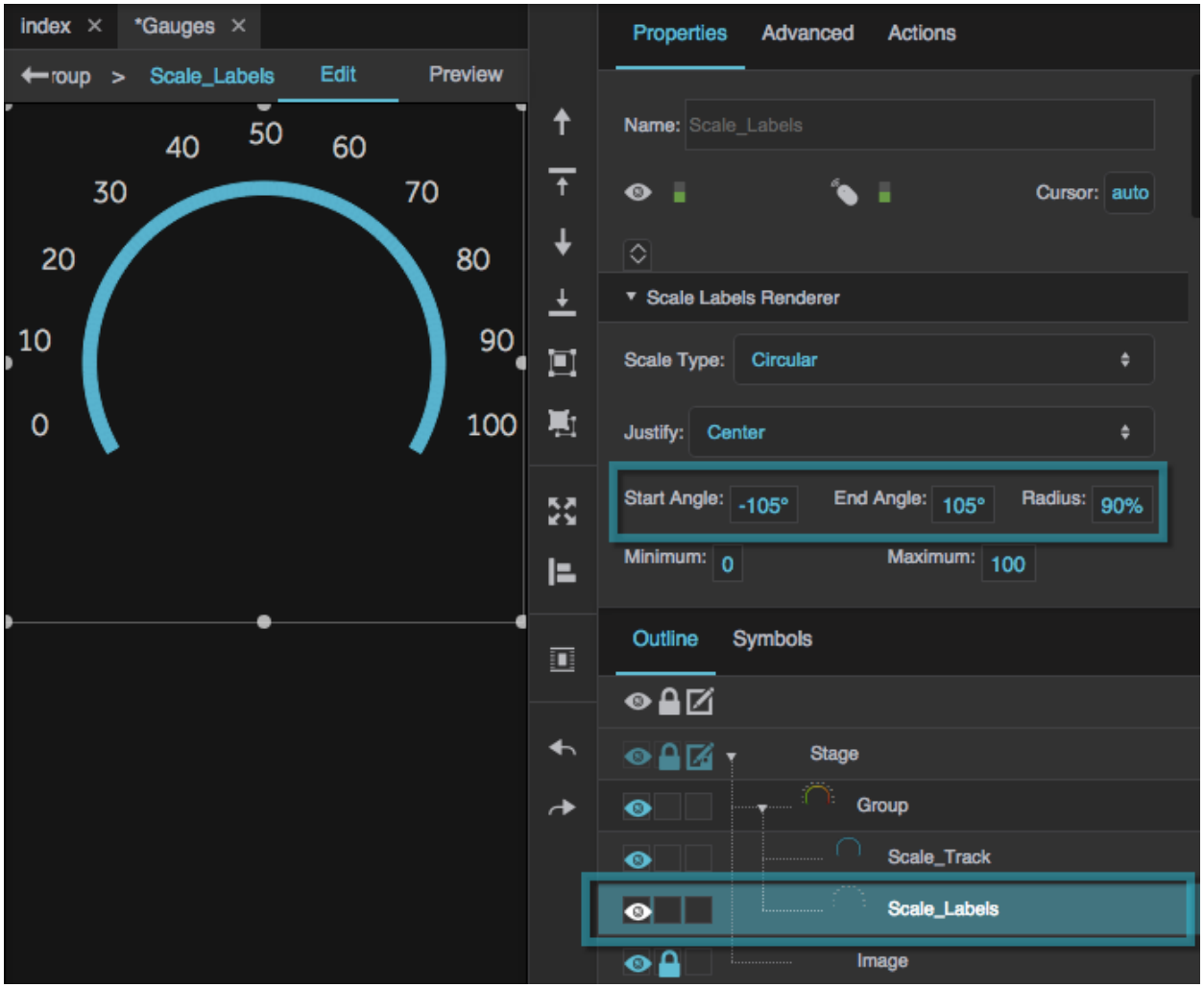


3. In the Outline, select the scale track, and then set its properties:
    1. Set **Radius** to 70%.

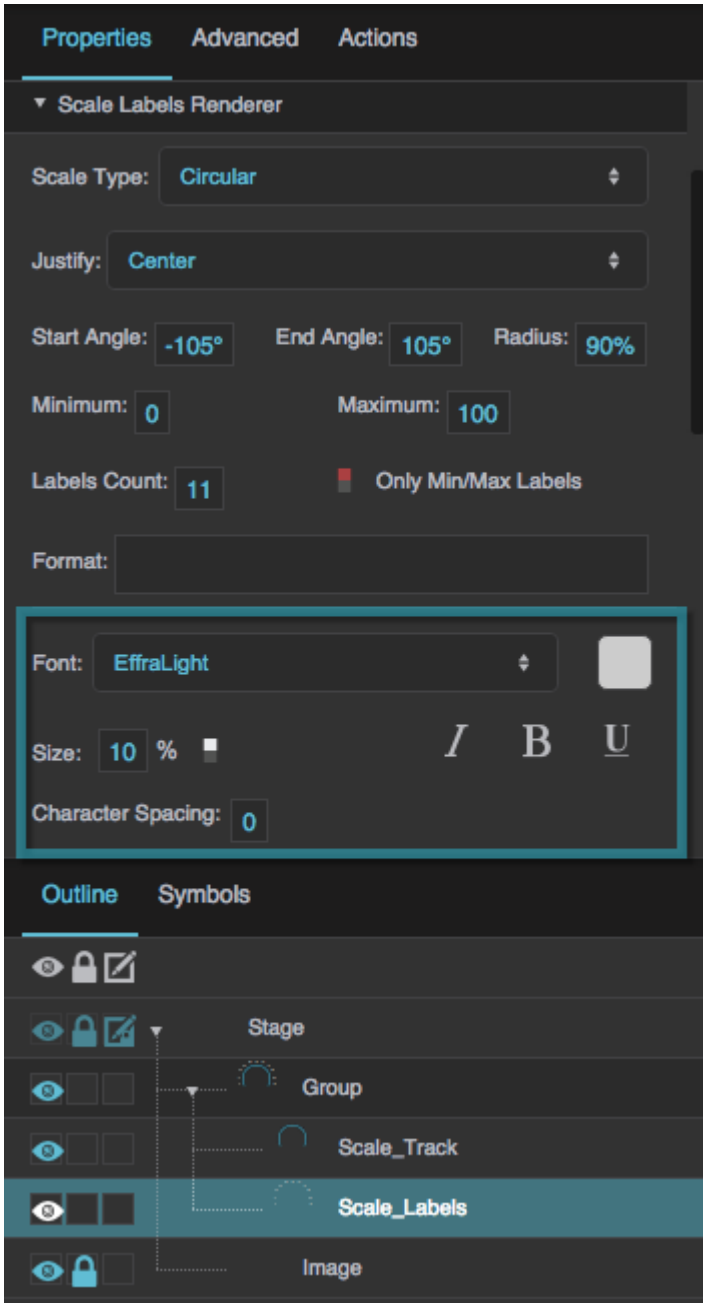
    2. Set **Track Fill** to the fill that you want.



4. In the Outline, select the scale labels, and then set the properties:
    1. Set **Radius** to 90%.
    2. Set **Start Angle** and **End Angle** to −105 and 105.

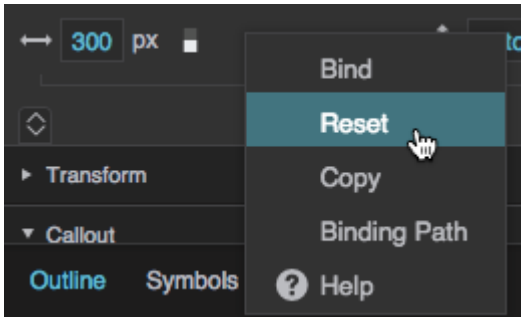


3. Set the font styling of the scale labels to your preferred styling.



5. Create a text readout:
    1. In the Outline, right-click the group, and select **Insert** > **Components** > **Text**.

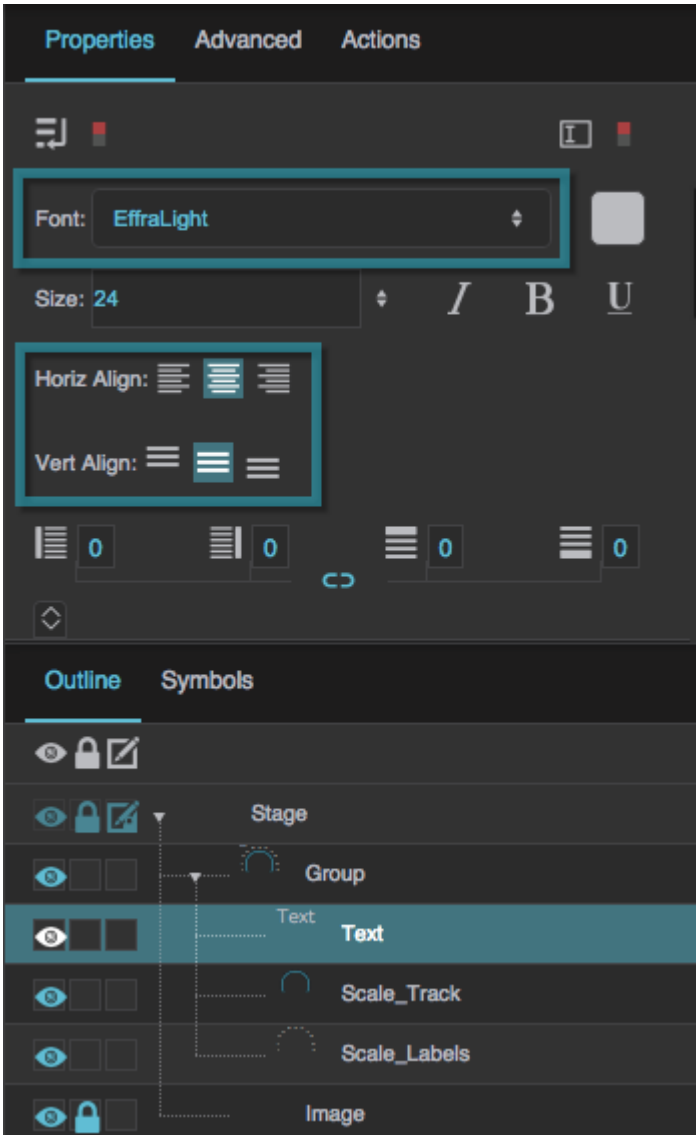
    2. With the text component selected, under **Position and Size**, ensure **Width** and **Height** are set to Auto. If **Width** or **Height** is not Auto, hover over the property until a blue dot appears. Then, click the blue dot and select **Reset**.



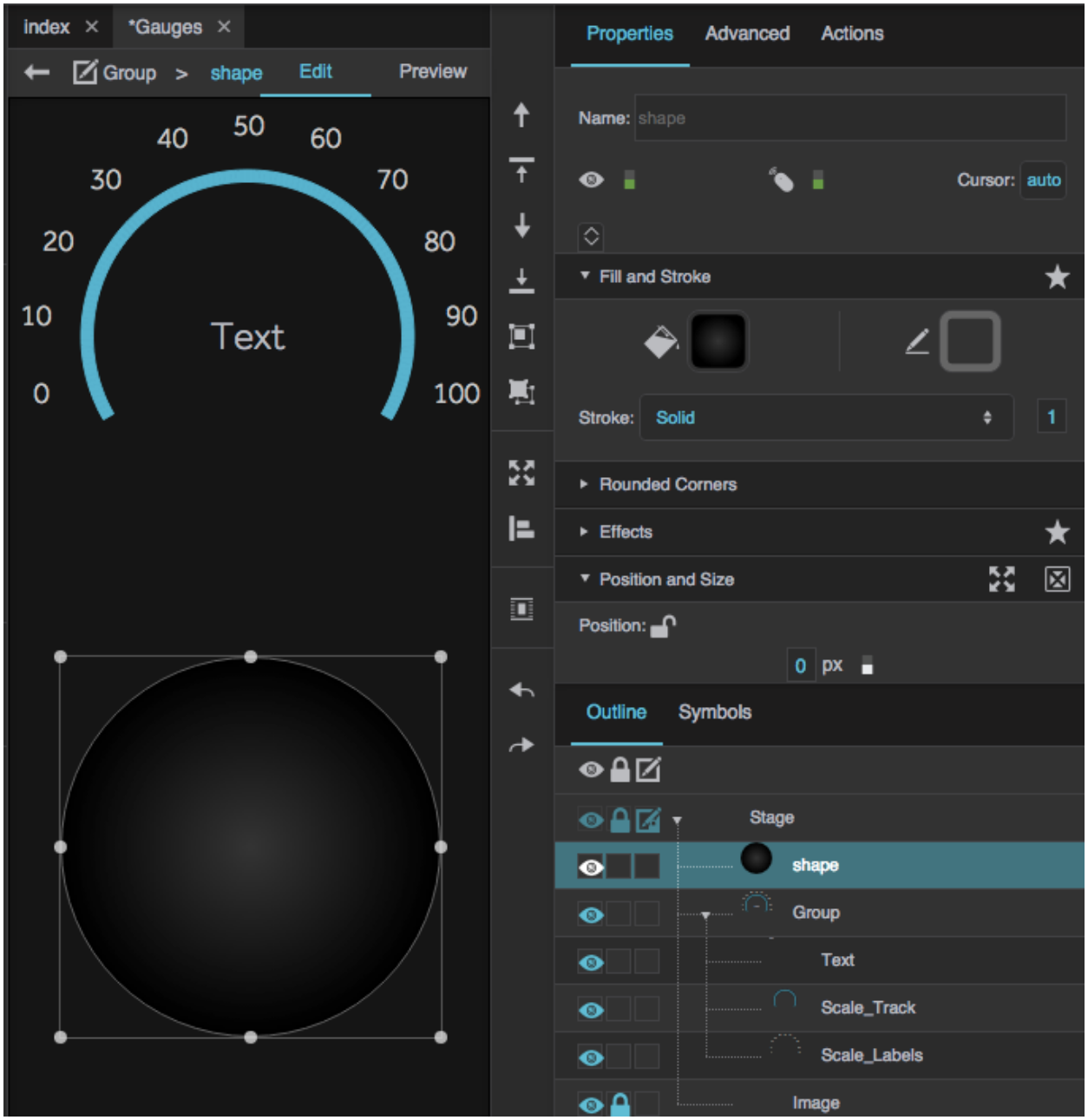
3. With the text component selected, under Position and Size, click the middle square in the grid, and enter 0 in both fields that appear.

4. Set the text component's font styling to your preferred styling.

5. Set the **Horizontal Alignment** and **Vertical Alignment** properties to centered.

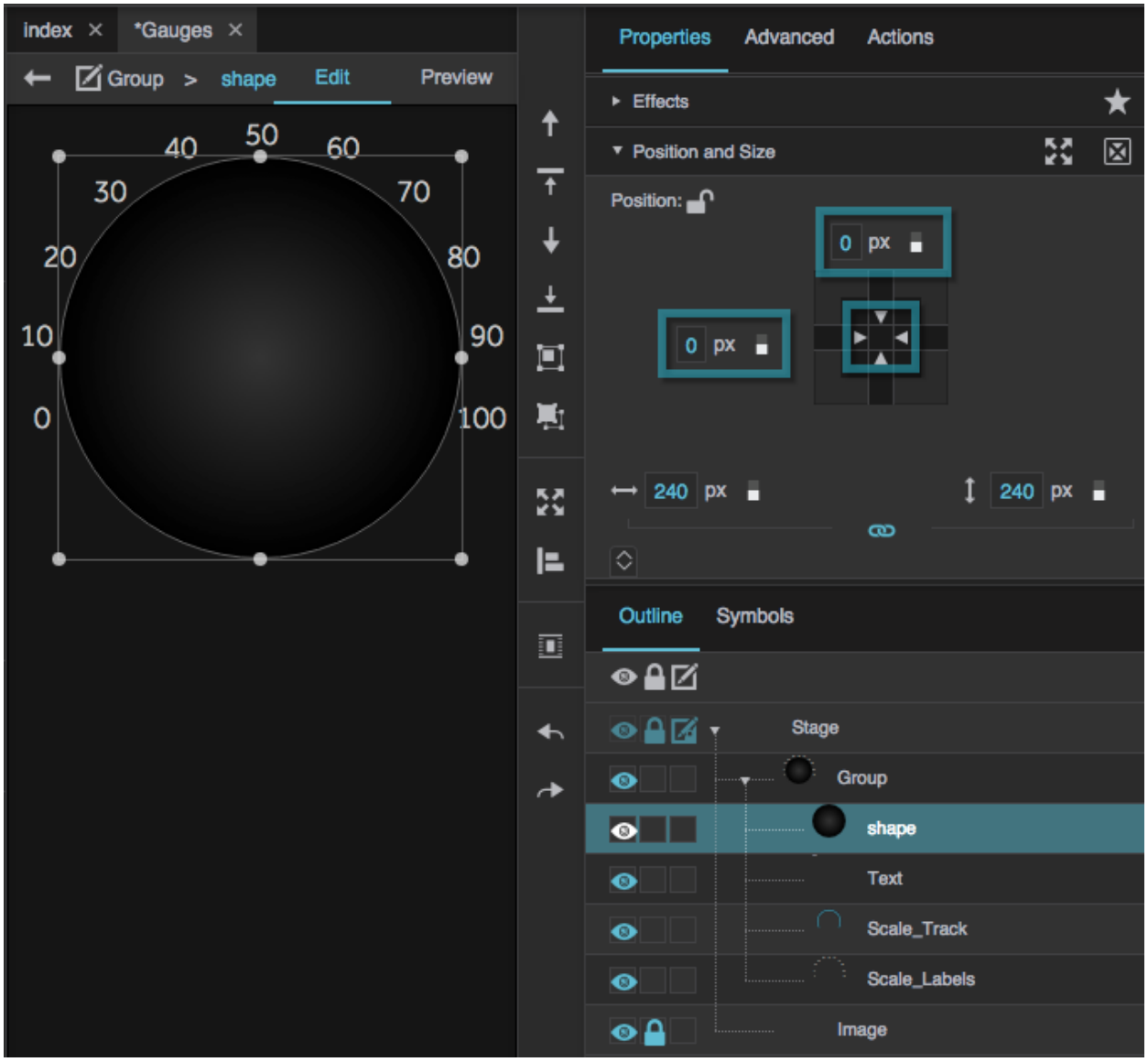


6. Create one or more circles to go behind the gauge information.
    1. Use the **Ellipse** tool. Hold Shift while dragging the tool to create a circle.
    2. Style the circles' fill and stroke to your preference

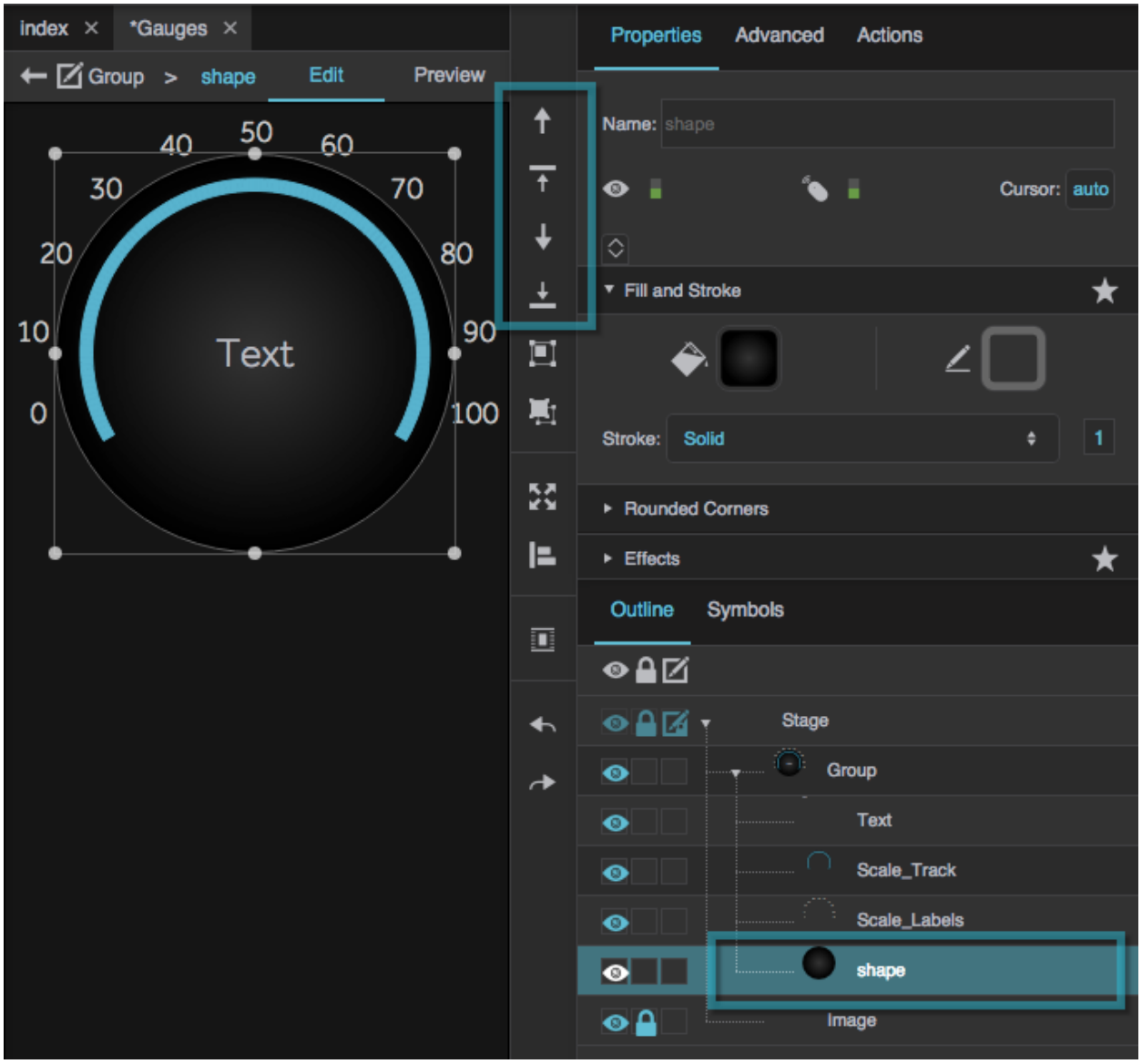


3. Drag the circles into the group to add them.

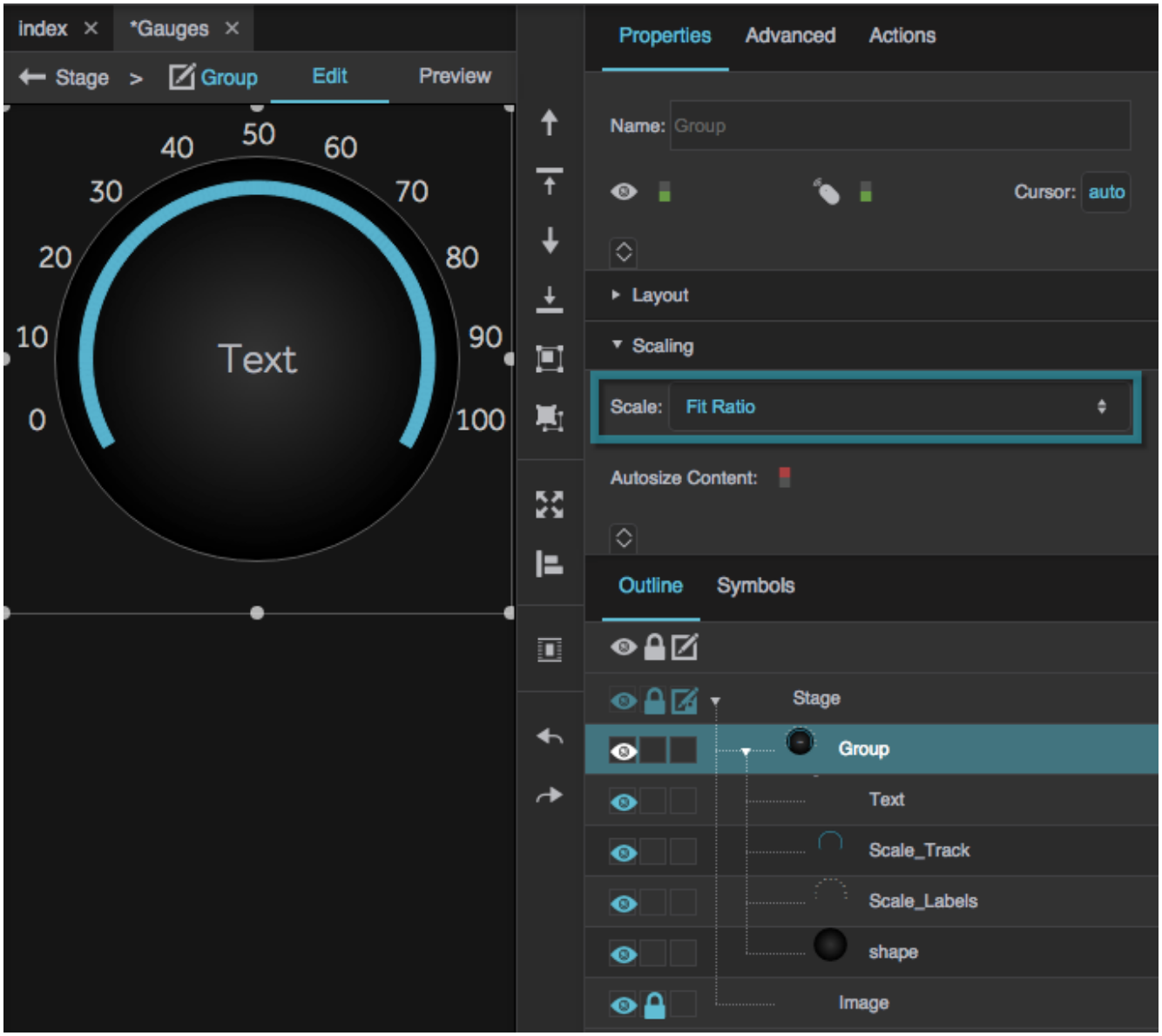
4. With the circles selected, under Position and Size, click the middle square in the grid, and enter 0 in both fields that appear.



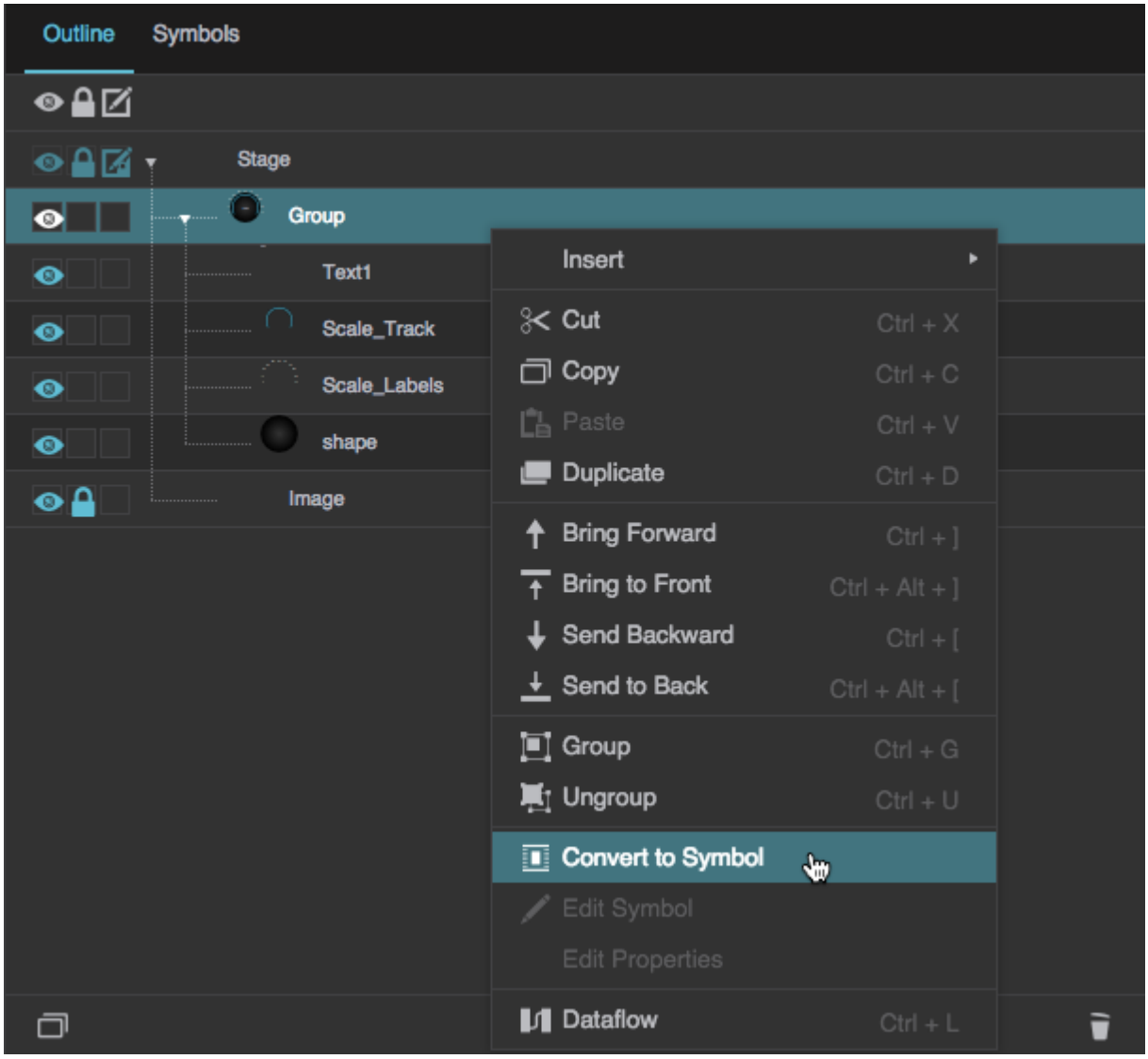
5. Use the Outline to stack the group's items in the order you want them by selecting them and clicking **Send Backward** and **Bring Forward**.



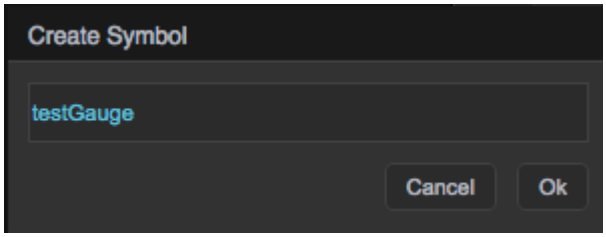
7. Select the group, and in the Property Inspector, under **Scaling**, select **Fit Ratio**.



8. Right-click the group, and select **Convert to Symbol**.



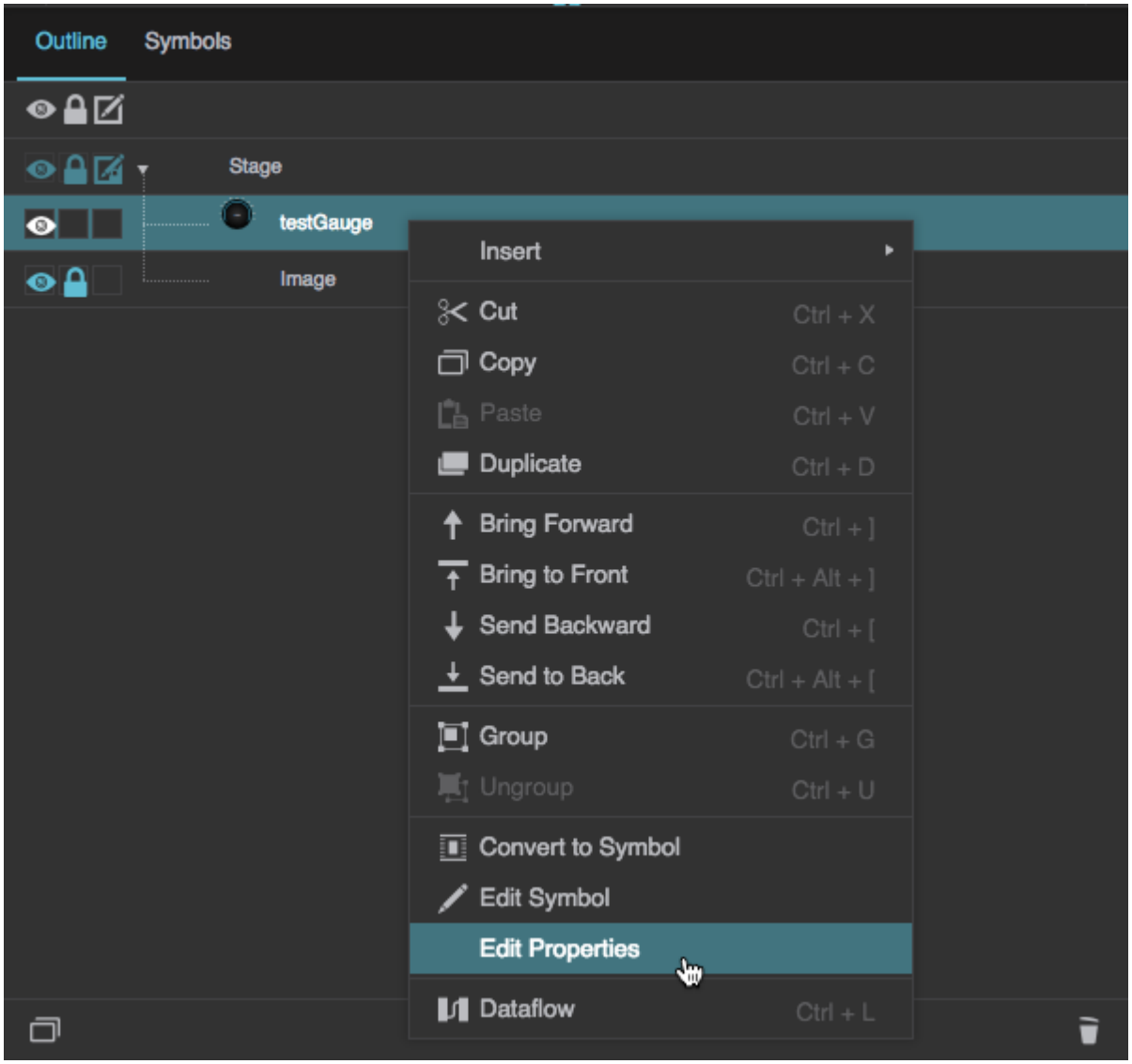
9. When prompted, create a name for your symbol.



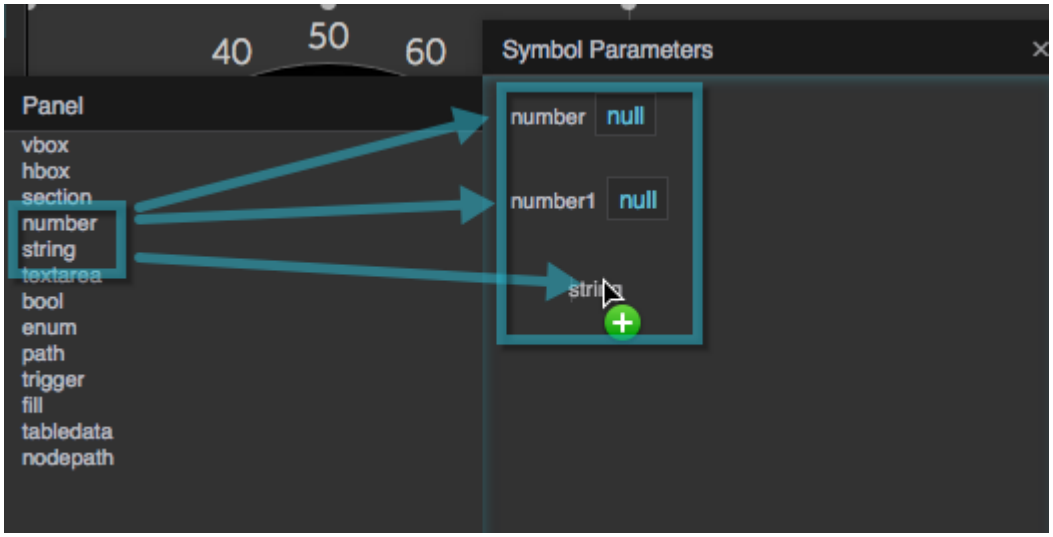
Create the Gauge Behavior

To create some behavior for this gauge:

1. Add symbol parameters:
    1. Right-click the symbol, and select **Edit Properties**.

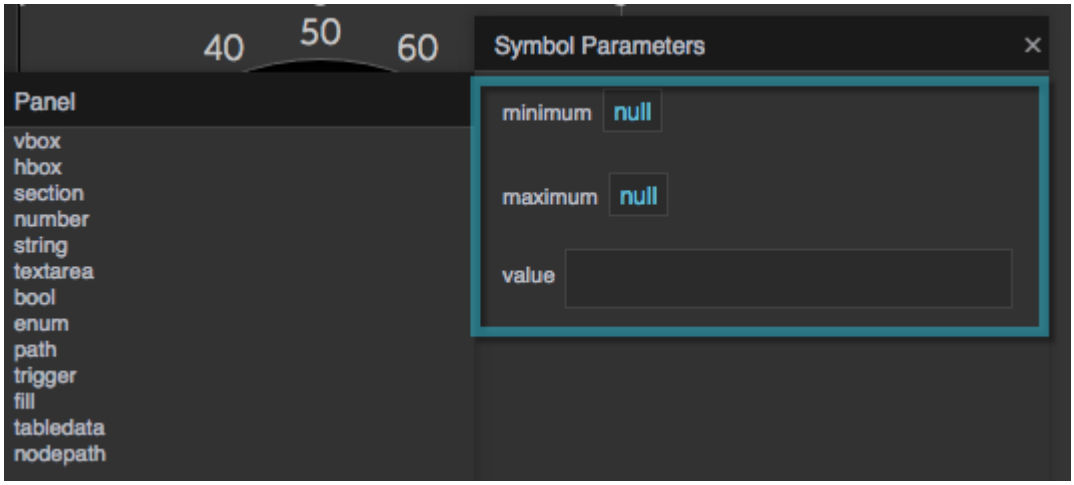


2. Drag two instances of **number** and one instance of **string** from the left panel to the right panel.

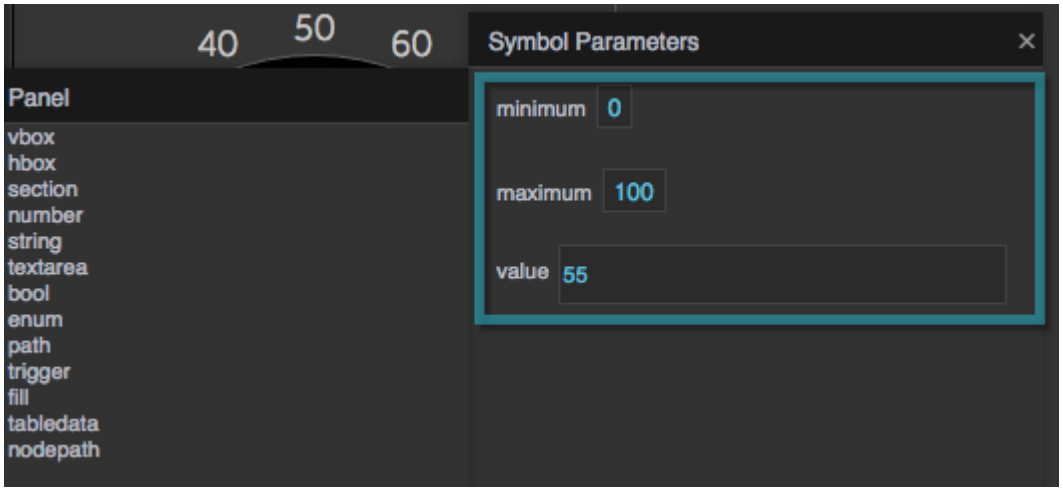


3. Name the two number parameters **minimum** and **maximum**, by double-clicking the labels and editing them.

4. Name the string parameter **value**.

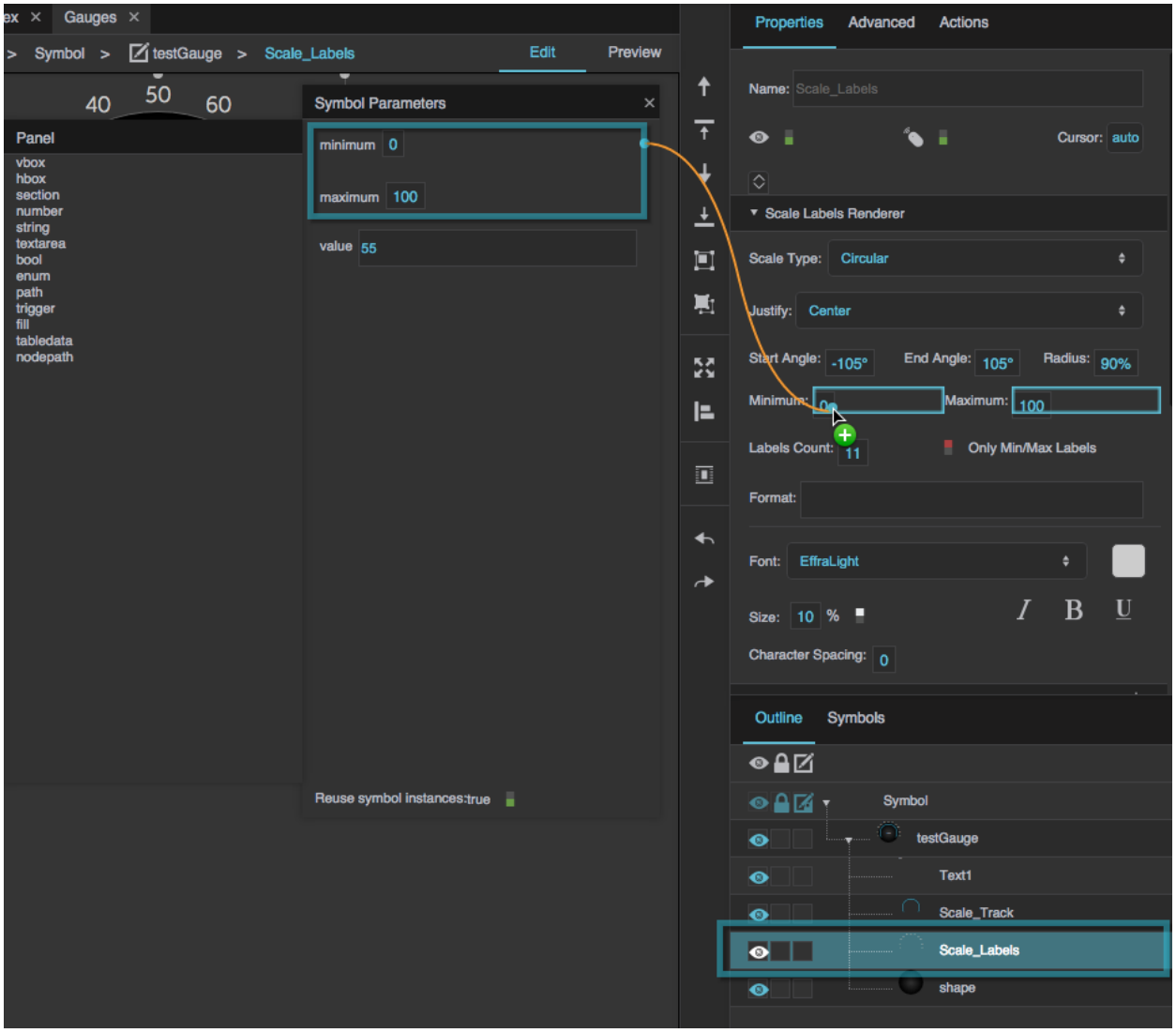


5. Enter the default values `0` and `100` for **minimum** and **maximum**, and `55` for **value**.



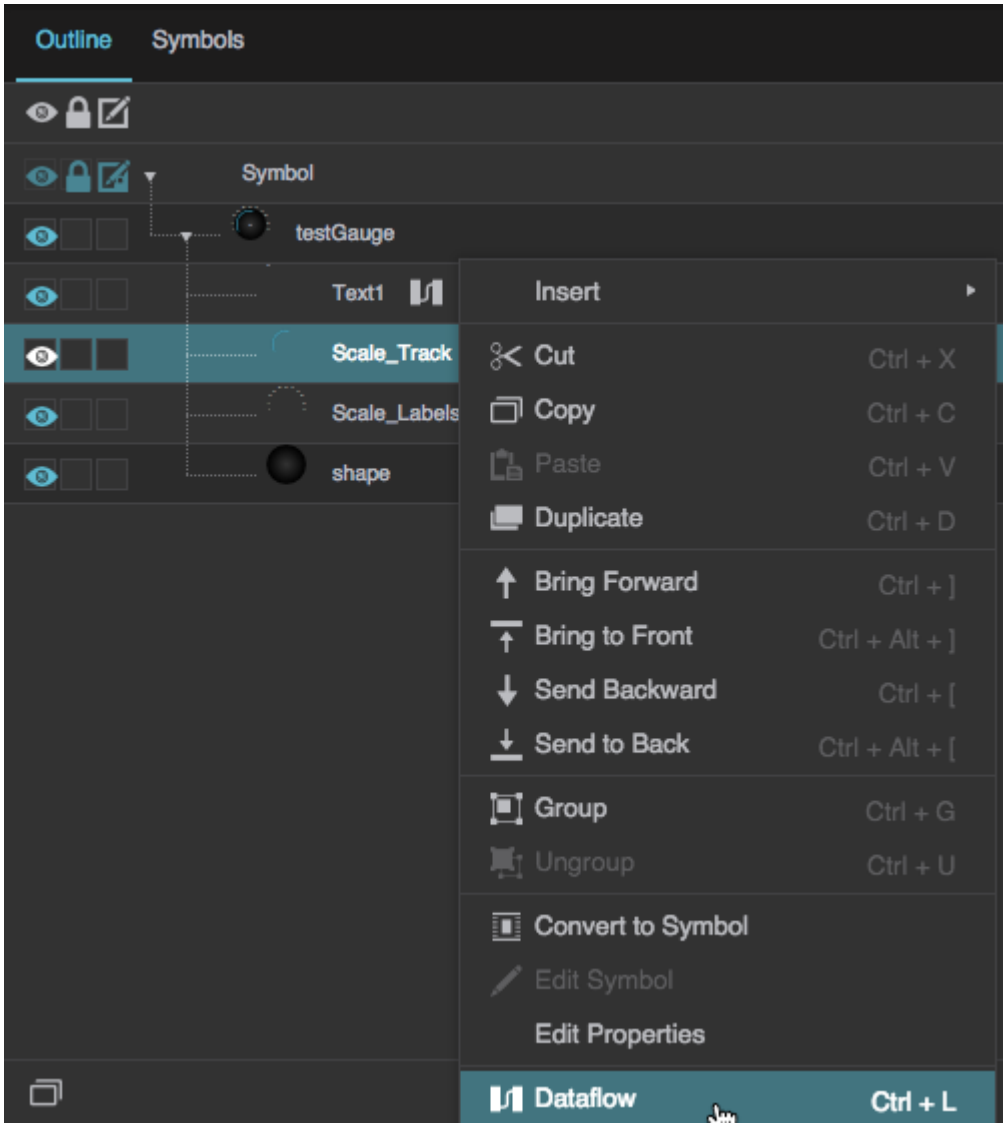
6. In the Outline, select the Scale Labels component.

7. Bind the **minimum** and **maximum** symbol parameters to the **Minimum** and **Maximum** Scale Labels properties.

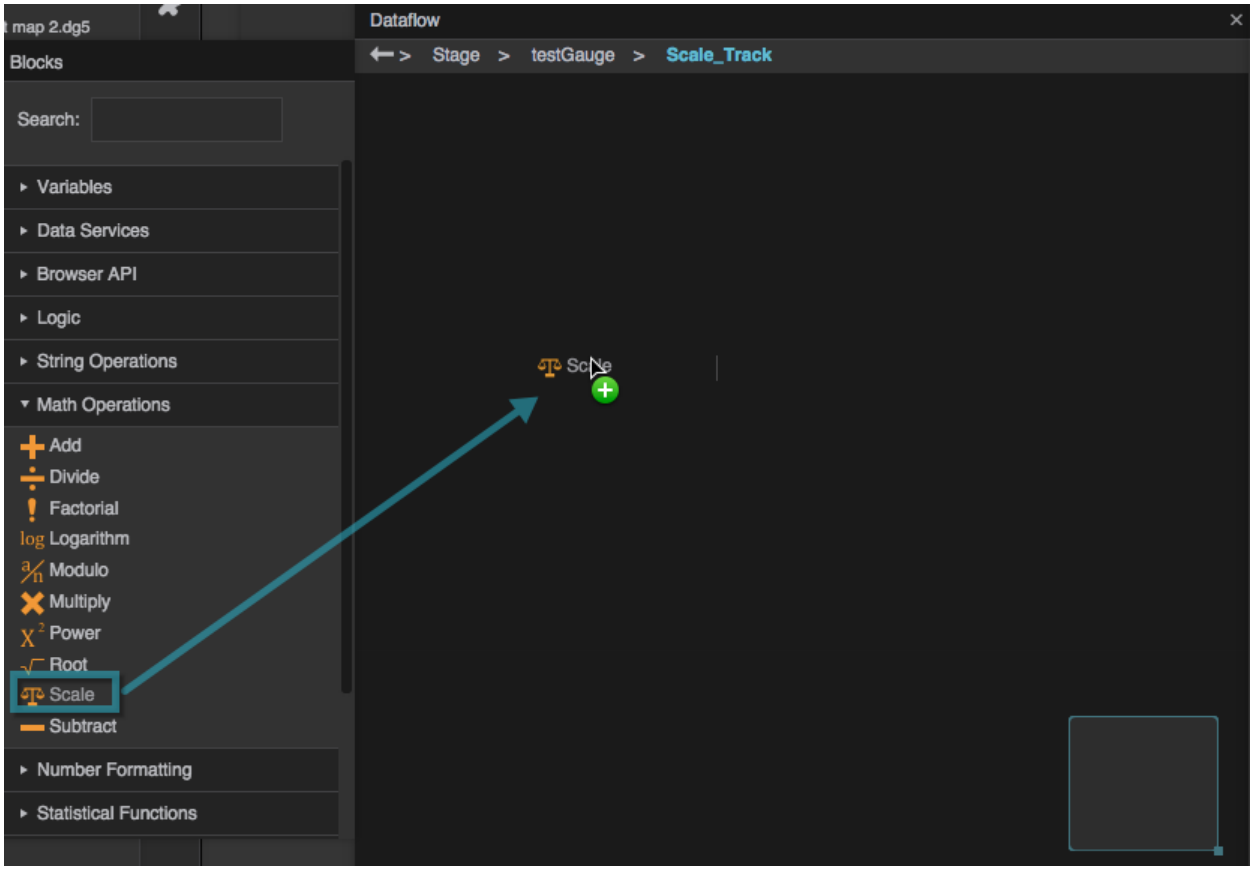


2. Make the track's end angle dynamic:

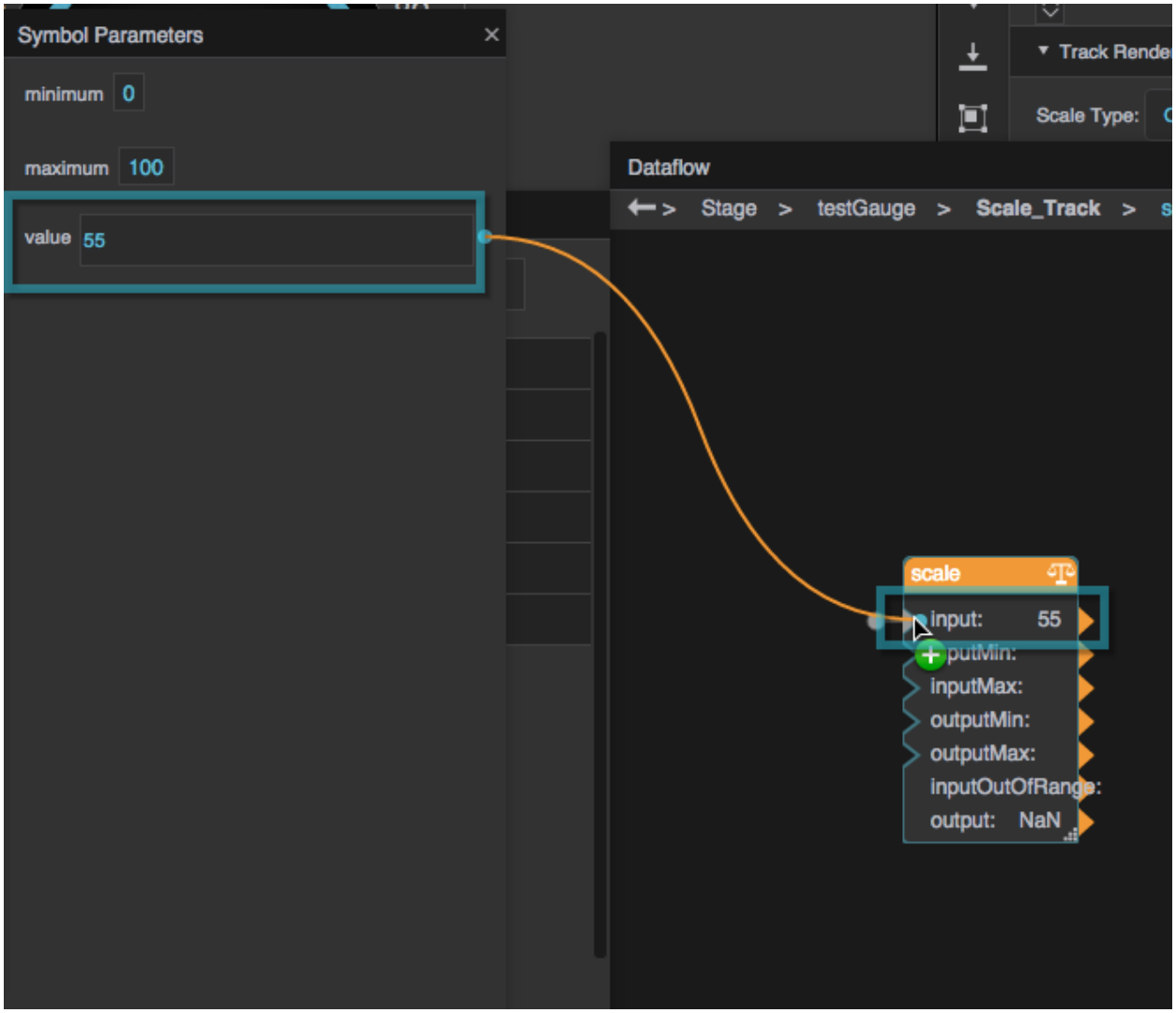
    1. Right-click the scale track, and select **Dataflow**.



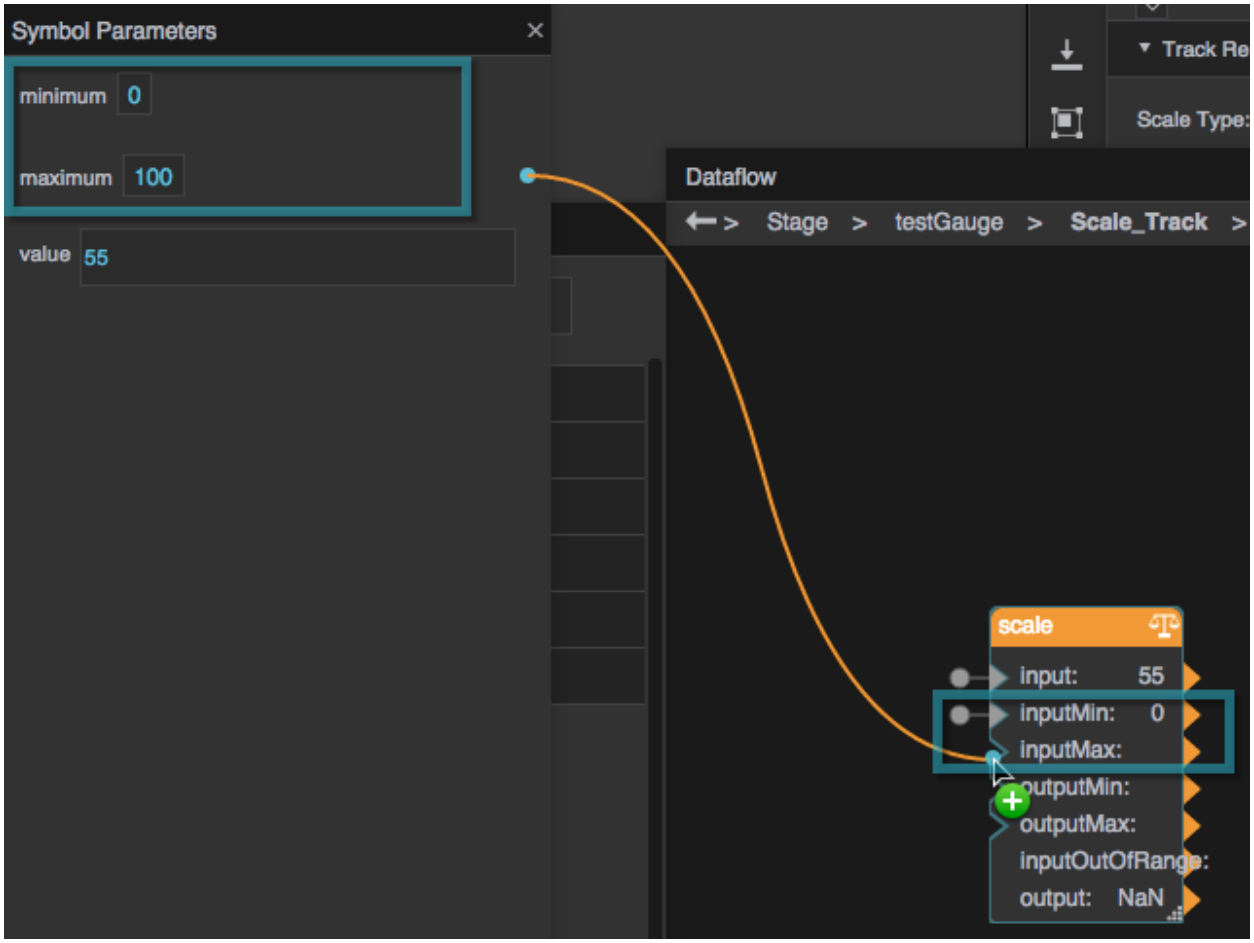
2. In the dataflow blocks palette, under **Math Operations**, find the Scale block, and drag the Scale block to the dataflow view.



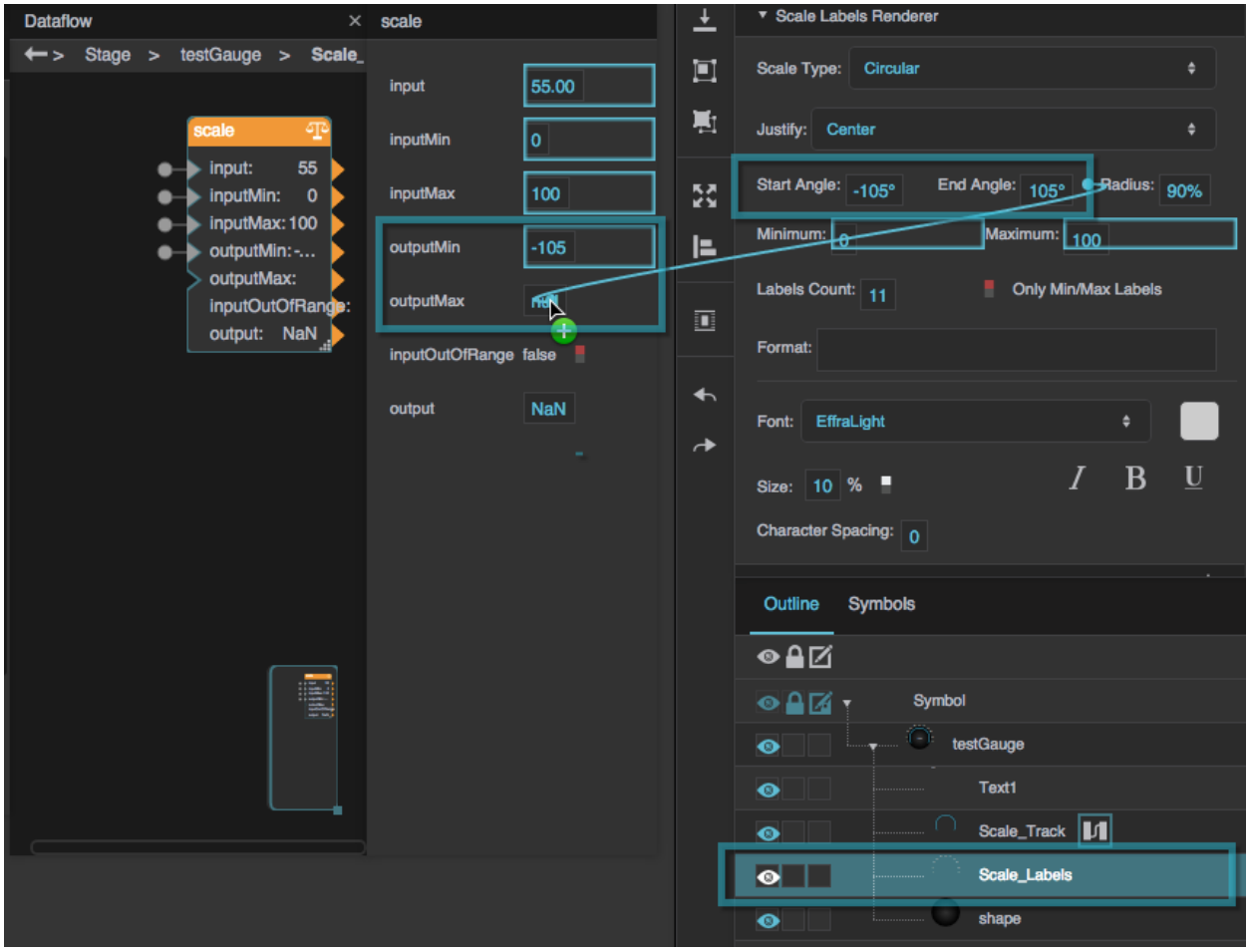
3. Bind the **value** symbol parameter to the Scale block's **input** property.



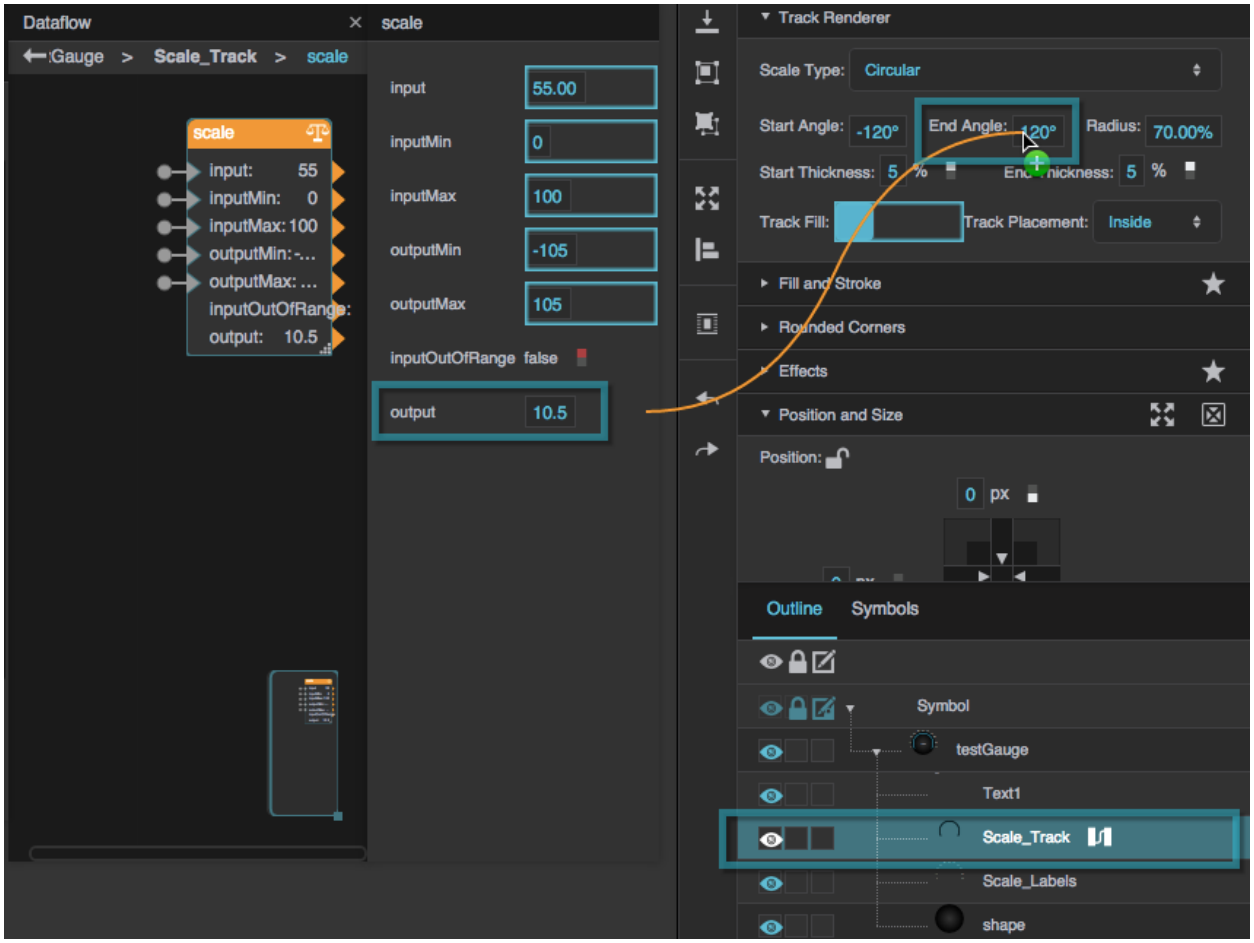
4. Bind the **minimum** and **maximum** symbol parameters to the Scale block's **inputMin** and **inputMax** properties.



5. Bind the scale label component's **Start Angle** and **End Angle** properties to the Scale block's **outputMin** and **outputMax** properties.

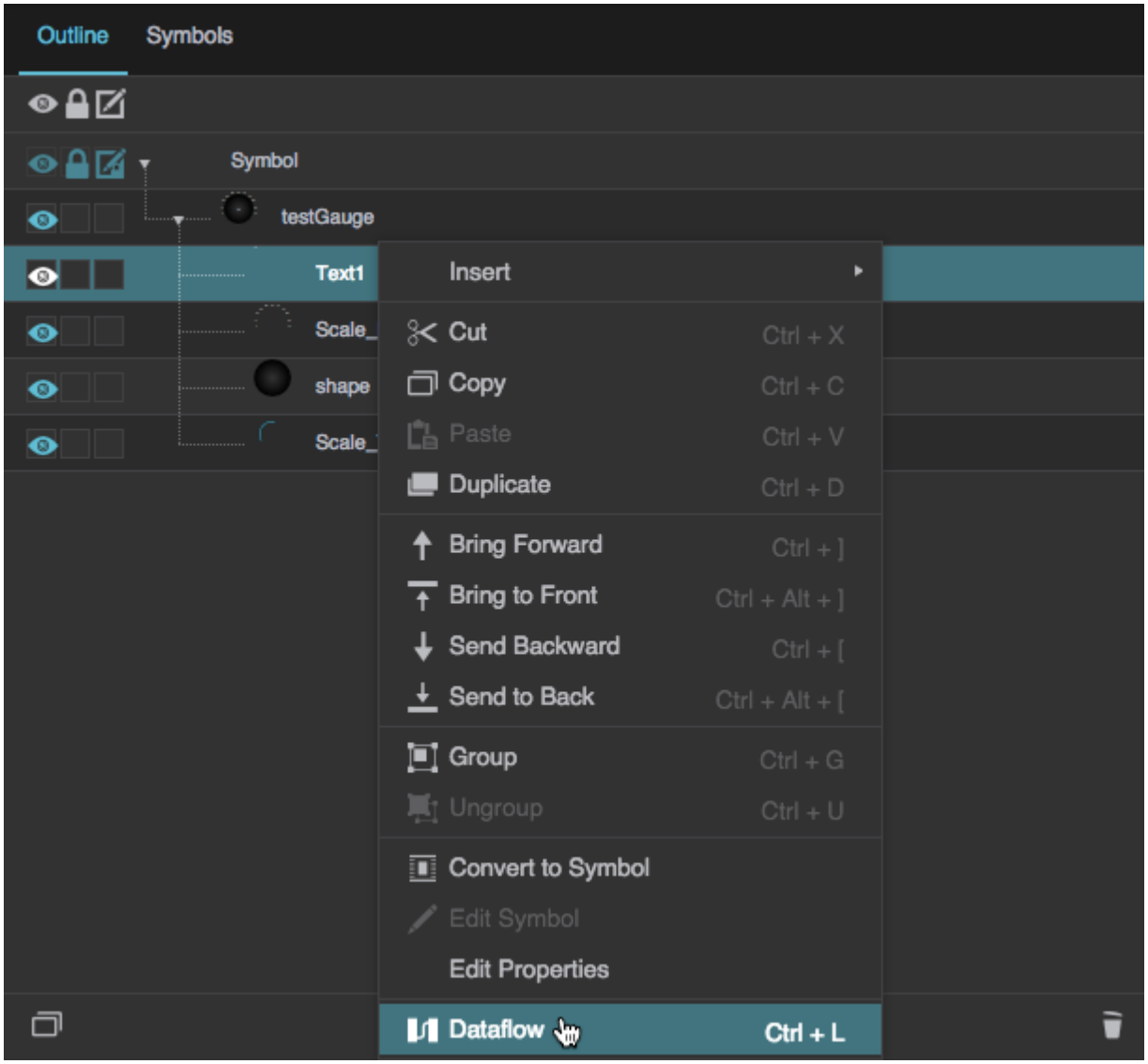


6. Bind the block's **output** property to the scale track's **End Angle** property.

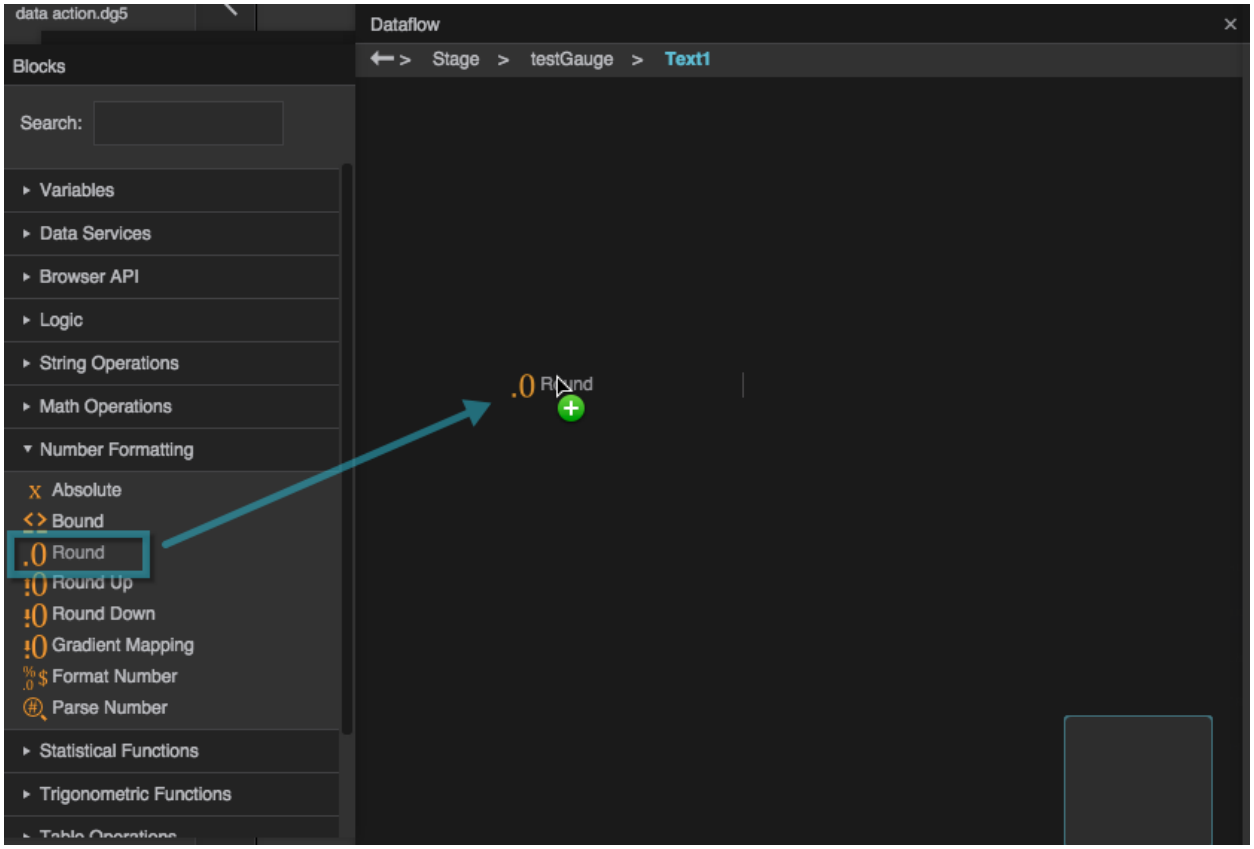


3. Map the data value to the text component:

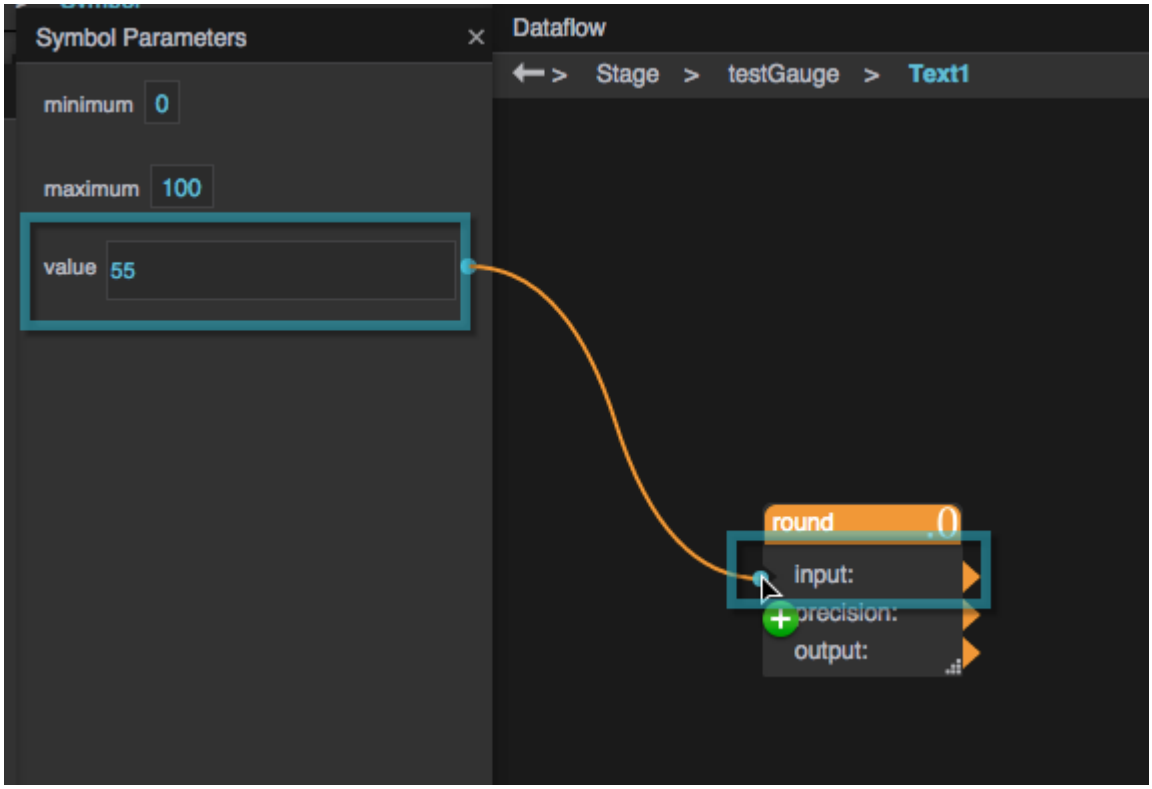
    1. Right-click the text box, and select **Dataflow**.



2. In the Dataflow blocks palette, under **Number Formatting**, find a Round block, and drag the Round block to the dataflow view.

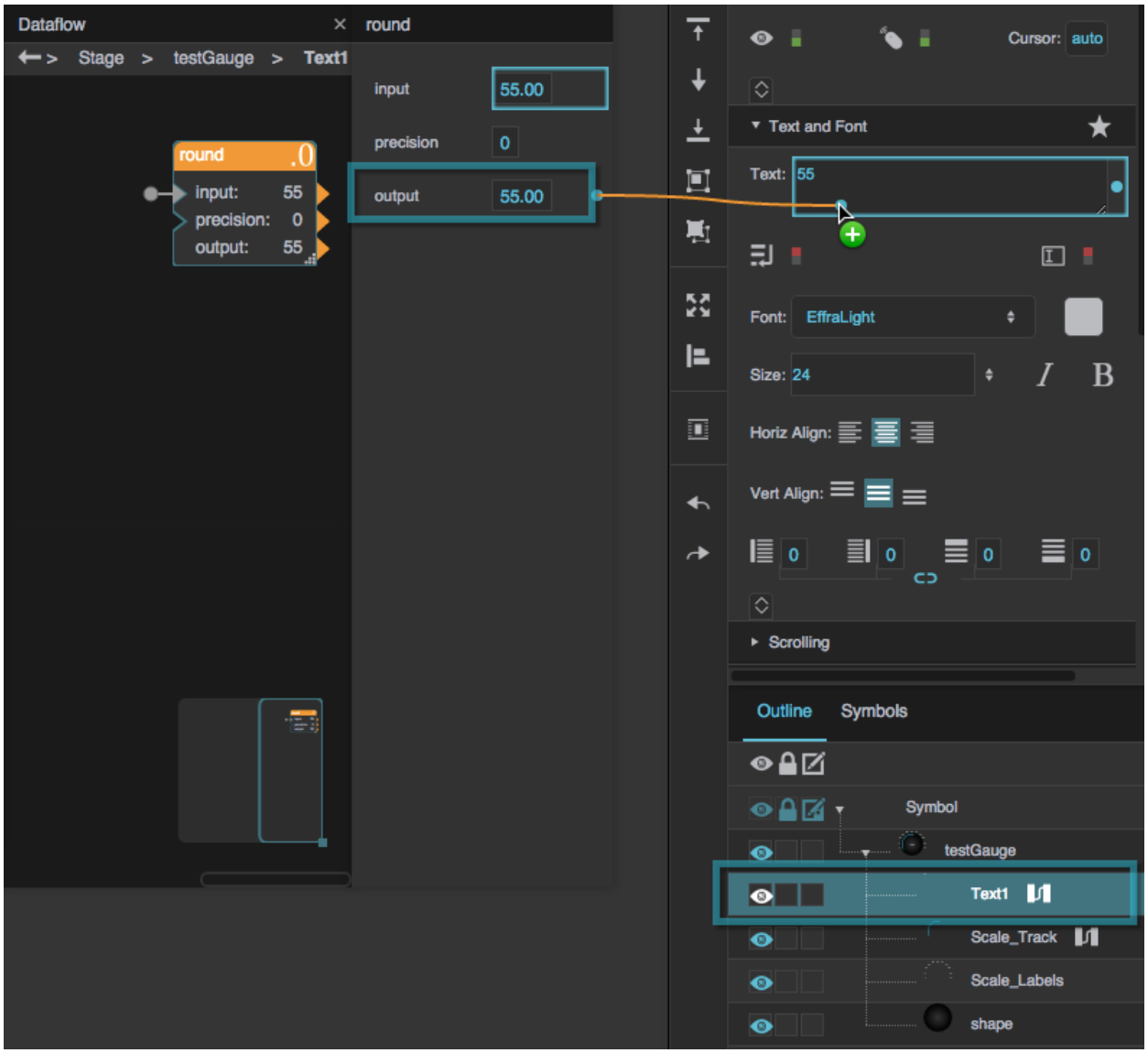


3. Bind the symbol's **value** parameter to the Round block's **input** property.



4. For the Round block's **precision** property, enter 0 to ensure a round number in the text readout.

5. Bind the Round block's **output** property to the text component's **Text** property.

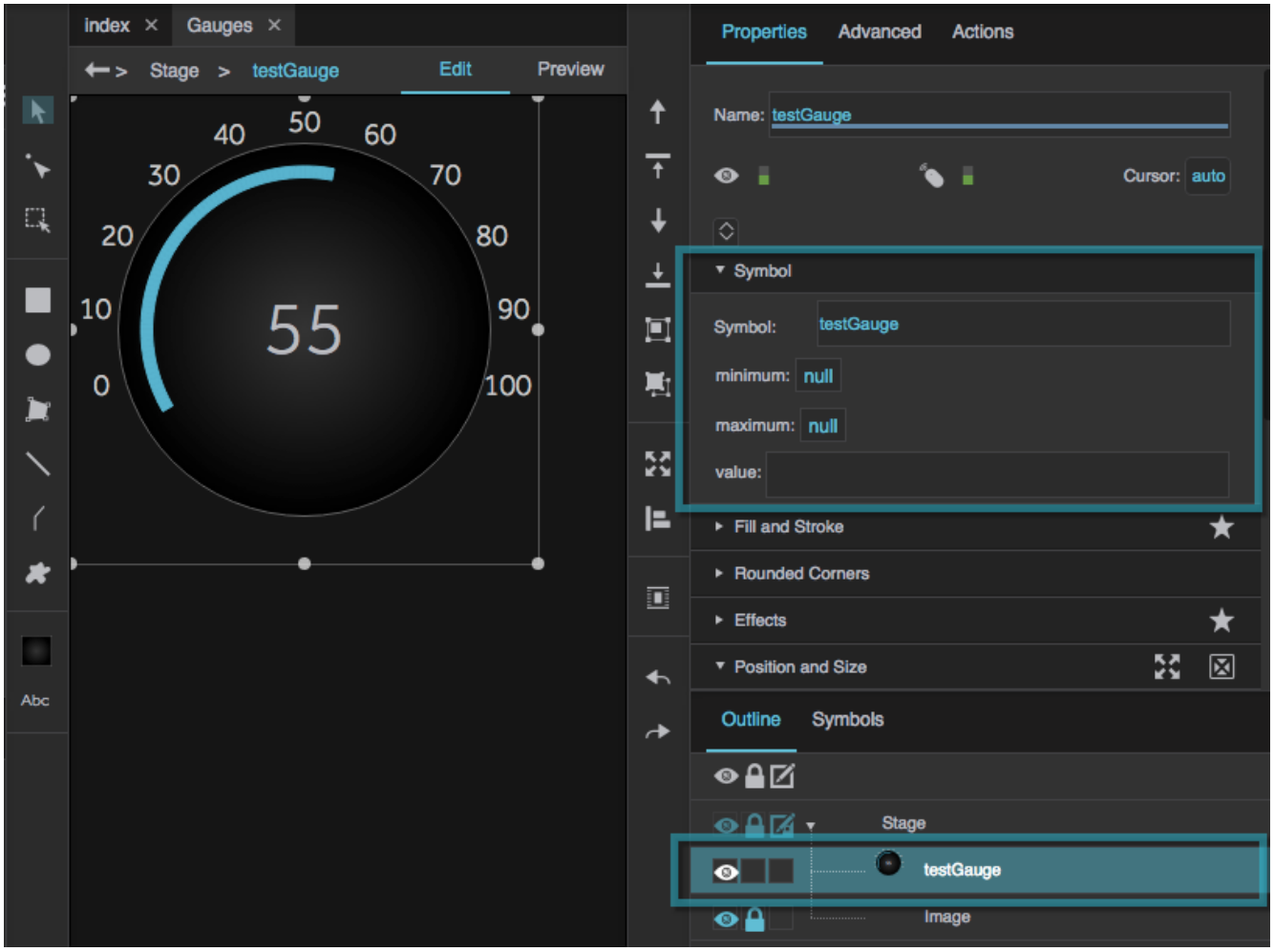


4. Double-click the Document window to exit symbol editing mode.

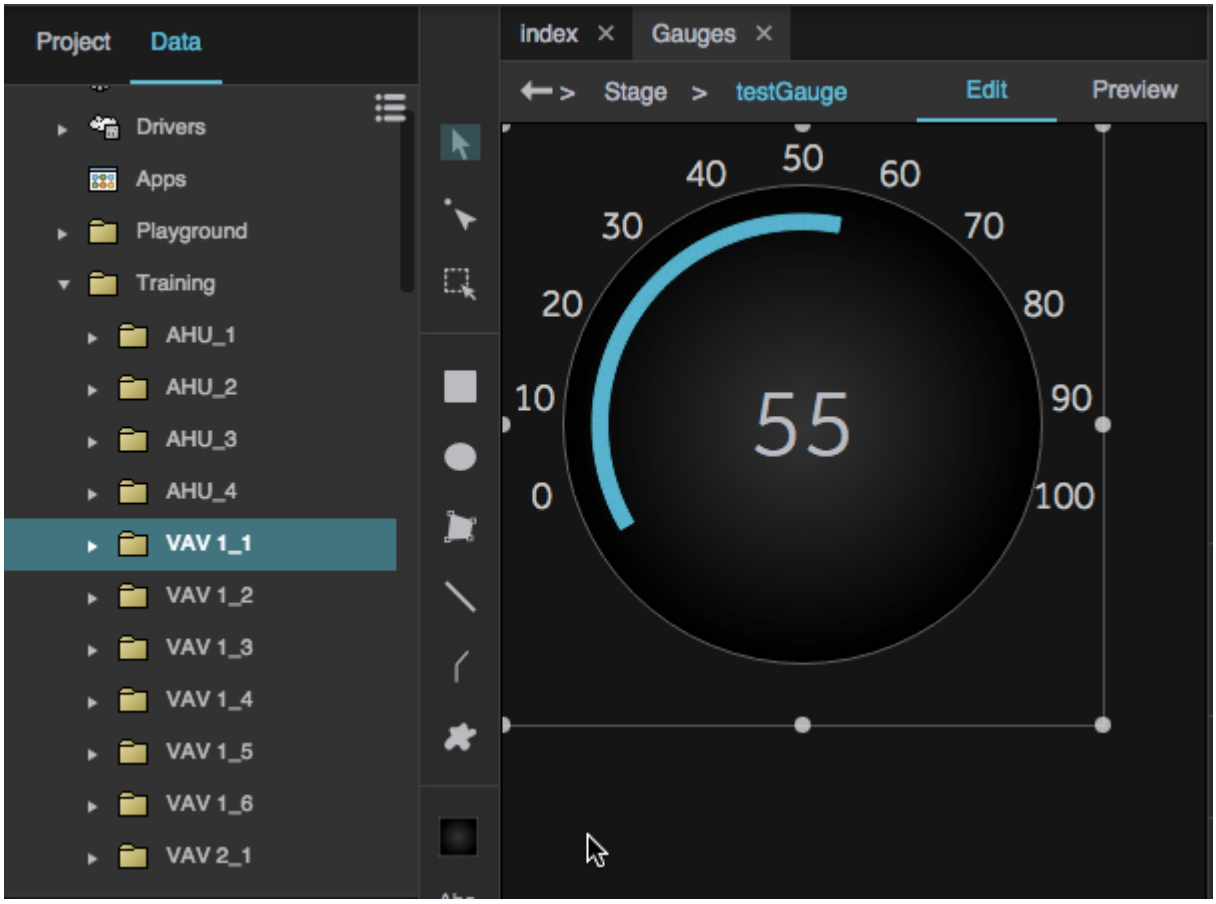
Tie Data to the Gauge

To tie data to this gauge:

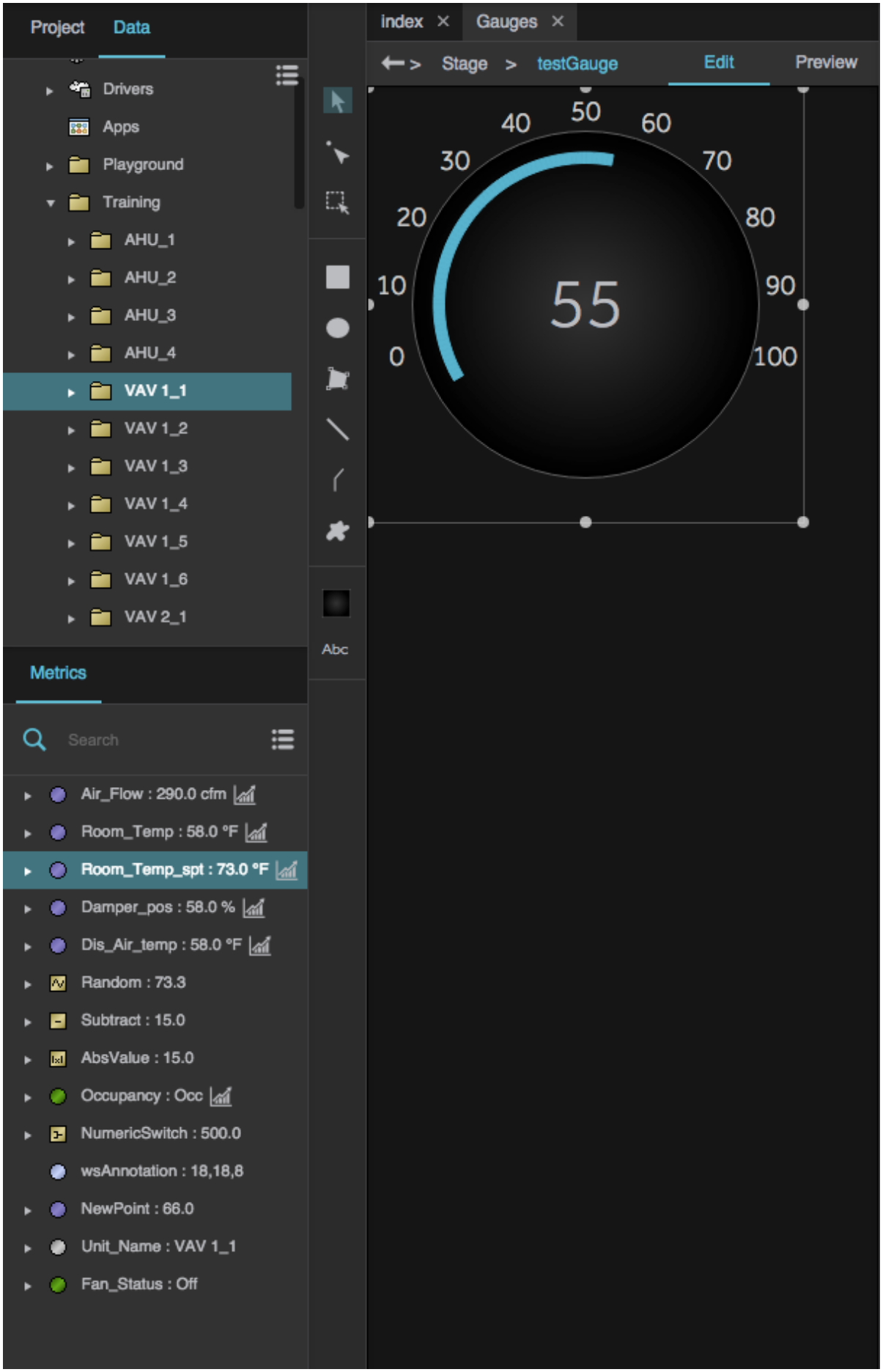
1. Select the symbol instance in the Outline.
2. In the Property Inspector, open the **Symbol** properties.



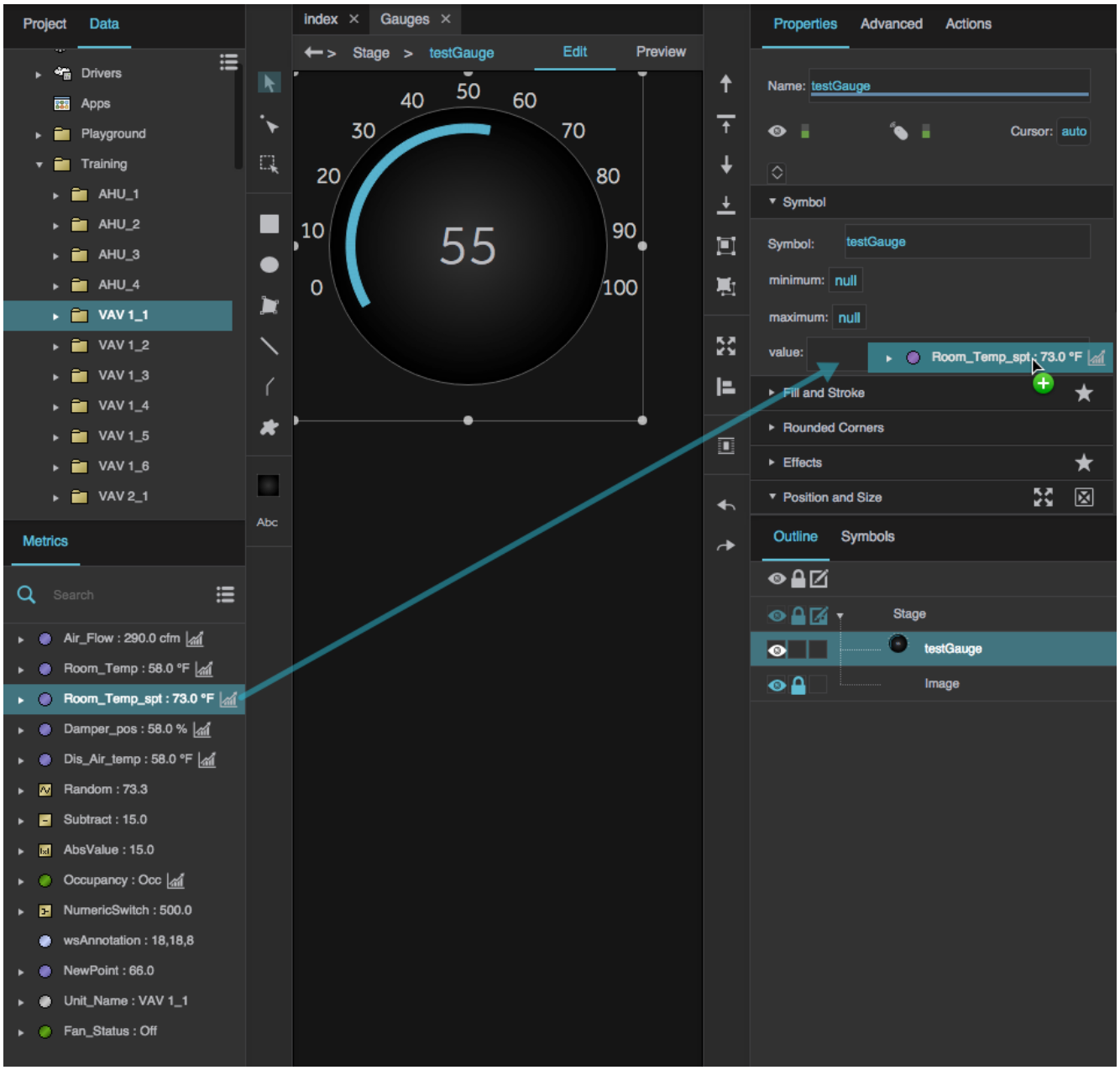
3. In the Data Panel, navigate to the data source.



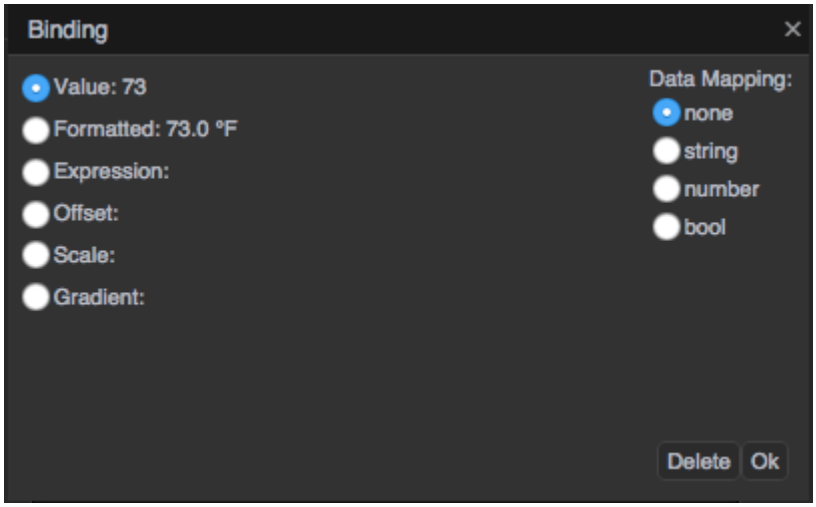
4. In the Metrics panel, find the data metric.


Project
Data
Drivers
Apps
Playground
Training
AHU_1
AHU_2
AHU_3
AHU_4
VAV 1_1
VAV 1_2
VAV 1_3
VAV 1_4
VAV 1_5
VAV 1_6
VAV 2_1
Metrics
Search
Air_Flow : 290.0 cfm
Room_Temp : 58.0 °F
Room_Temp_spt : 73.0 °F
Damper_pos : 58.0 %
Dis_Air_temp : 58.0 °F
Random : 73.3
Subtract : 15.0
AbsValue : 15.0
Occupancy : Occ
NumericSwitch : 500.0
wsAnnotation : 18,18,8
NewPoint : 66.0
Unit_Name : VAV 1_1
Fan_Status : Off
Abc
index
Gauges
Stage > testGauge
Edit
Preview
0
10
20
30
40
50
60
70
80
90
100
55

5. Drag the data metric from the metrics panel to the **value** property.



6. In the Binding dialog, specify **Value**, and click **OK**.



7. If you want, in the Property Inspector, change the **minimum** and **maximum** property values to your preferred range.

Save a Gauge as a Widget

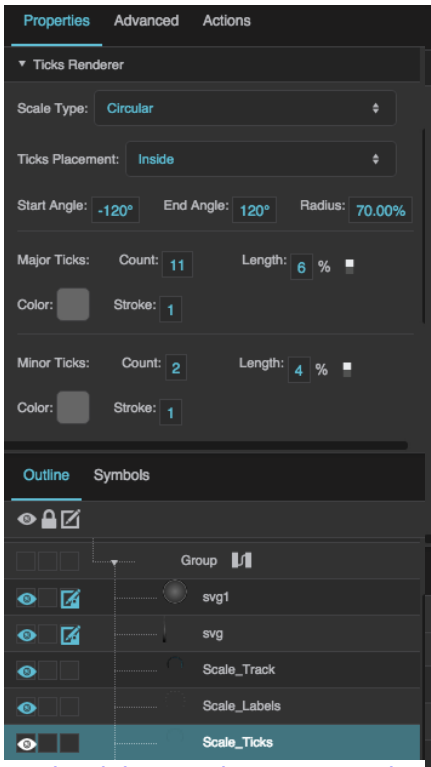
If you want to save a gauge as a widget so that you can use it in other projects, follow the steps in Create Your Own Widget Library.

Gauge Scale Properties

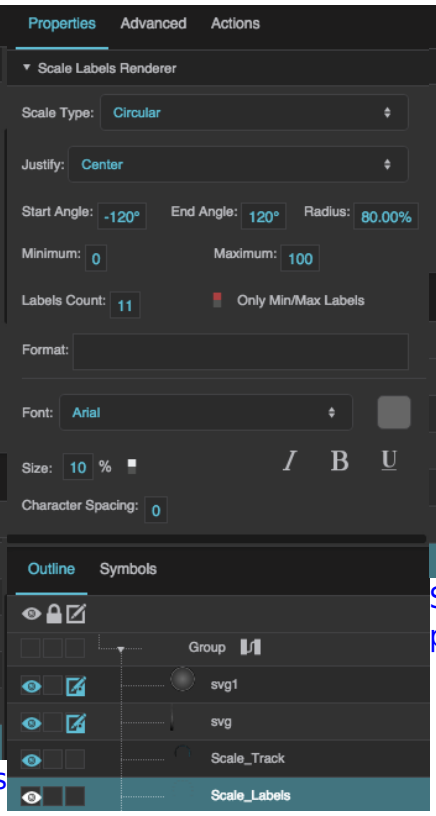
These properties affect gauge scales. A gauge scale fits into one of three categories, based on whether it has ticks, labels, or a track. Each category has its own properties.

For a guide to using gauges, see Designing Gauges.

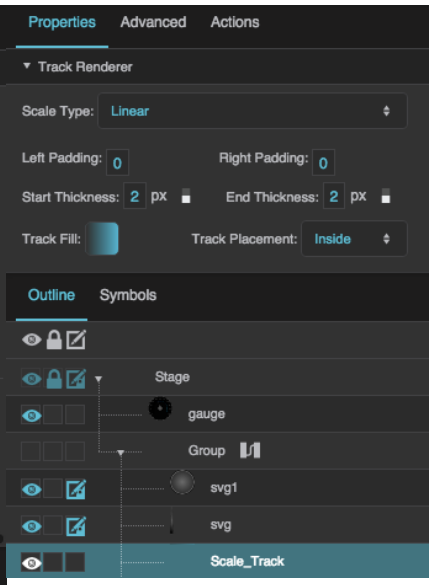
Gauges and gauge scales can also be affected using Common Properties.



Scale Ticks Renderer properties



Scale Labels Renderer properties



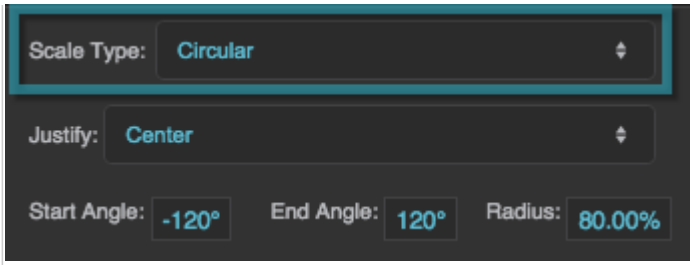
Scale Track Renderer properties

2019/07/17 19:17

Shared Gauge Scale Properties

These properties affect the shape of any type of gauge scale.

Scale Type
Specifies whether the shape of the scale is defined by a circle or a straight line.



The Scale Type property

Start Angle
Defines the start angle of the circular scale. A value of zero indicates the top of the circle. Valid values are between −180 and 180.

The Start Angle property

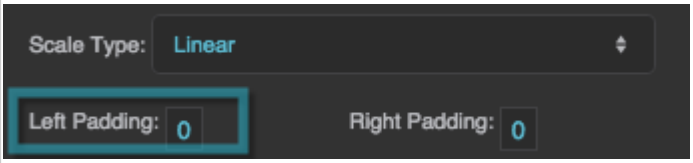
End Angle
Defines the end angle of the circular scale. A value of zero indicates the top of the circle. Valid values are between −180 and 180.

The End Angle property

Radius
Defines the radius of the circle that defines the scale, as a percentage of either half the width or half the height of the container, whichever is larger.

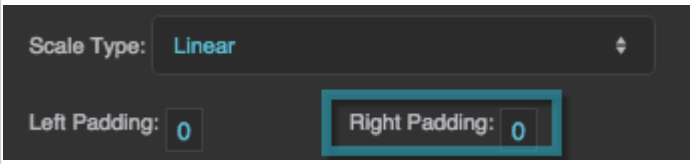
The Radius property

Left Padding
Defines the distance between the left side of a linear scale and the container boundary, in pixels. If a border stroke is defined, defines the distance between the scale and the border stroke. See Borders, Padding, and Content Size.



The Left Padding property

Right Padding
Defines the distance between the right side of a linear scale and the container boundary, in pixels. If a border stroke is defined, defines the distance between the scale and the border stroke. See Borders, Padding, and Content Size.



The Right Padding property

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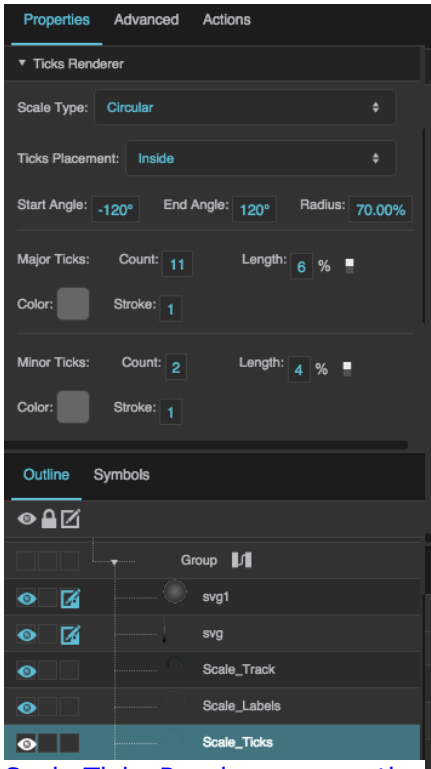
Gauge Scale Properties

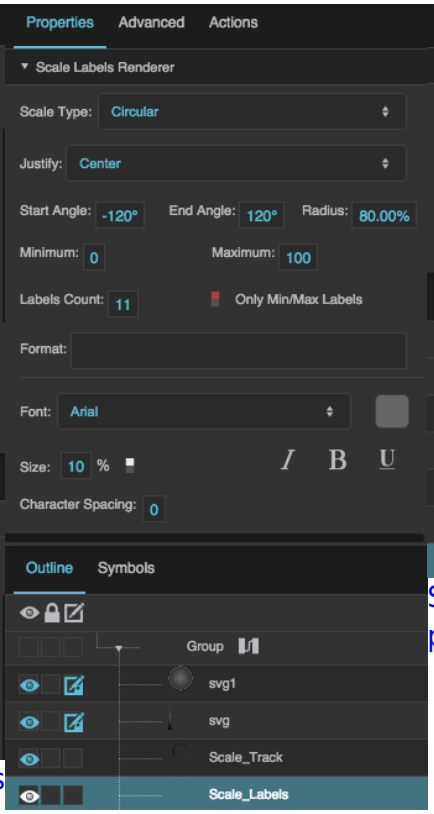
These properties affect gauge scales. A gauge scale fits into one of three categories, based on whether it has ticks, labels, or a track. Each category has its own properties.

For a guide to using gauges, see Designing Gauges.

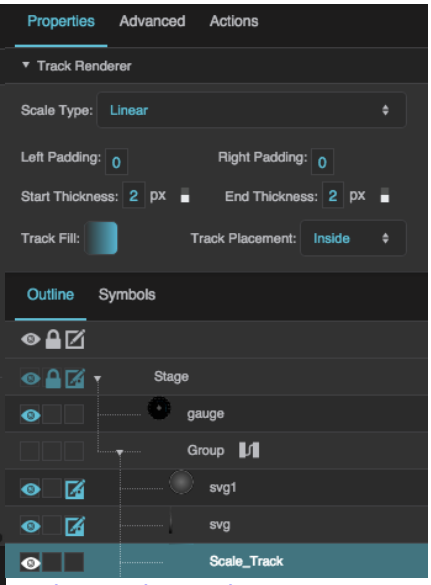

Gauges and gauge scales can also be affected using Common Properties.



Scale Ticks Renderer properties



Scale Labels Renderer properties



Scale Track Renderer properties

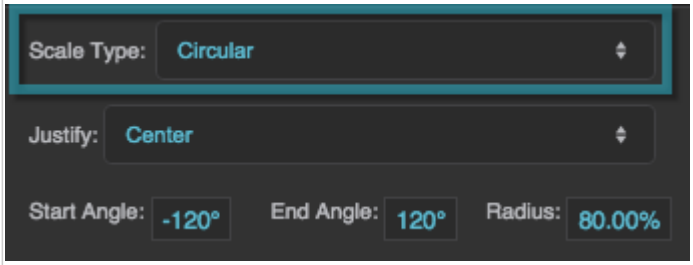
Click to display/hide all elements

Shared Gauge Scale Properties

These properties affect the shape of any type of gauge scale.

Scale Type

Specifies whether the shape of the scale is defined by a circle or a straight line.



The Scale Type property

Start Angle

Defines the start angle of the circular scale. A value of zero indicates the top of the circle. Valid values are between −180 and 180.

The Start Angle property

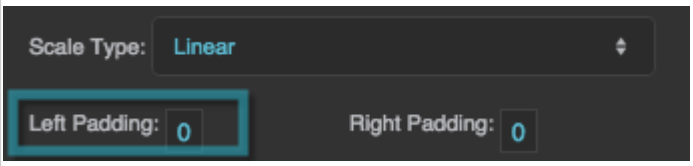
End Angle
Defines the end angle of the circular scale. A value of zero indicates the top of the circle. Valid values are between −180 and 180.

The End Angle property

Radius
Defines the radius of the circle that defines the scale, as a percentage of either half the width or half the height of the container, whichever is larger.

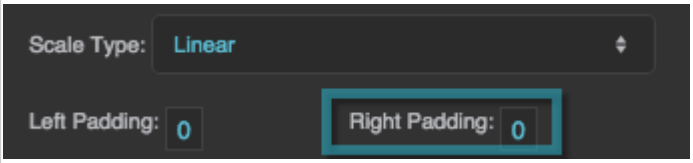
The Radius property

Left Padding
Defines the distance between the left side of a linear scale and the container boundary, in pixels. If a border stroke is defined, defines the distance between the scale and the border stroke. See Borders, Padding, and Content Size.



The Left Padding property

Right Padding
Defines the distance between the right side of a linear scale and the container boundary, in pixels. If a border stroke is defined, defines the distance between the scale and the border stroke. See Borders, Padding, and Content Size.

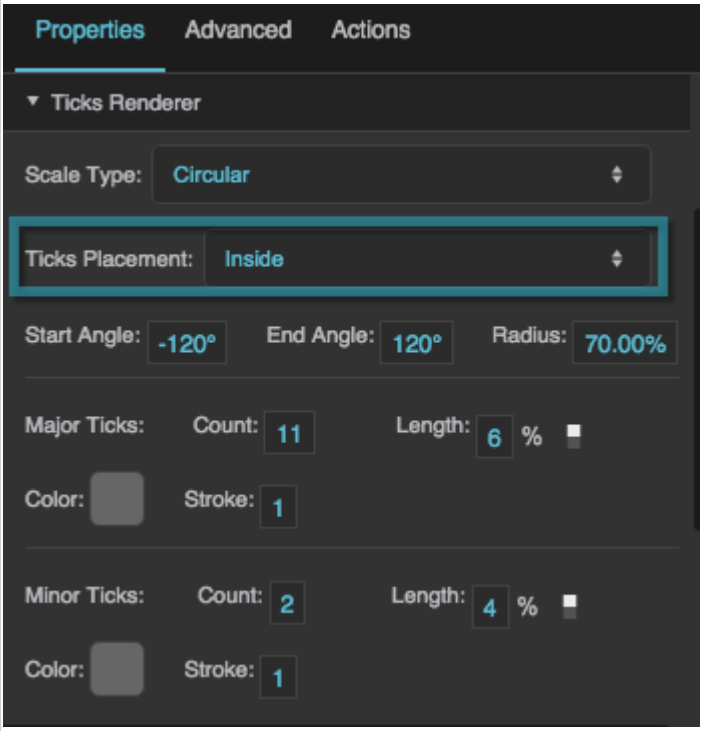


The Right Padding property

Scale Ticks Renderer Properties

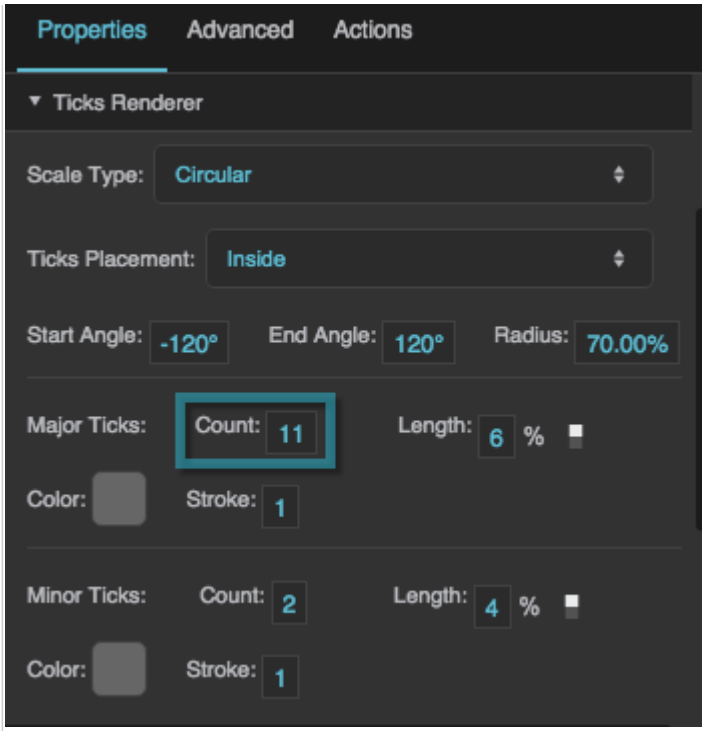
These properties affect a scale with ticks.

Ticks Placement
Specifies whether the ticks are positioned on the inside, outside, or center of the circle or line that defines the scale.



The Ticks Placement property

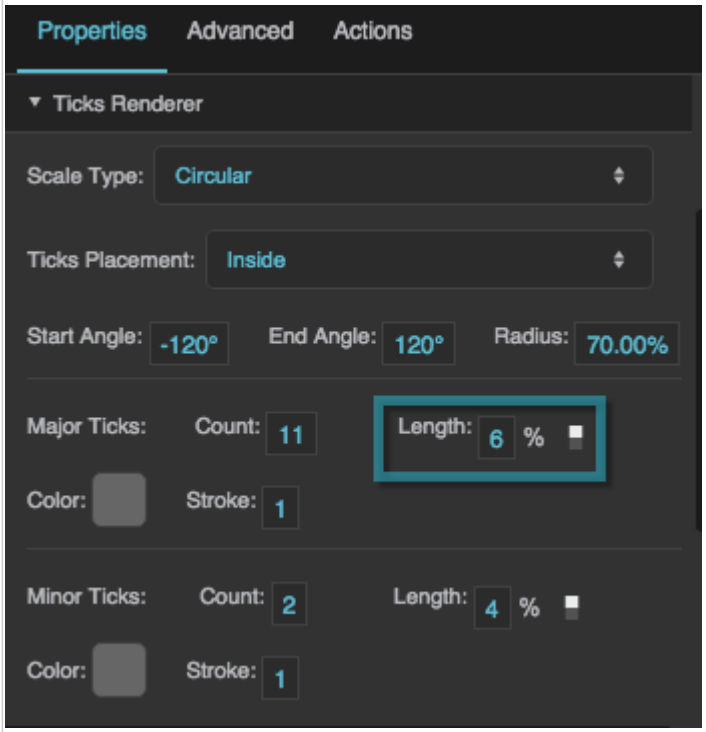
Major Tick Count
Defines the total number of major ticks along this scale.



The Major Tick Count property

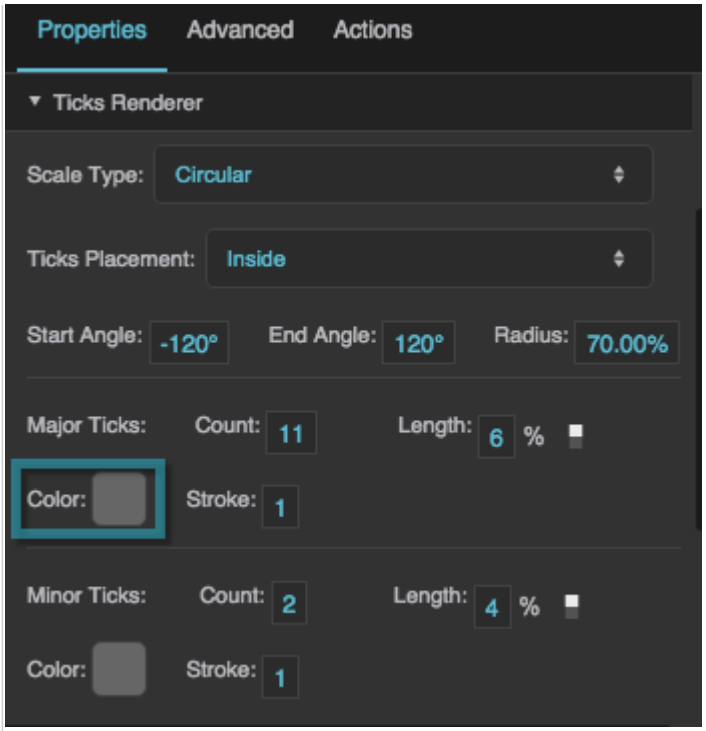
Major Ticks Length

Defines the length of each major tick, as a pixel value or a percentage. For circular scales, a percentage is a portion of the circle's radius. For linear scales, a percentage is a portion of half the container width.



The Major Tick Length property

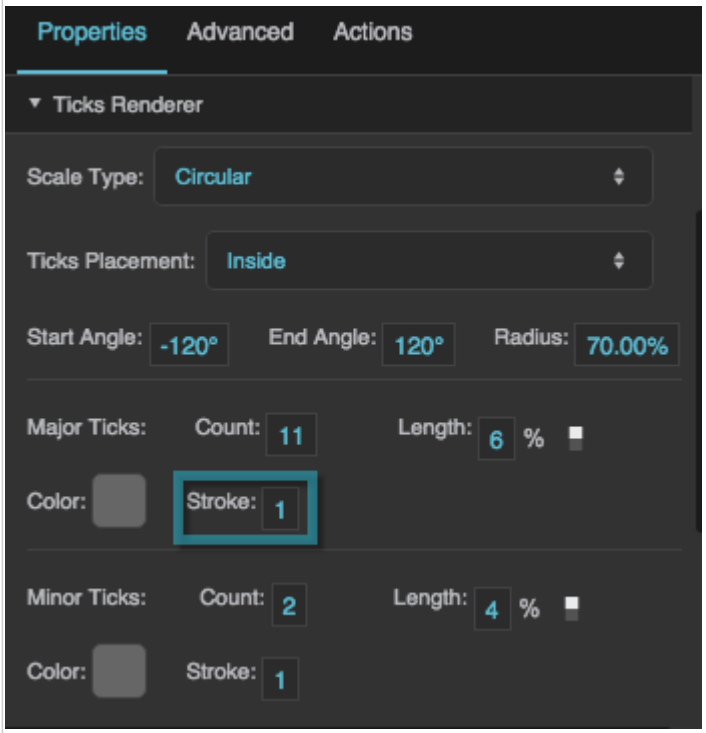
Defines the stroke color of the major ticks.



The Major Tick Color property

Major Tick Stroke Weight

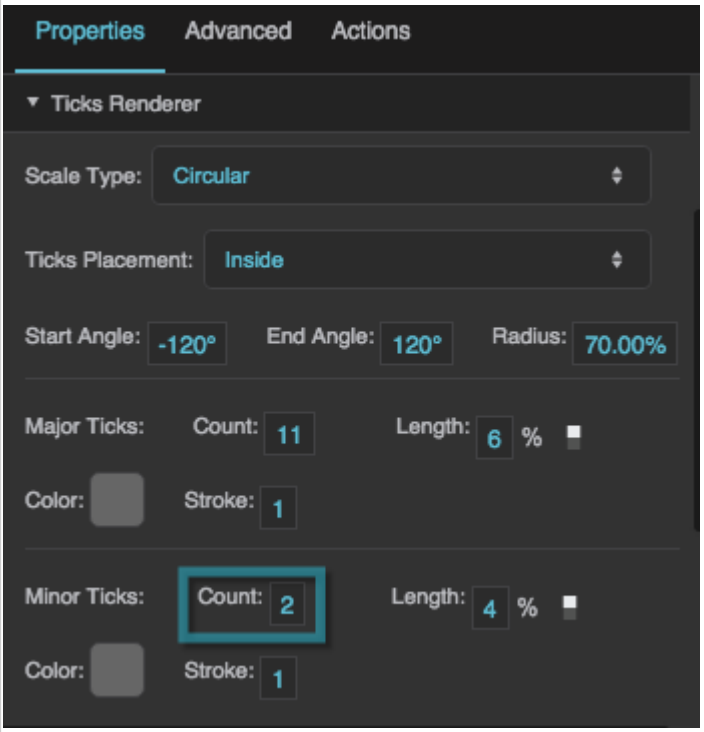
Defines the stroke weight of each major tick.



The Major Tick Weight property

Minor Tick Count

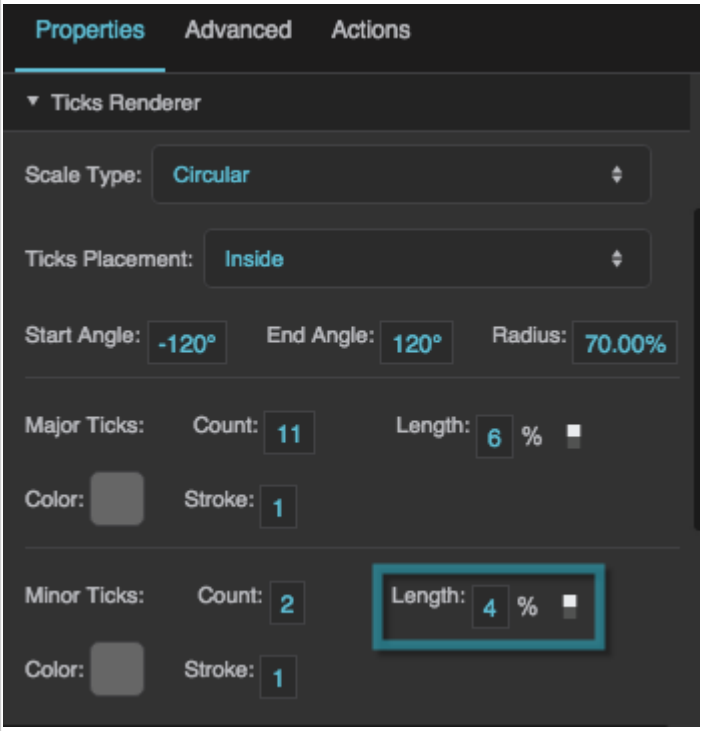
Defines the number of minor ticks between each consecutive pair of major ticks.



The Minor Tick Count property

Minor Tick Length

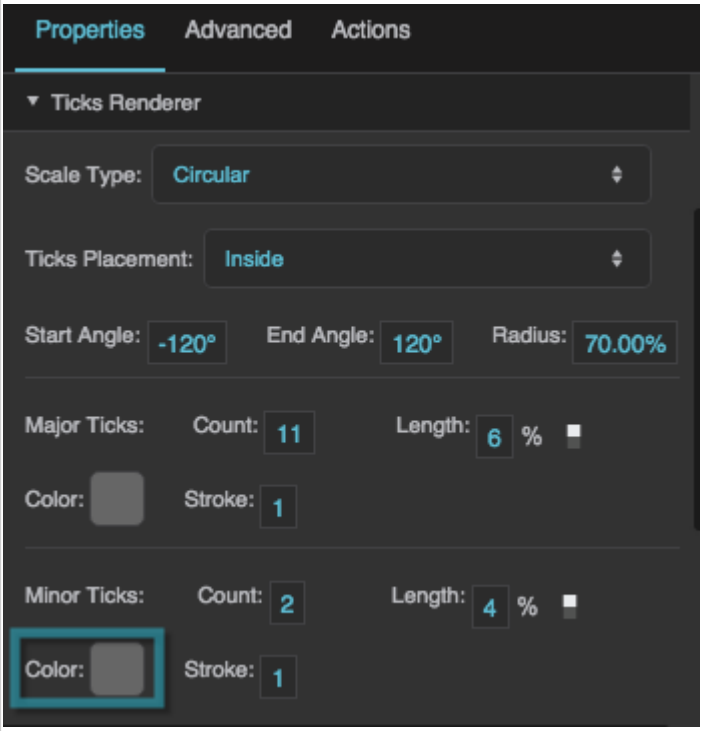
Defines the length of each minor tick, as a pixel value or a percentage. For circular scales, a percentage is a portion of the circle's radius. For linear scales, a percentage is a portion of half the container width.



The Minor Tick Length property

Minor Tick Stroke Color

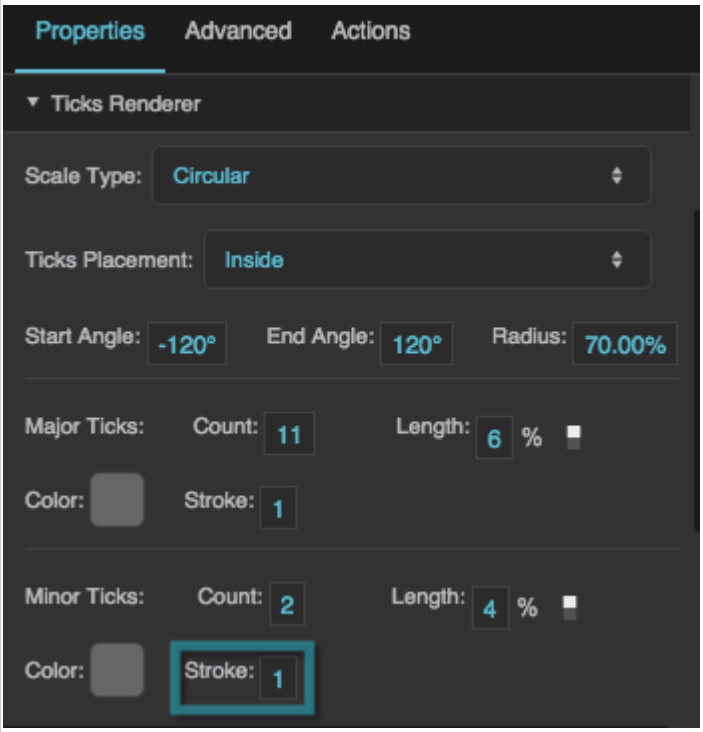
Defines the stroke color of the minor ticks.



The Minor Tick Color property

Minor Tick Stroke Weight

Defines the stroke weight of each minor tick.

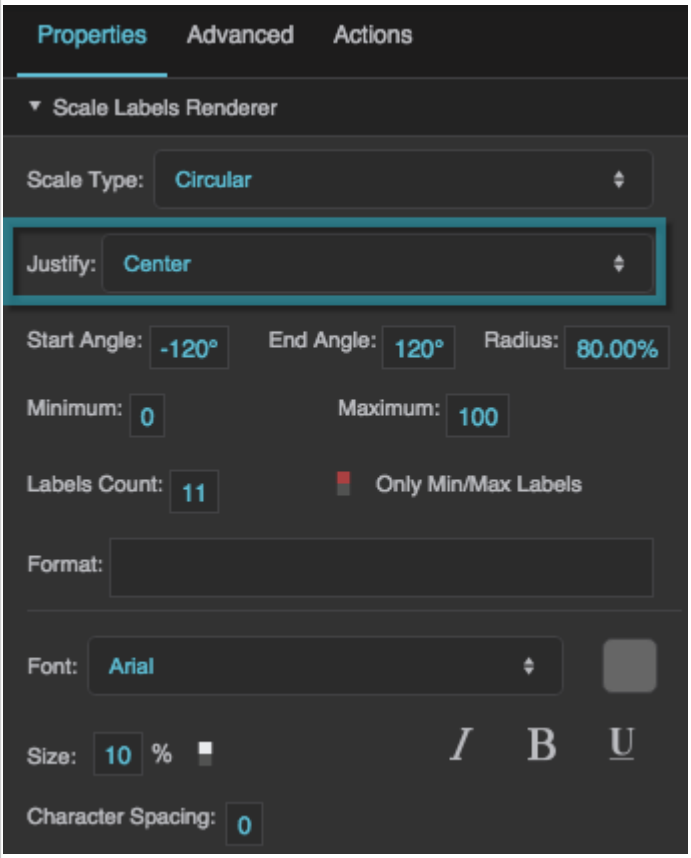


The Minor Tick Weight property

Scale Labels Renderer Properties

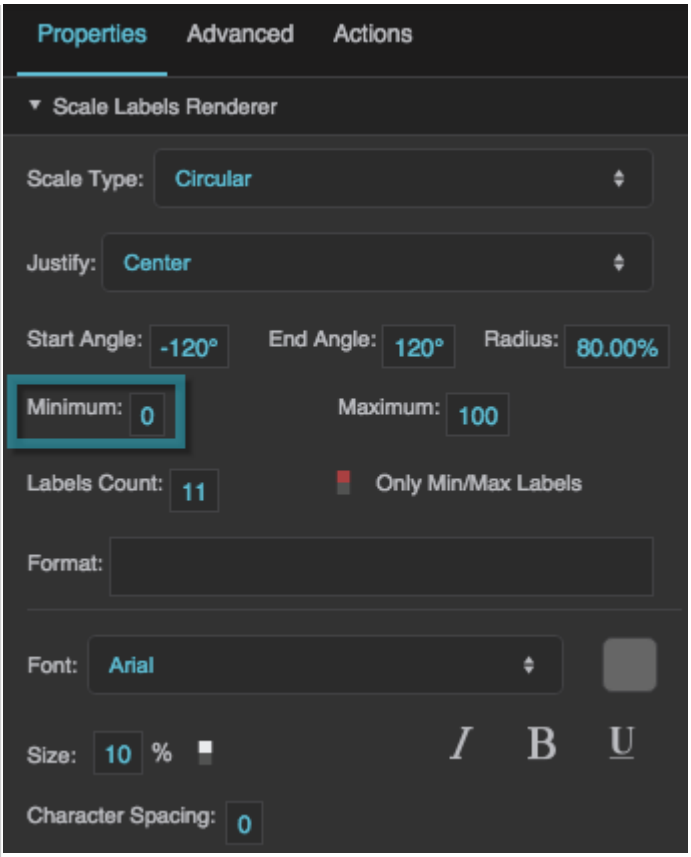
These properties affect a scale with number labels.

Justify
Specifies whether the labels appear on the inside, outside, or center of the circle or line that defines the scale.



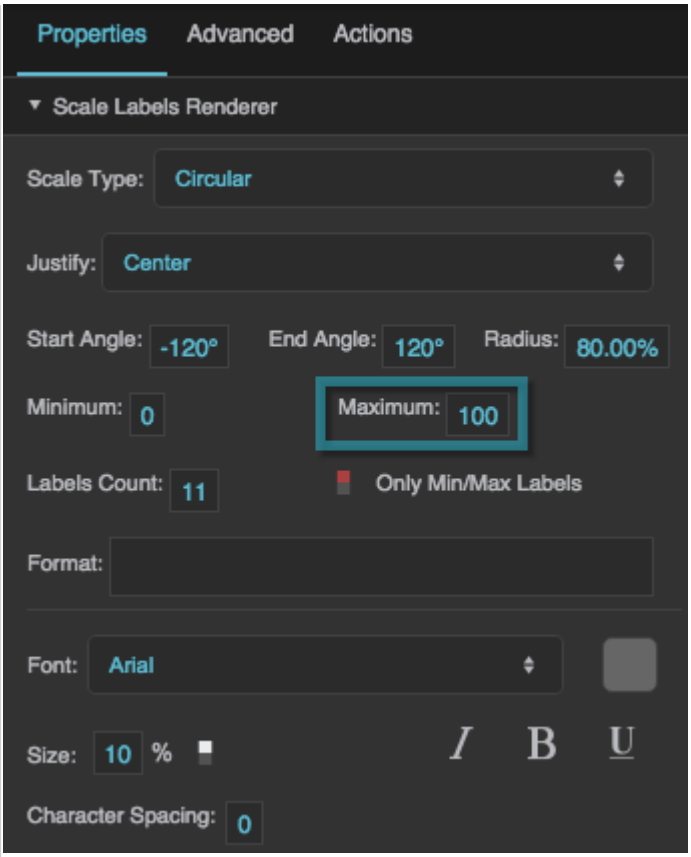
The Justify property

Minimum
Defines the lowest number on the scale.



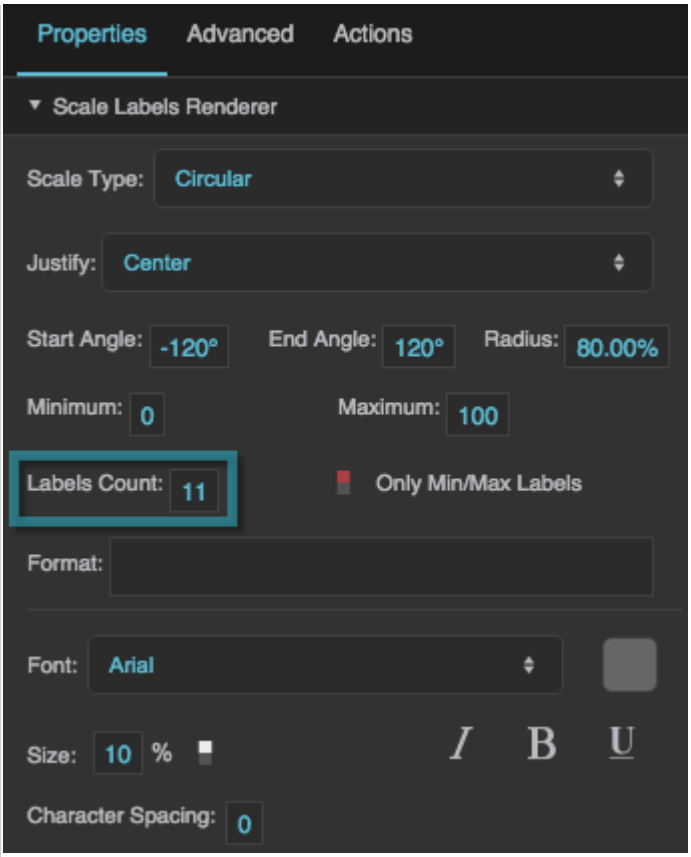
The Minimum property

Maximum
Defines the highest number on the scale.



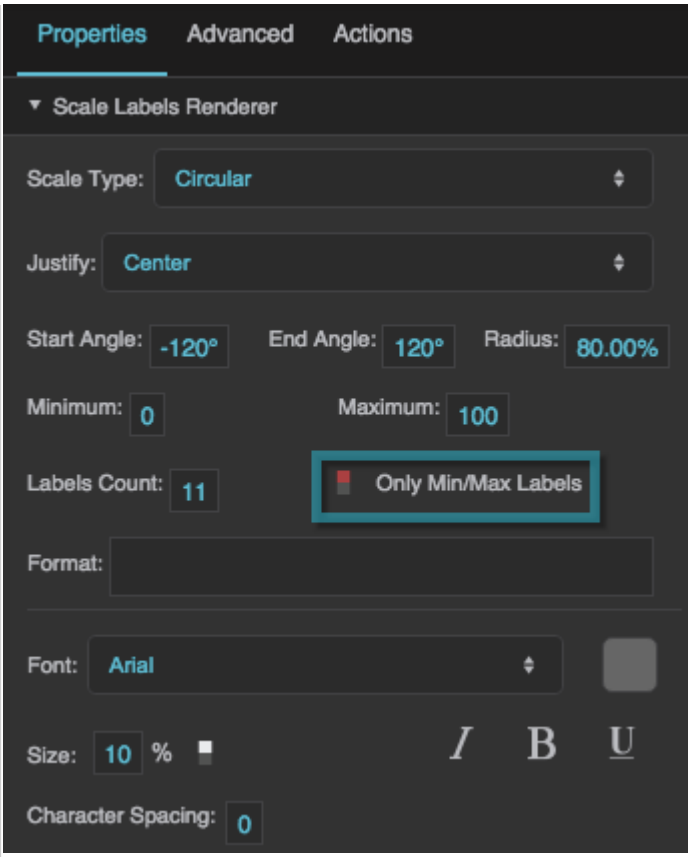
The Maximum property

Labels Count
Defines the total number of labels along this scale. Must be an integer greater than or equal to 2. The **Only Min/Max Labels** property overrides this property.



The Labels Count property

Only Min/Max Labels
Specifies whether the labels for the minimum and maximum of the scale are the only two labels that appear. This property overrides the **Labels Count** property.



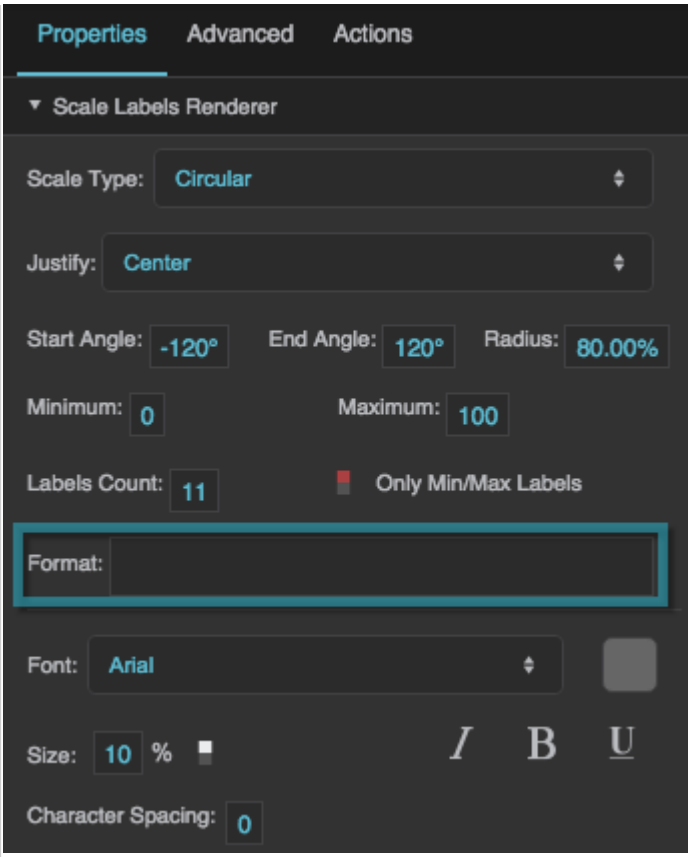
The Only Min/Max Labels property

Format
Defines the number format for scale labels, as a format string.

For example:

- **,##0.00**: Labels have a thousands separator and two decimal digits.
- **000.00**: Labels have three mandatory digits before the decimal, and two mandatory digits after the decimal.

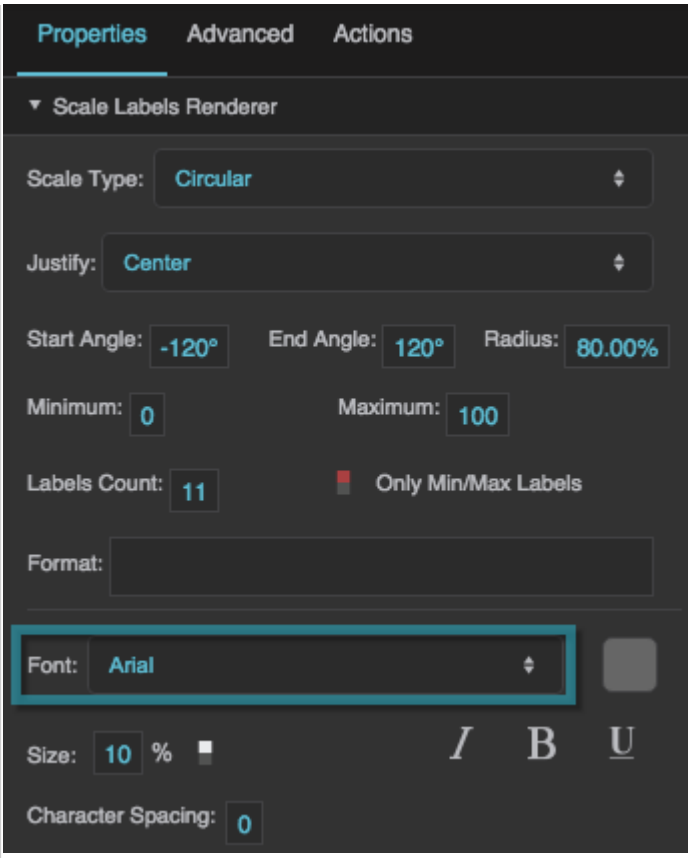
For more information about supported formatting options, see Scripting and Syntax.



The Format property

Labels Font

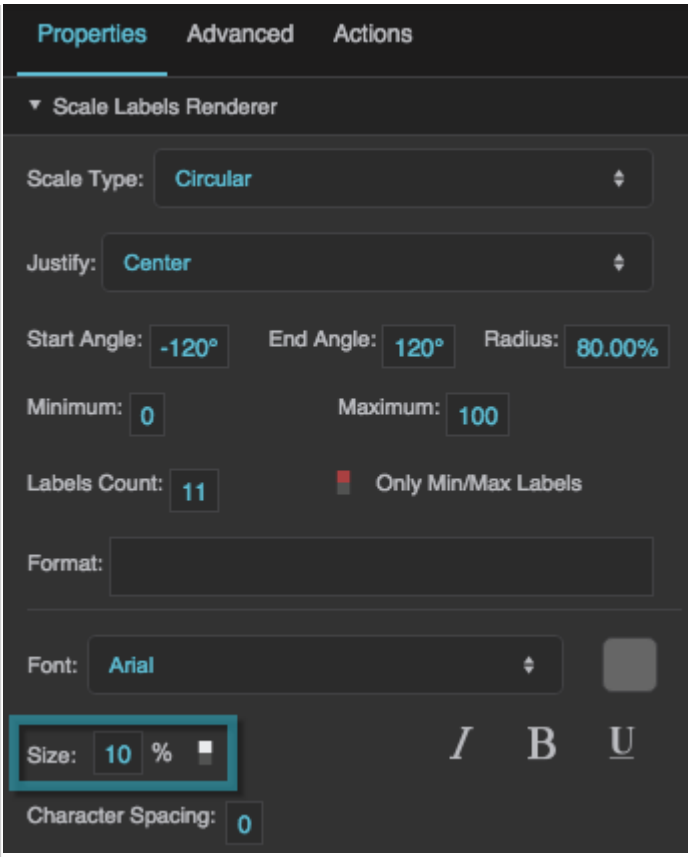
Defines the font used for the labels along this scale. To add a font to this project and use it for this property, see Text Component Properties.



The Font property

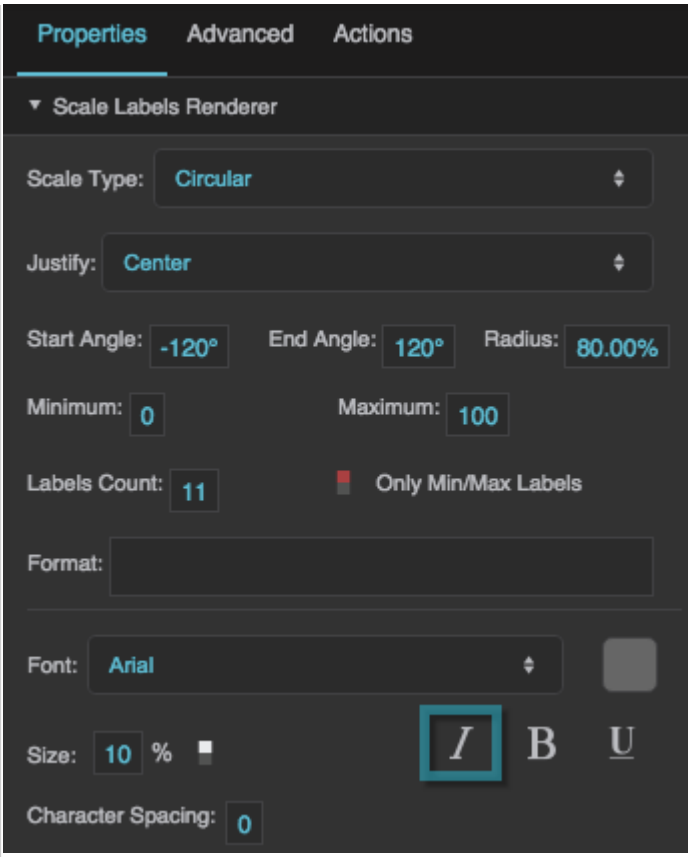
Labels Size

Defines the height of the scale numbers, as a pixel value or percentage. For circular scales, a percentage is a portion of the circle's radius. For linear scales, a percentage is a portion of half the container width.



The Labels Size property

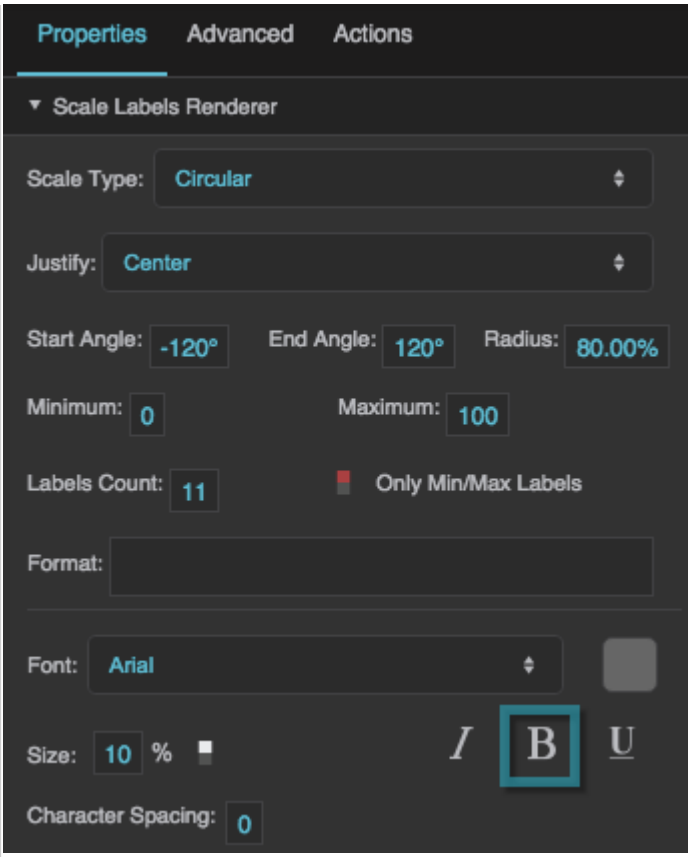
Italic
Defines whether the labels along this scale are italic.



The Italic property

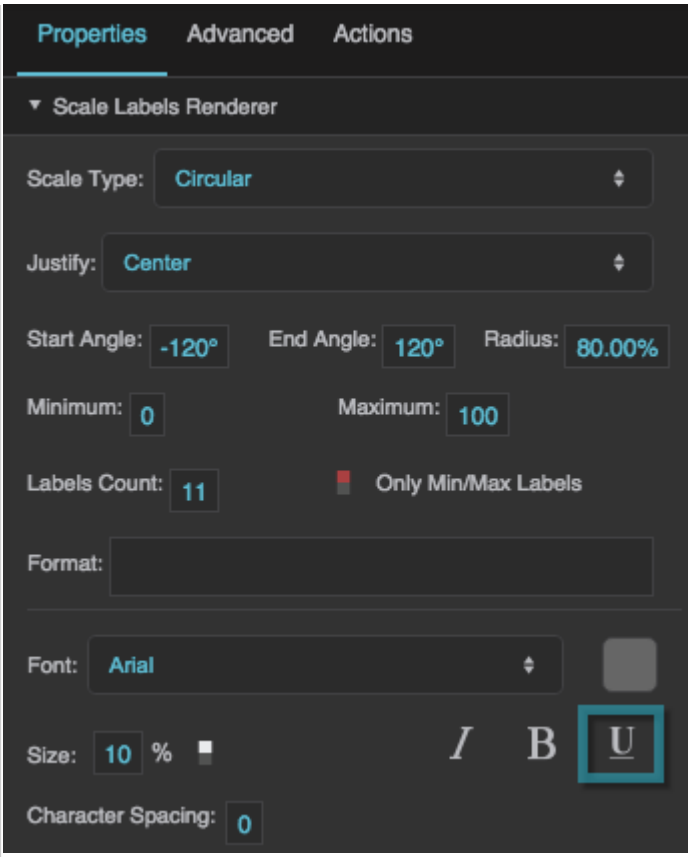
Bold

Defines whether the labels along this scale are bold.



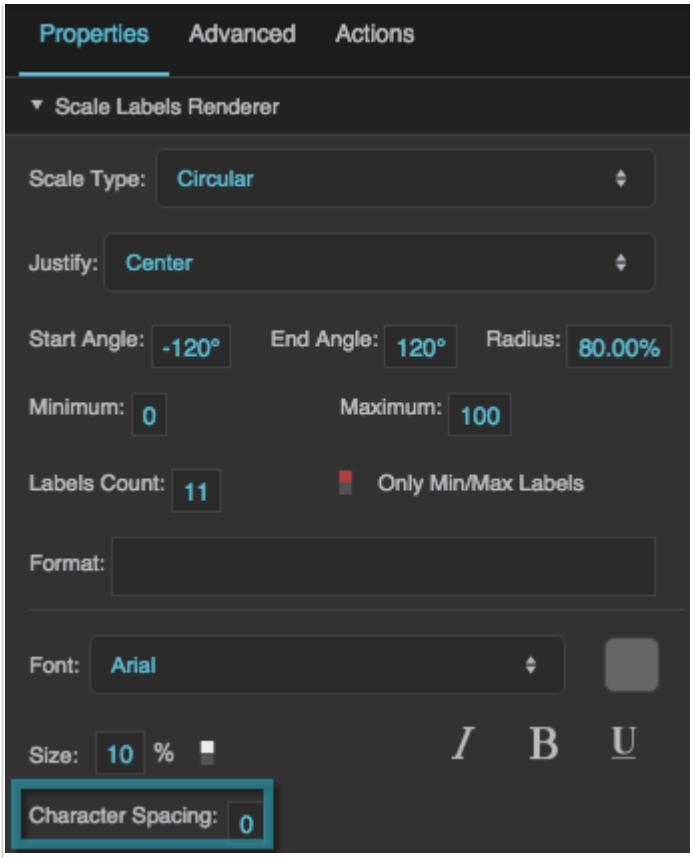
The Bold property

Underline
Defines whether the labels along this scale are underlined.



The Underline property

Character Spacing
Specifies the horizontal spacing between characters in the scale labels, as a pixel value. A null value means the font's default spacing is used.

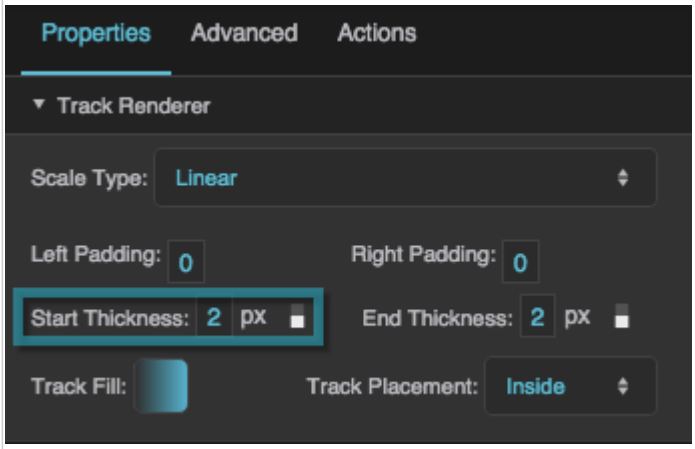


The Character Spacing property

Scale Track Renderer Properties

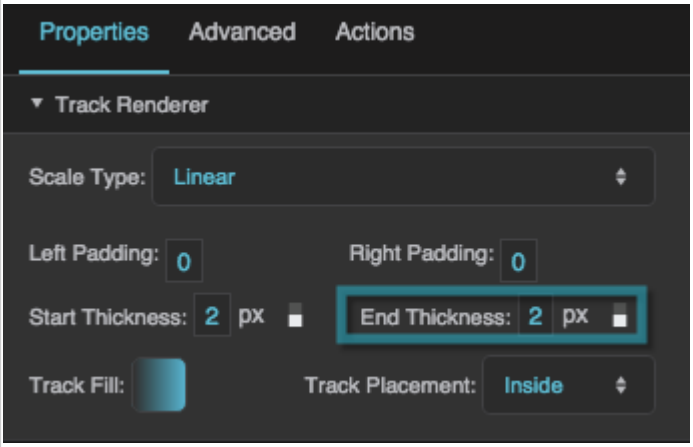
These properties affect a scale with a track.

Start Thickness
Defines the thickness of the scale track at its start, as a pixel or percentage value. For circular scales, a percentage is a portion of the circle's radius. For linear scales, a percentage is a portion of the entire container width.



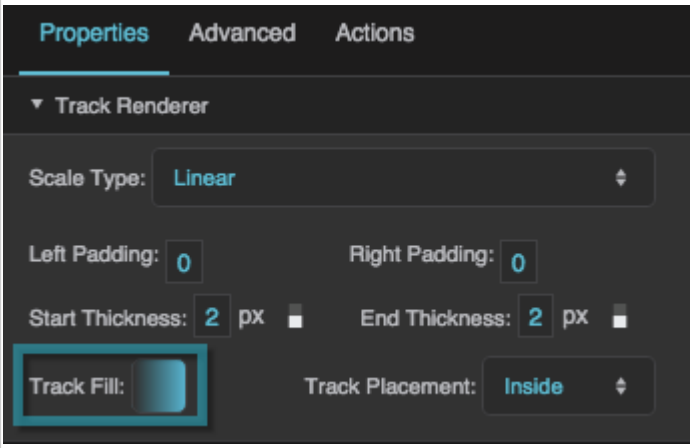
The Start Thickness property

End Thickness
Defines the thickness of the scale track at its end, as a pixel or percentage value. For circular scales, a percentage is a portion of the circle's radius. For linear scales, a percentage is a portion of the entire container width.



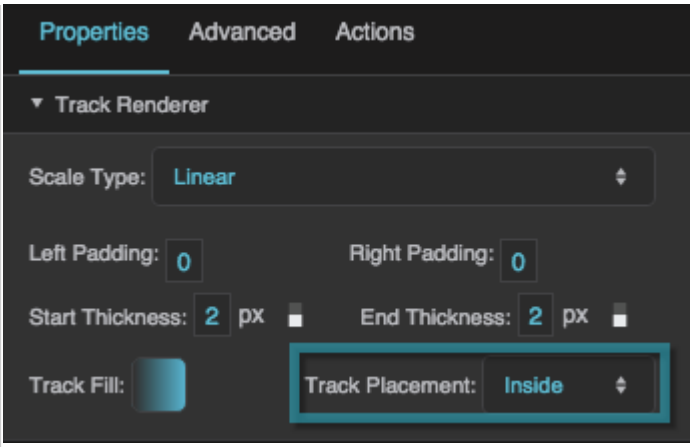
The End Thickness property

Track Fill
Defines the colors for the gradient fill for the scale track. To add colors, click below the track in the dialog. To delete colors, right-click on them in the dialog.



The Track Fill property

Track Placement
Specifies whether the track is positioned on the inside, outside, or center of the circle or line that defines the scale.



The Track Placement property

Previous: Raw SVG Repeater Properties

Next: Input Component Properties

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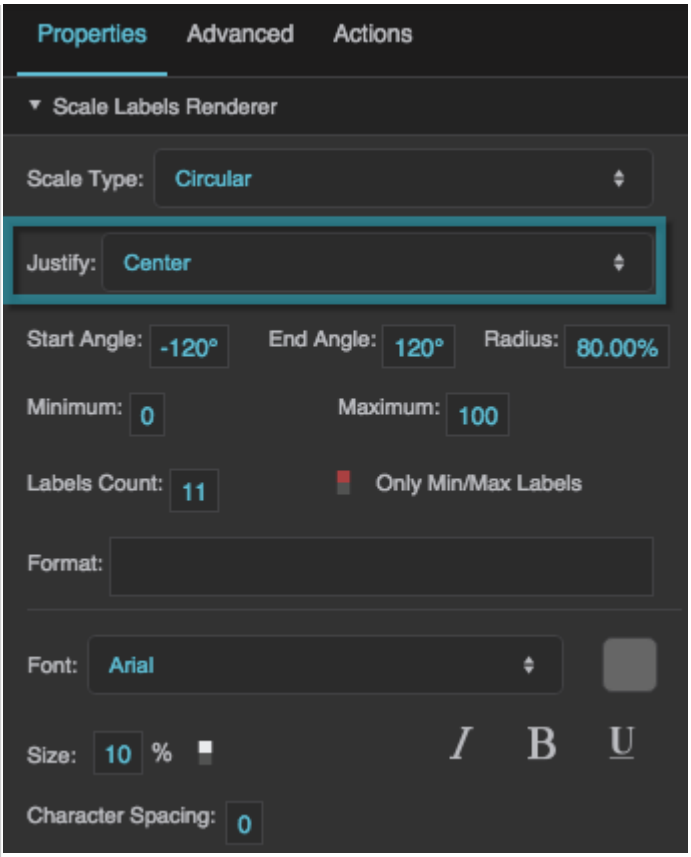
Scale Labels Renderer Properties

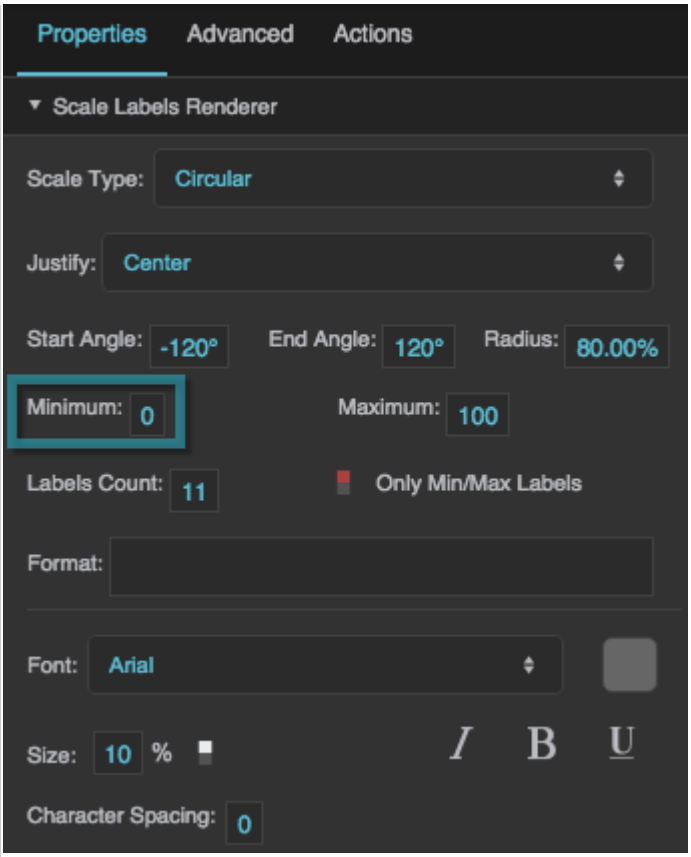
These properties affect a scale with number labels.

Justify
Specifies whether the labels appear on the inside, outside, or center of the circle or line that defines the scale.



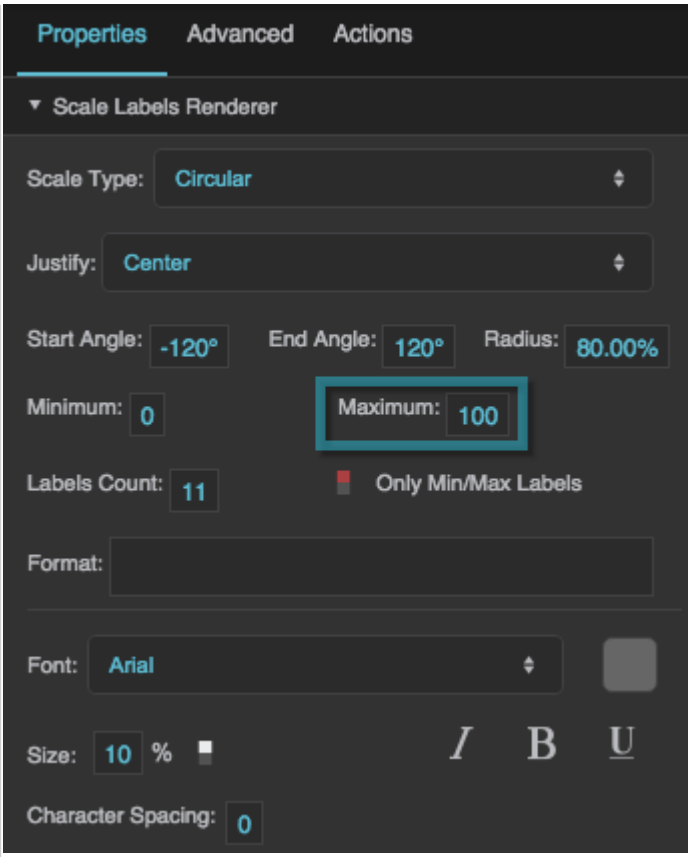
The Justify property

Minimum
Defines the lowest number on the scale.



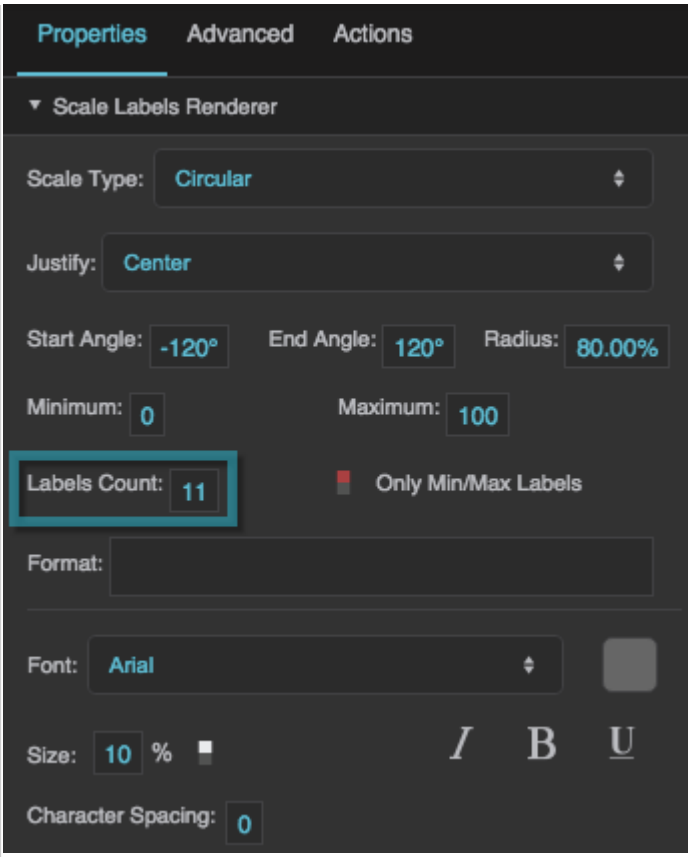
The Minimum property

Maximum
Defines the highest number on the scale.



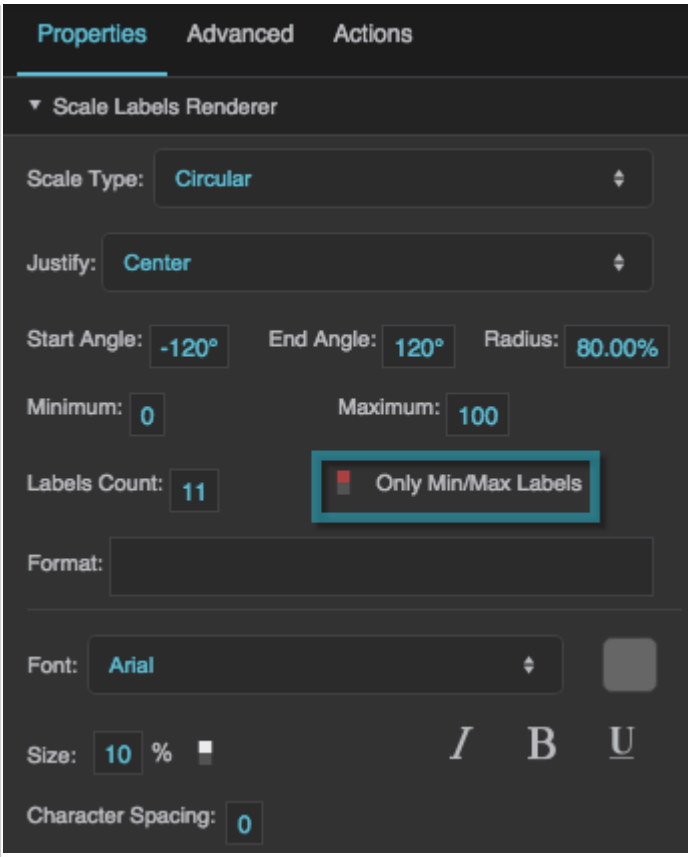
The Maximum property

Labels Count
Defines the total number of labels along this scale. Must be an integer greater than or equal to 2. The **Only Min/Max Labels** property overrides this property.



The Labels Count property

Only Min/Max Labels
Specifies whether the labels for the minimum and maximum of the scale are the only two labels that appear. This property overrides the **Labels Count** property.



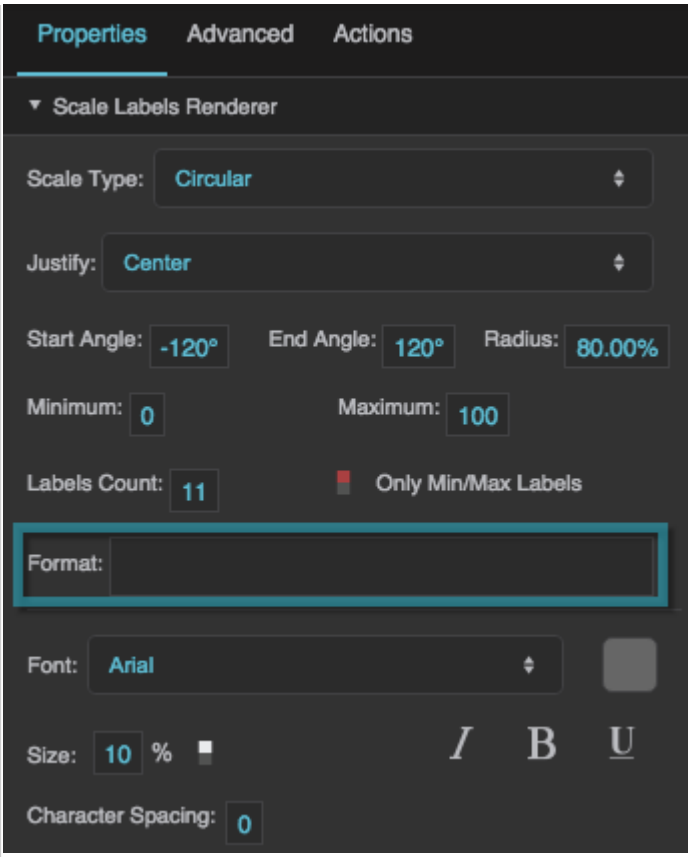
The Only Min/Max Labels property

Format
Defines the number format for scale labels, as a format string.

For example:

- **,##0.00**: Labels have a thousands separator and two decimal digits.
- **000.00**: Labels have three mandatory digits before the decimal, and two mandatory digits after the decimal.

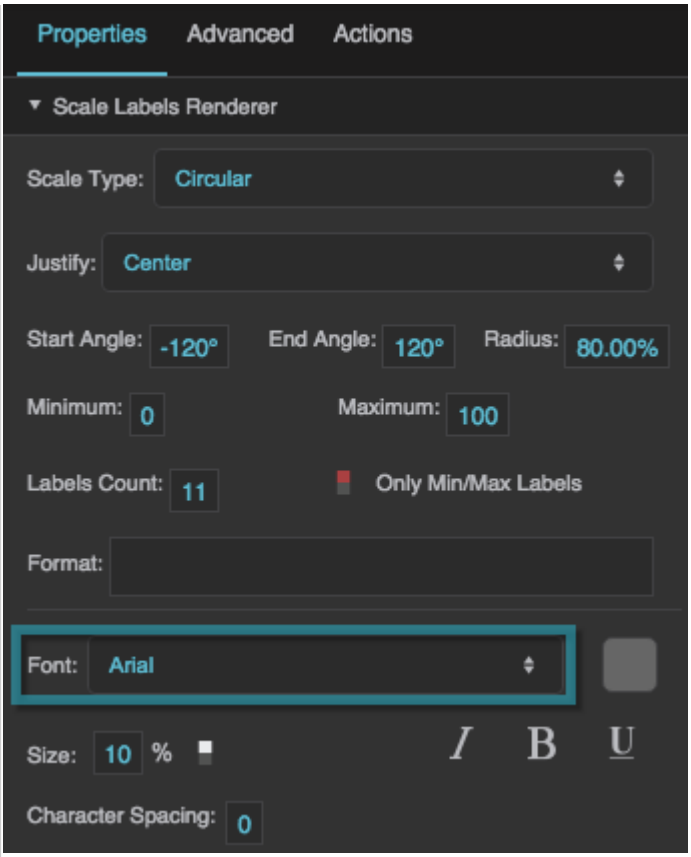
For more information about supported formatting options, see Scripting and Syntax.



The Format property

Labels Font

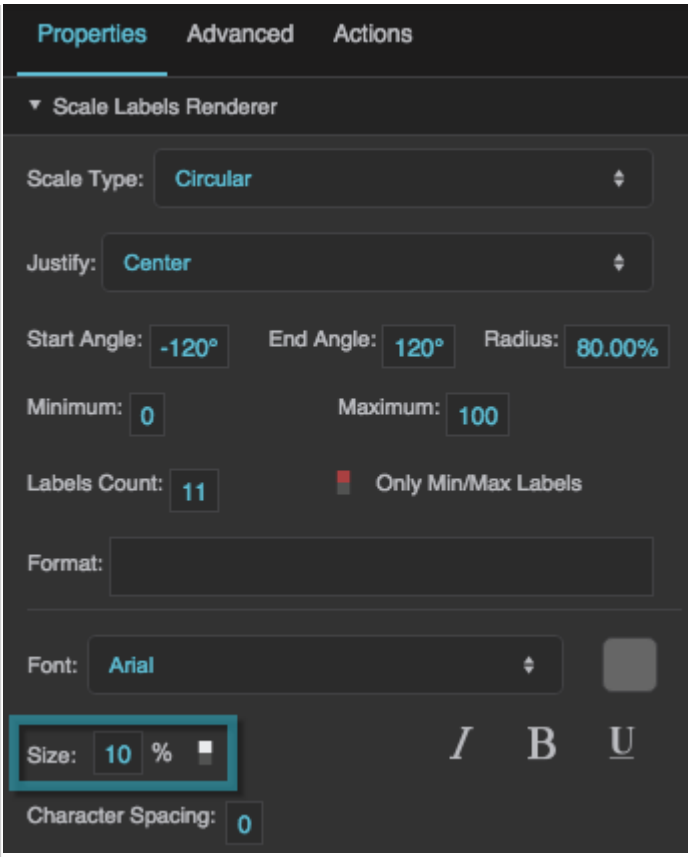
Defines the font used for the labels along this scale. To add a font to this project and use it for this property, see Text Component Properties.



The Font property

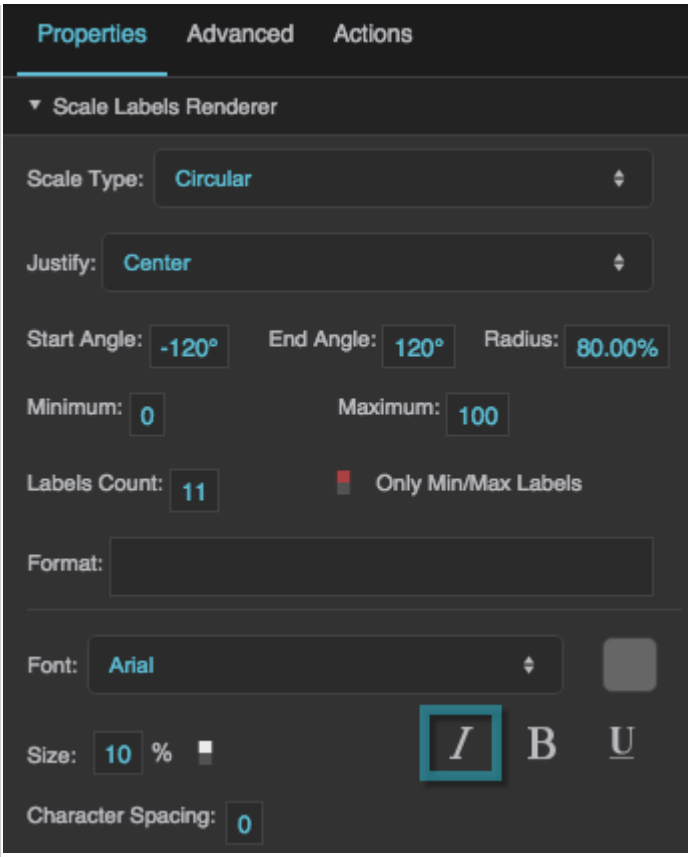
Labels Size

Defines the height of the scale numbers, as a pixel value or percentage. For circular scales, a percentage is a portion of the circle's radius. For linear scales, a percentage is a portion of half the container width.



The Labels Size property

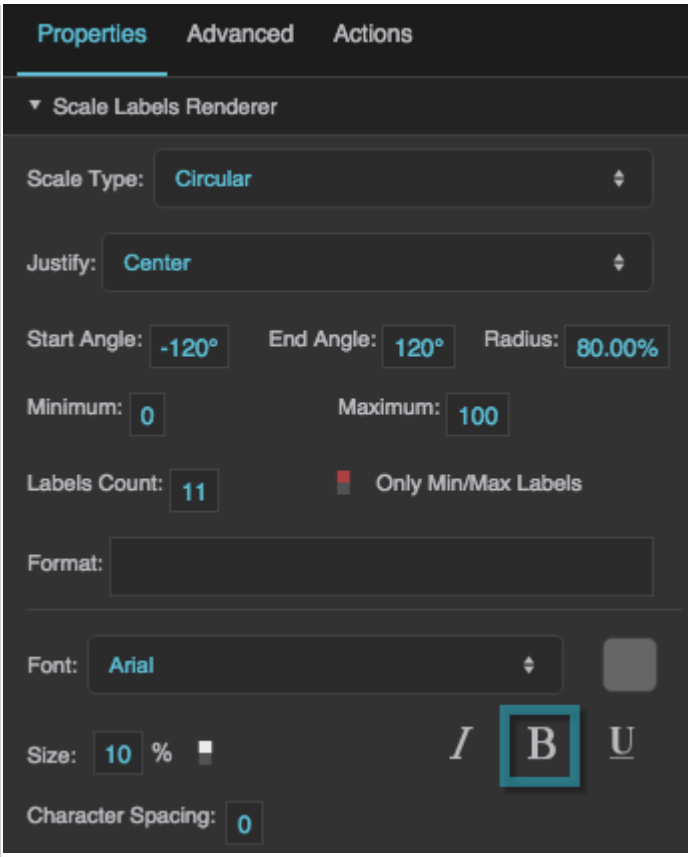
Italic
Defines whether the labels along this scale are italic.



The Italic property

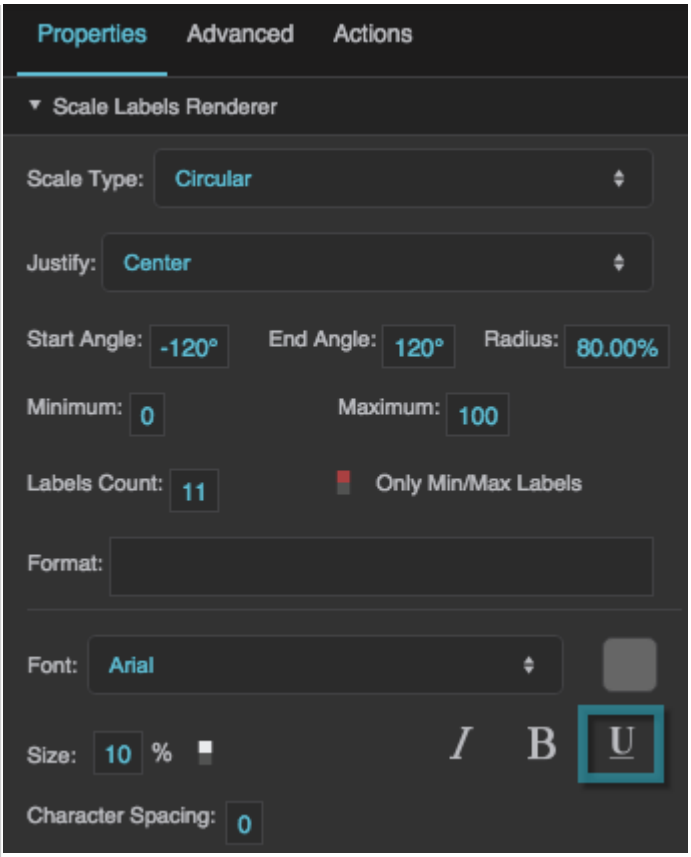
Bold

Defines whether the labels along this scale are bold.



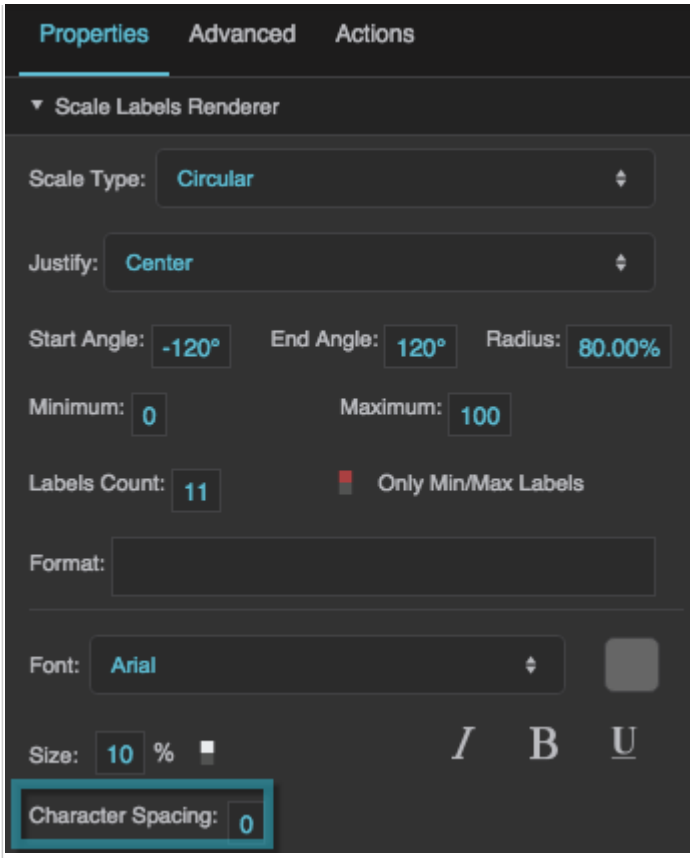
The Bold property

Underline
Defines whether the labels along this scale are underlined.



The Underline property

Character Spacing
Specifies the horizontal spacing between characters in the scale labels, as a pixel value. A null value means the font's default spacing is used.



The Character Spacing property

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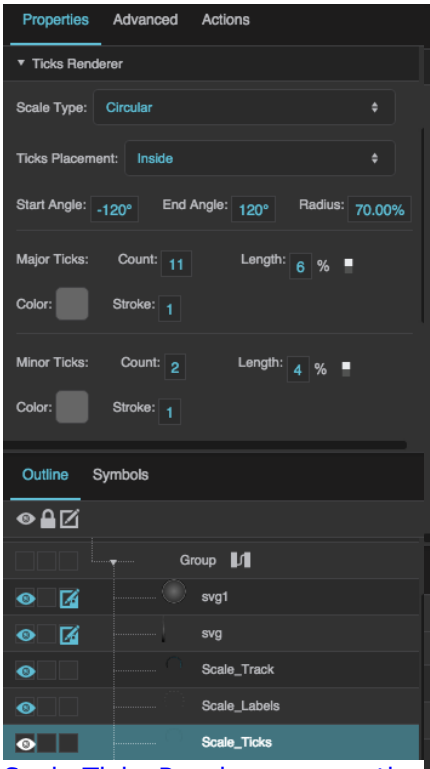
Gauge Scale Properties

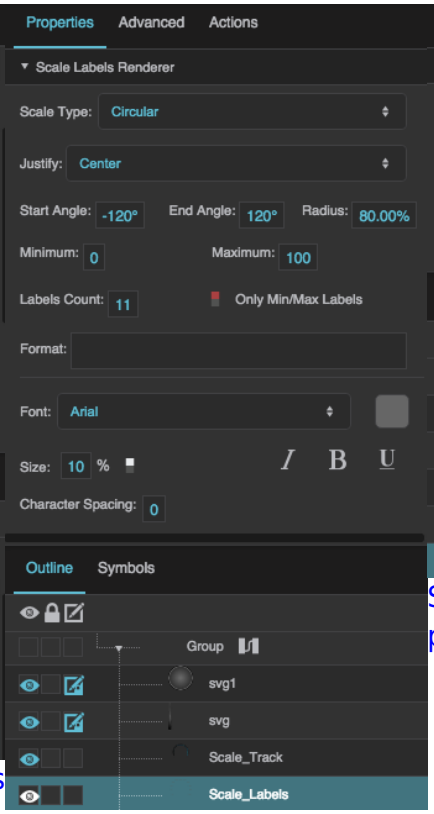
These properties affect gauge scales. A gauge scale fits into one of three categories, based on whether it has ticks, labels, or a track. Each category has its own properties.

For a guide to using gauges, see Designing Gauges.

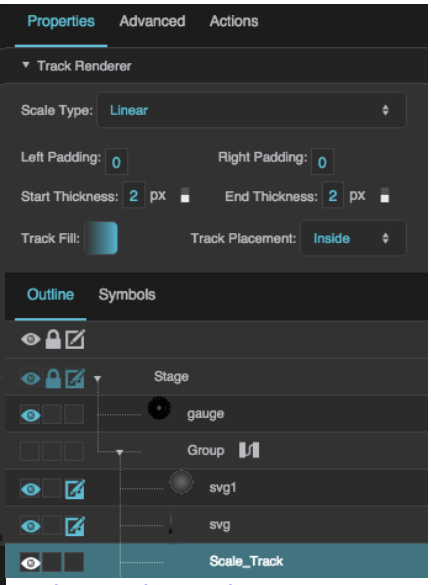
Gauges and gauge scales can also be affected using Common Properties.



Scale Ticks Renderer properties



Scale Labels Renderer properties



Scale Track Renderer properties

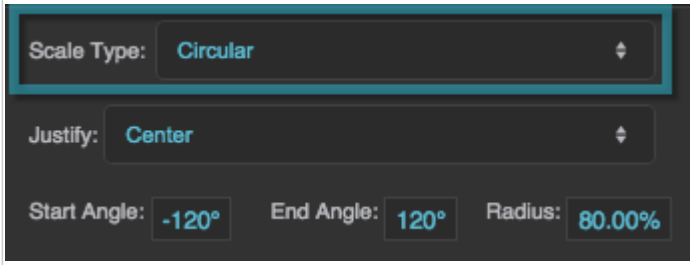
Click to display/hide all elements

Shared Gauge Scale Properties

These properties affect the shape of any type of gauge scale.

Scale Type

Specifies whether the shape of the scale is defined by a circle or a straight line.



The Scale Type property

Start Angle

Defines the start angle of the circular scale. A value of zero indicates the top of the circle. Valid values are between −180 and 180.

The Start Angle property

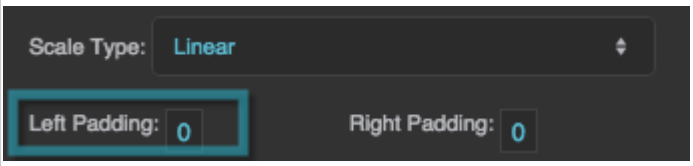
End Angle
Defines the end angle of the circular scale. A value of zero indicates the top of the circle. Valid values are between −180 and 180.

The End Angle property

Radius
Defines the radius of the circle that defines the scale, as a percentage of either half the width or half the height of the container, whichever is larger.

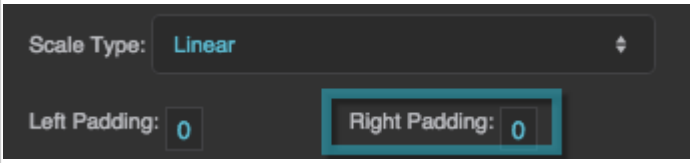
The Radius property

Left Padding
Defines the distance between the left side of a linear scale and the container boundary, in pixels. If a border stroke is defined, defines the distance between the scale and the border stroke. See Borders, Padding, and Content Size.



The Left Padding property

Right Padding
Defines the distance between the right side of a linear scale and the container boundary, in pixels. If a border stroke is defined, defines the distance between the scale and the border stroke. See Borders, Padding, and Content Size.

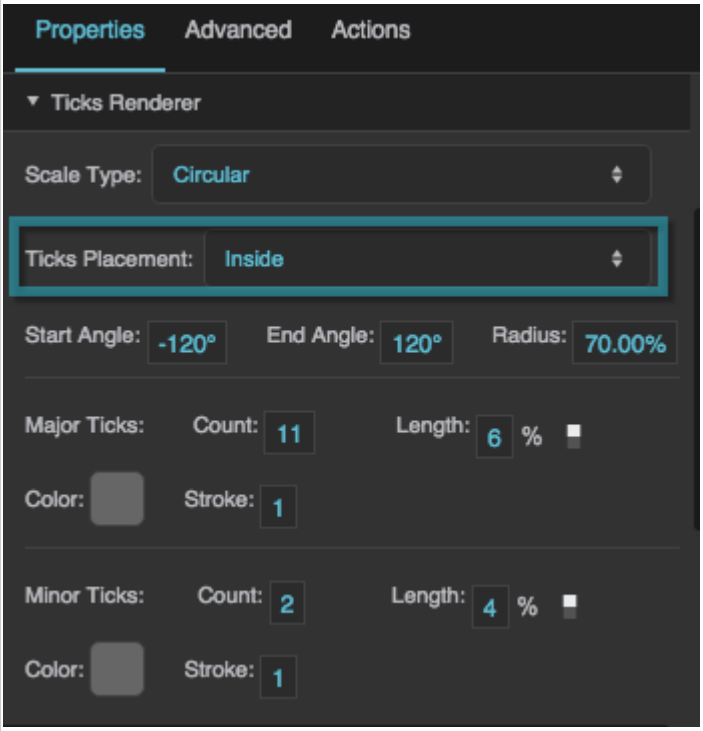


The Right Padding property

Scale Ticks Renderer Properties

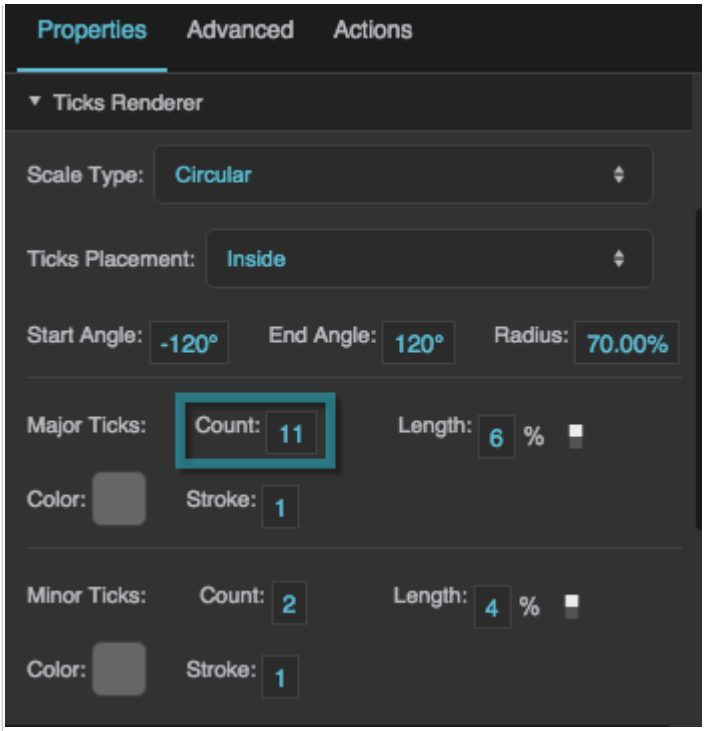
These properties affect a scale with ticks.

Ticks Placement
Specifies whether the ticks are positioned on the inside, outside, or center of the circle or line that defines the scale.



The Ticks Placement property

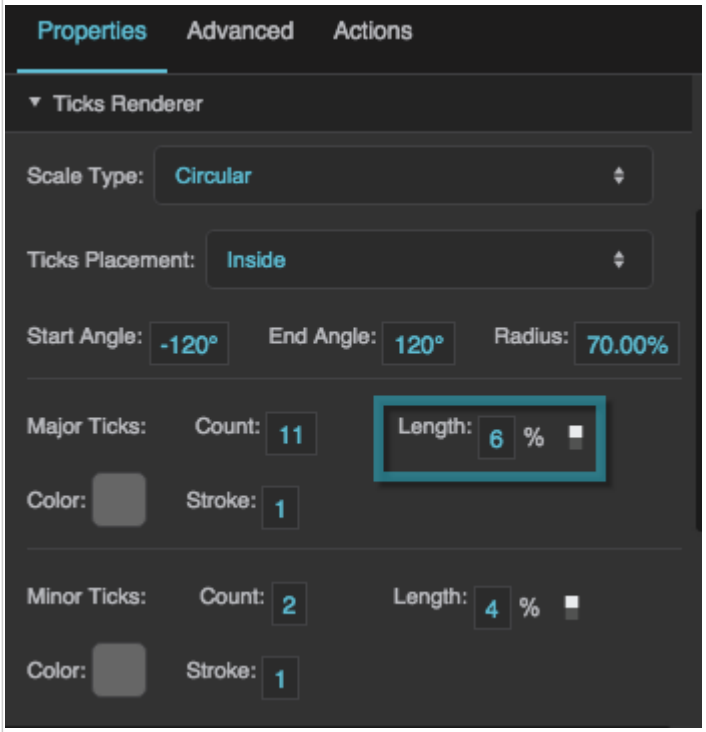
Major Tick Count
Defines the total number of major ticks along this scale.



The Major Tick Count property

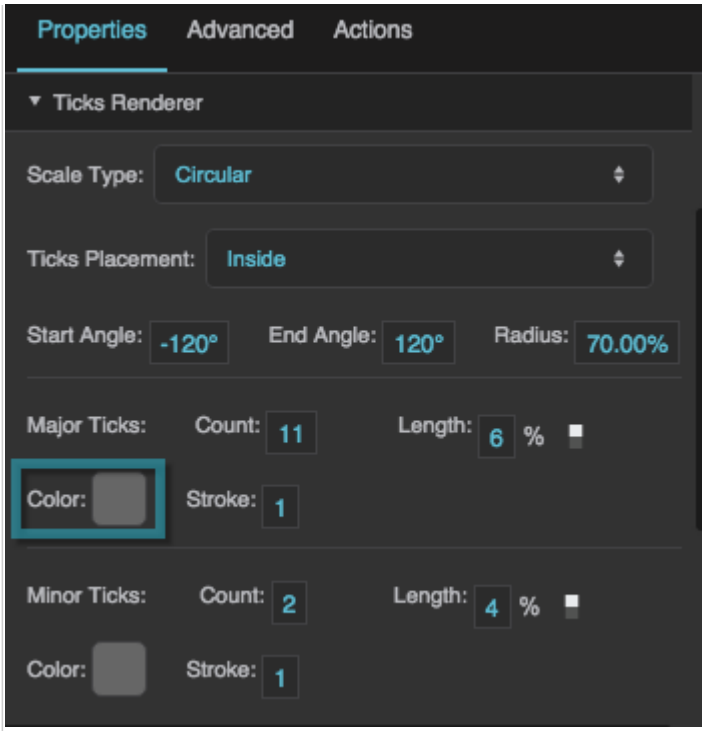
Major Ticks Length

Defines the length of each major tick, as a pixel value or a percentage. For circular scales, a percentage is a portion of the circle's radius. For linear scales, a percentage is a portion of half the container width.



The Major Tick Length property

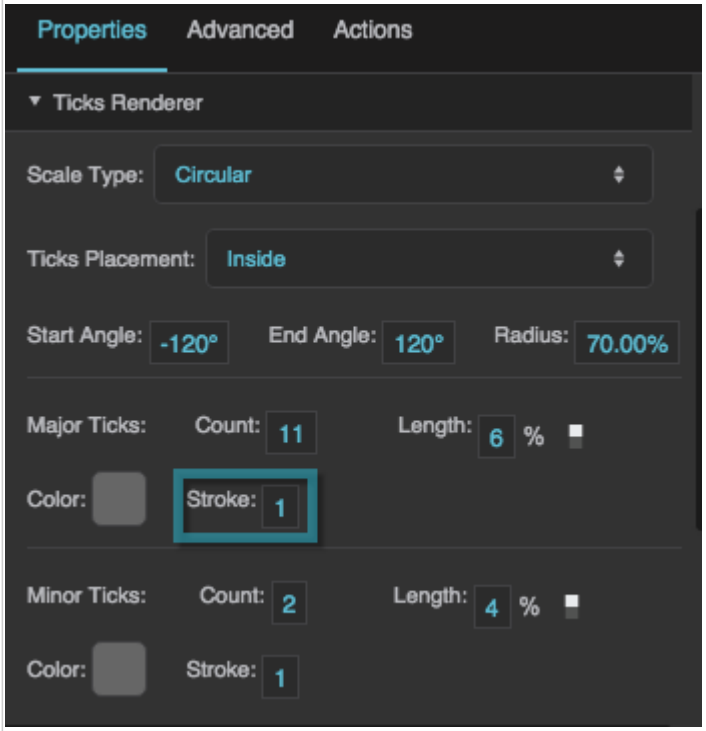
Defines the stroke color of the major ticks.



The Major Tick Color property

Major Tick Stroke Weight

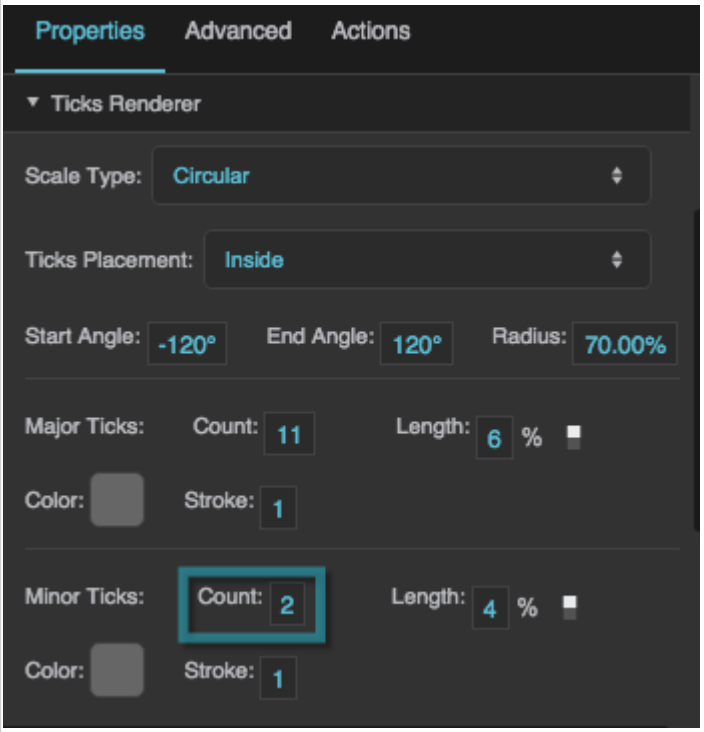
Defines the stroke weight of each major tick.



The Major Tick Weight property

Minor Tick Count

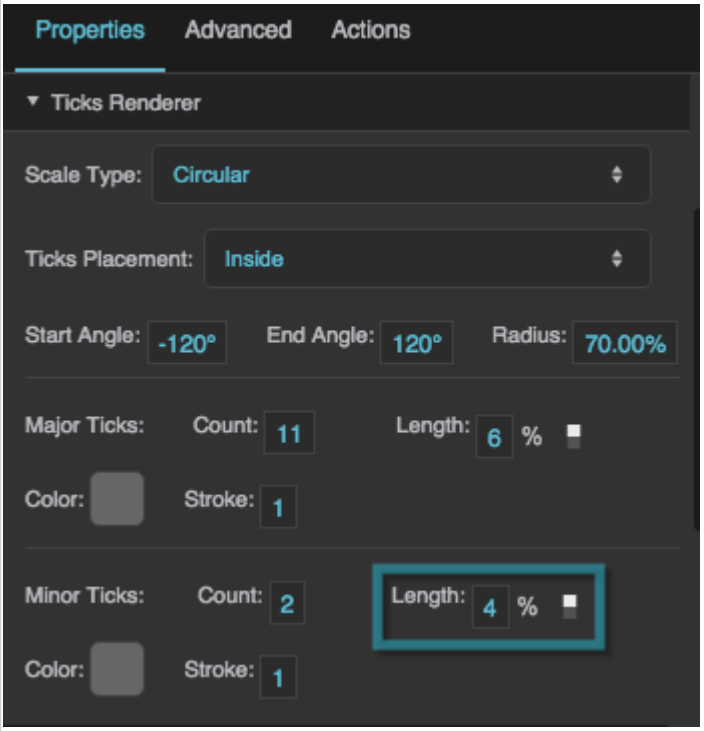
Defines the number of minor ticks between each consecutive pair of major ticks.



The Minor Tick Count property

Minor Tick Length

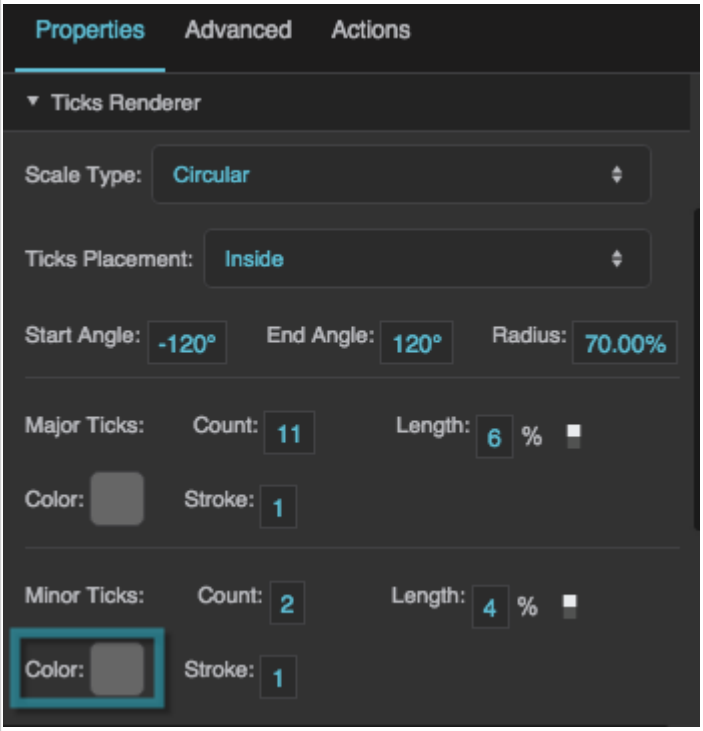
Defines the length of each minor tick, as a pixel value or a percentage. For circular scales, a percentage is a portion of the circle's radius. For linear scales, a percentage is a portion of half the container width.



The Minor Tick Length property

Minor Tick Stroke Color

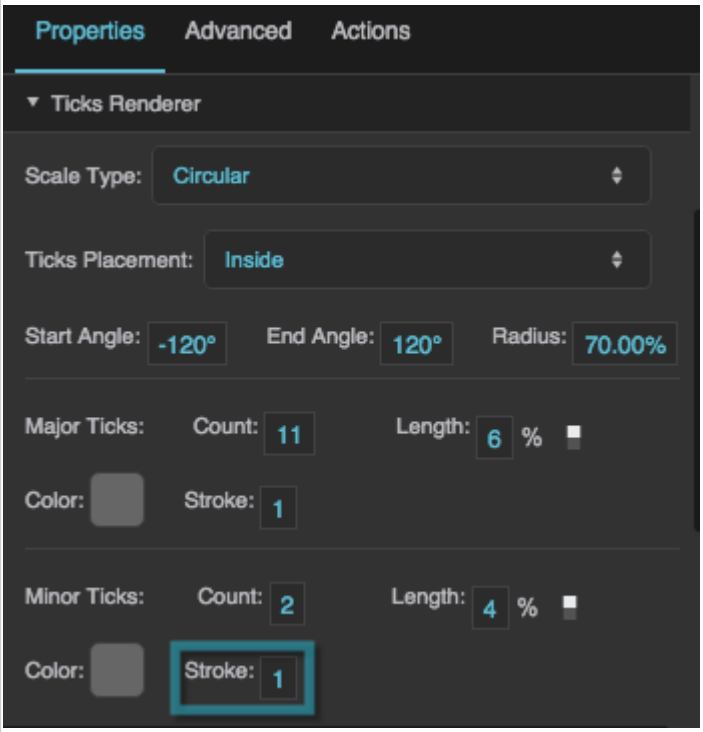
Defines the stroke color of the minor ticks.



The Minor Tick Color property

Minor Tick Stroke Weight

Defines the stroke weight of each minor tick.

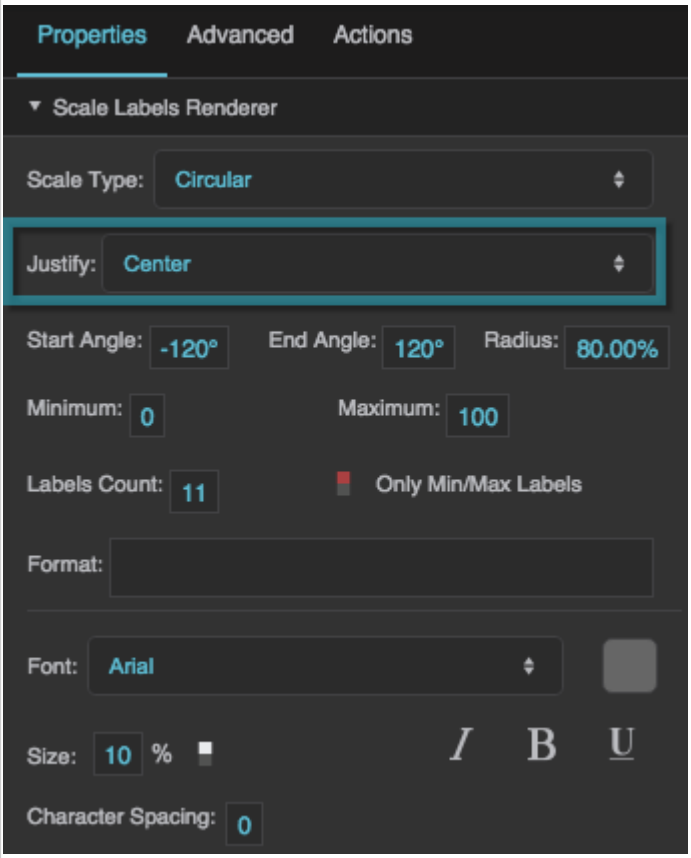


The Minor Tick Weight property

Scale Labels Renderer Properties

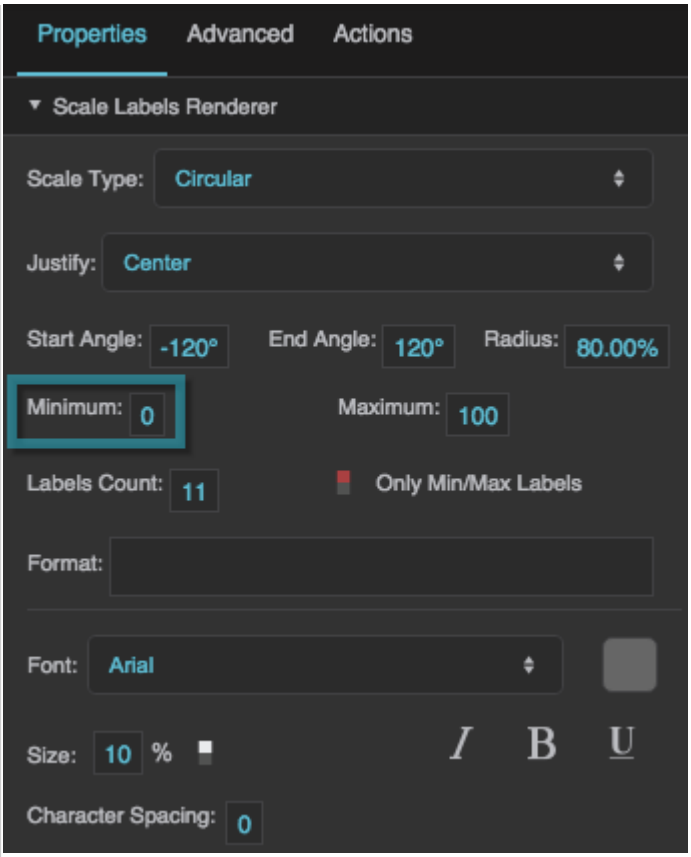
These properties affect a scale with number labels.

Justify
Specifies whether the labels appear on the inside, outside, or center of the circle or line that defines the scale.



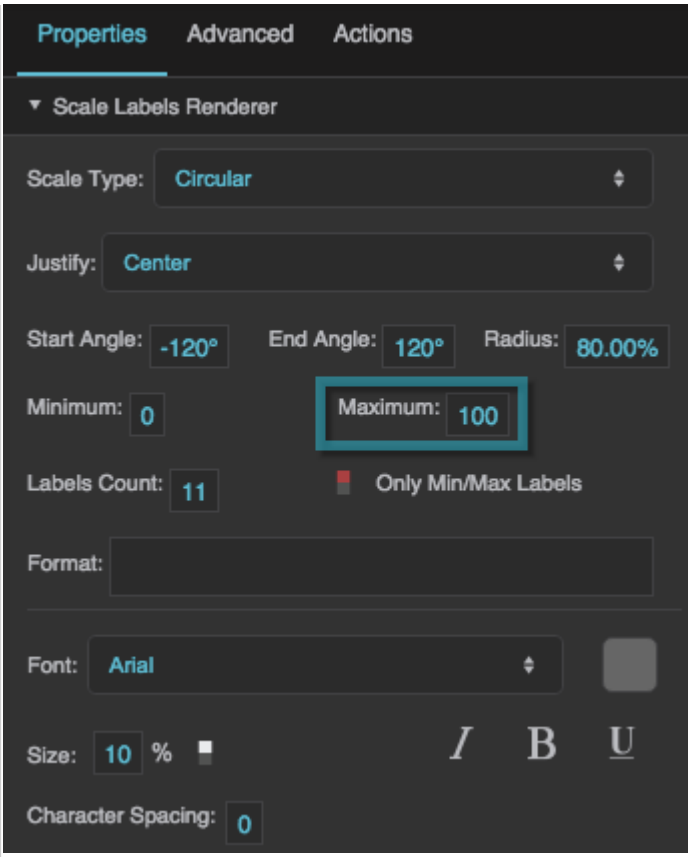
The Justify property

Minimum
Defines the lowest number on the scale.



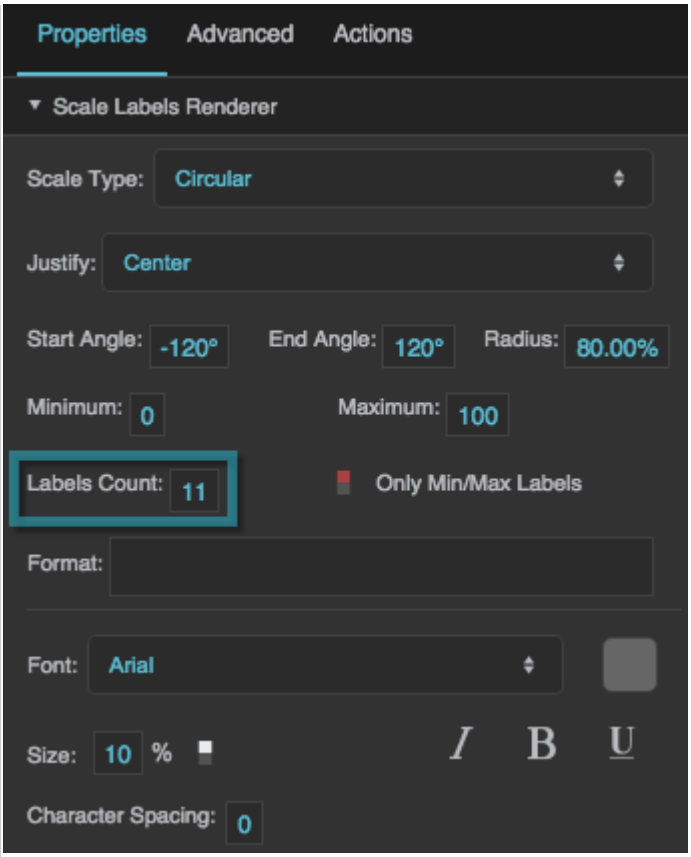
The Minimum property

Maximum
Defines the highest number on the scale.



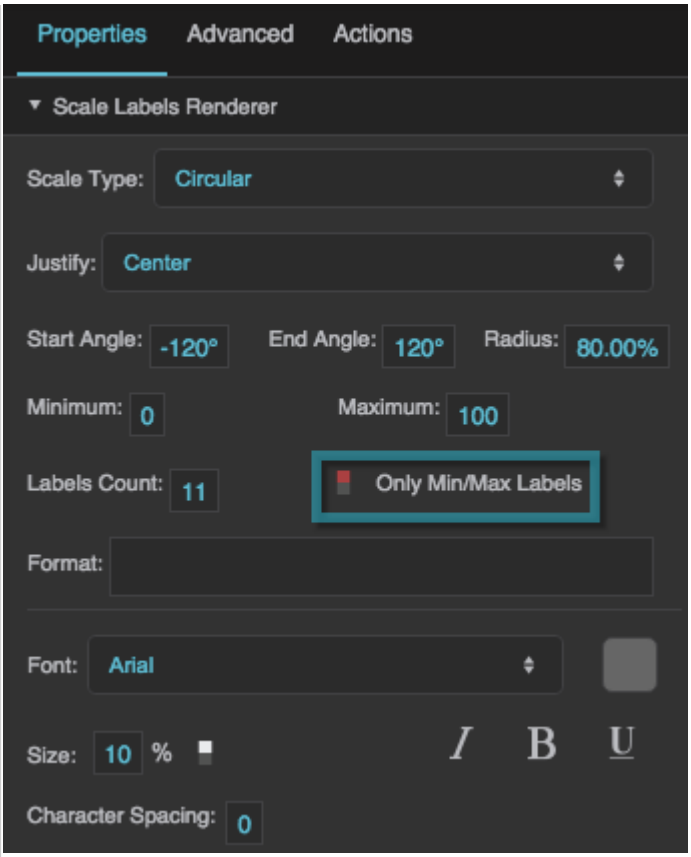
The Maximum property

Labels Count
Defines the total number of labels along this scale. Must be an integer greater than or equal to 2. The **Only Min/Max Labels** property overrides this property.



The Labels Count property

Only Min/Max Labels
Specifies whether the labels for the minimum and maximum of the scale are the only two labels that appear. This property overrides the **Labels Count** property.



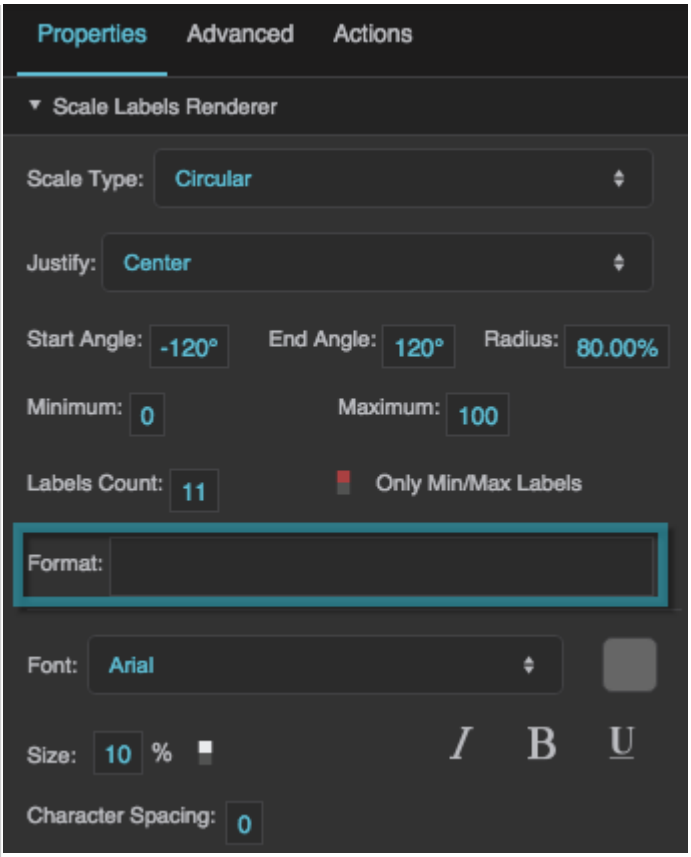
The Only Min/Max Labels property

Format
Defines the number format for scale labels, as a format string.

For example:

- **,##0.00**: Labels have a thousands separator and two decimal digits.
- **000.00**: Labels have three mandatory digits before the decimal, and two mandatory digits after the decimal.

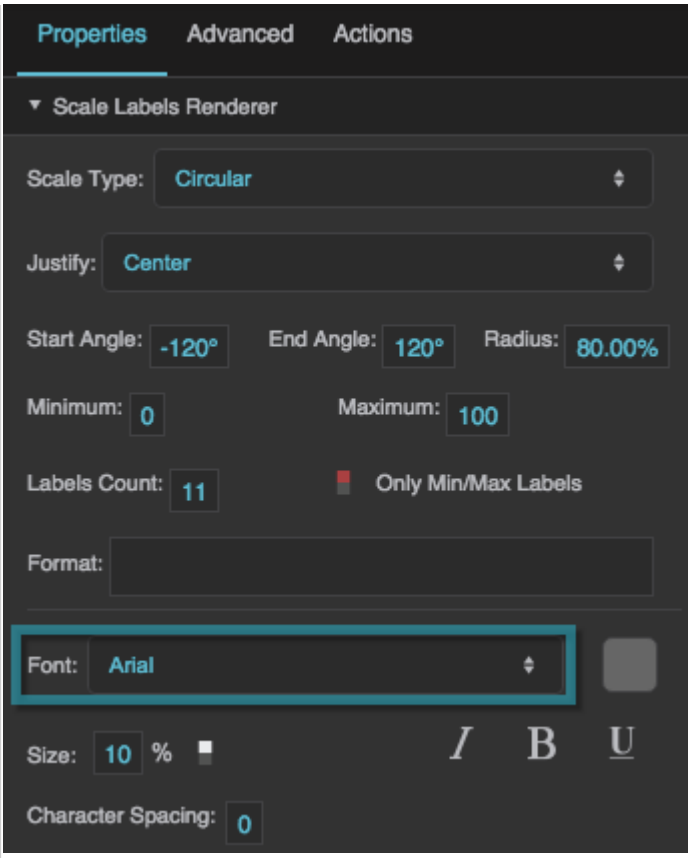
For more information about supported formatting options, see Scripting and Syntax.



The Format property

Labels Font

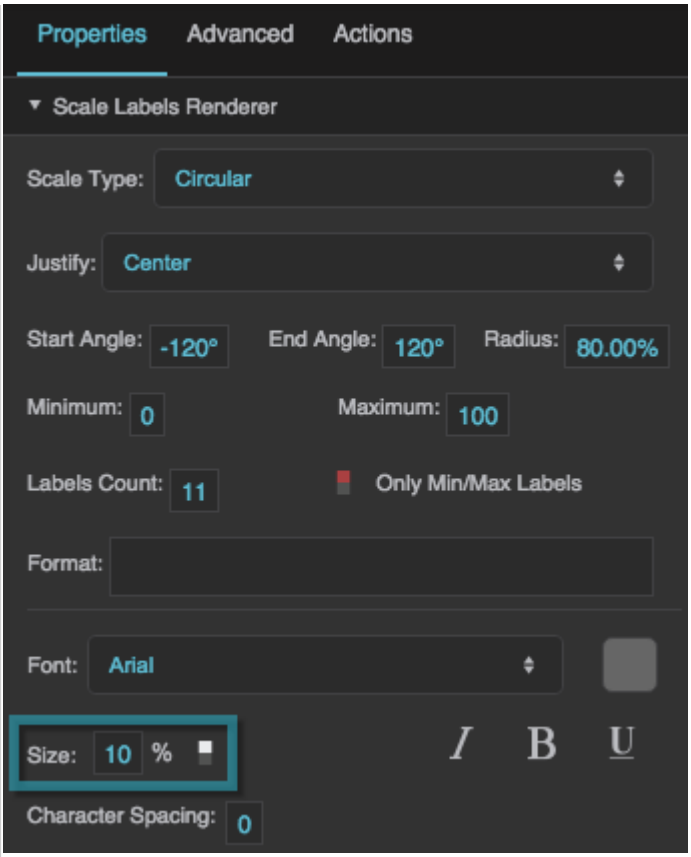
Defines the font used for the labels along this scale. To add a font to this project and use it for this property, see Text Component Properties.



The Font property

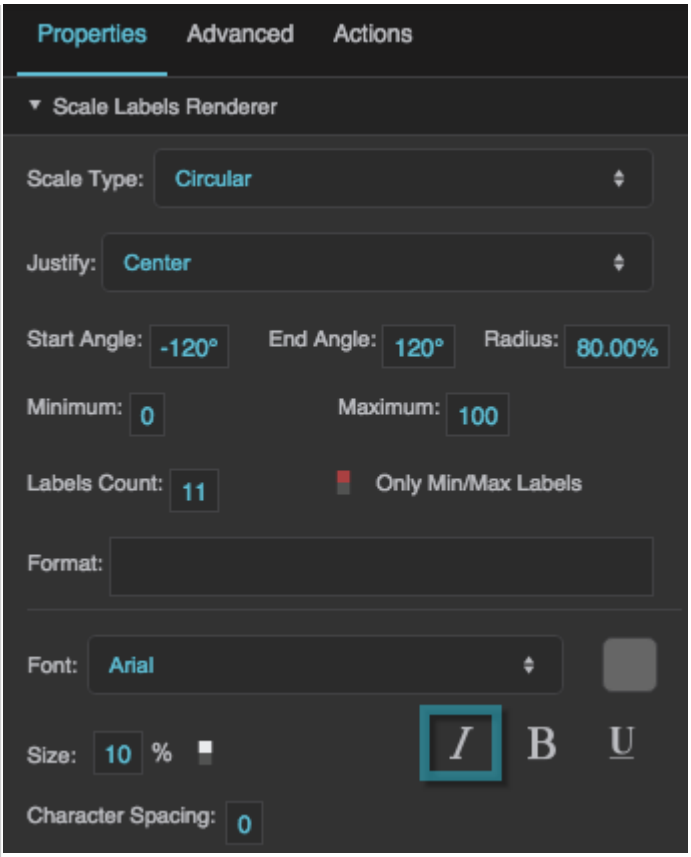
Labels Size

Defines the height of the scale numbers, as a pixel value or percentage. For circular scales, a percentage is a portion of the circle's radius. For linear scales, a percentage is a portion of half the container width.



The Labels Size property

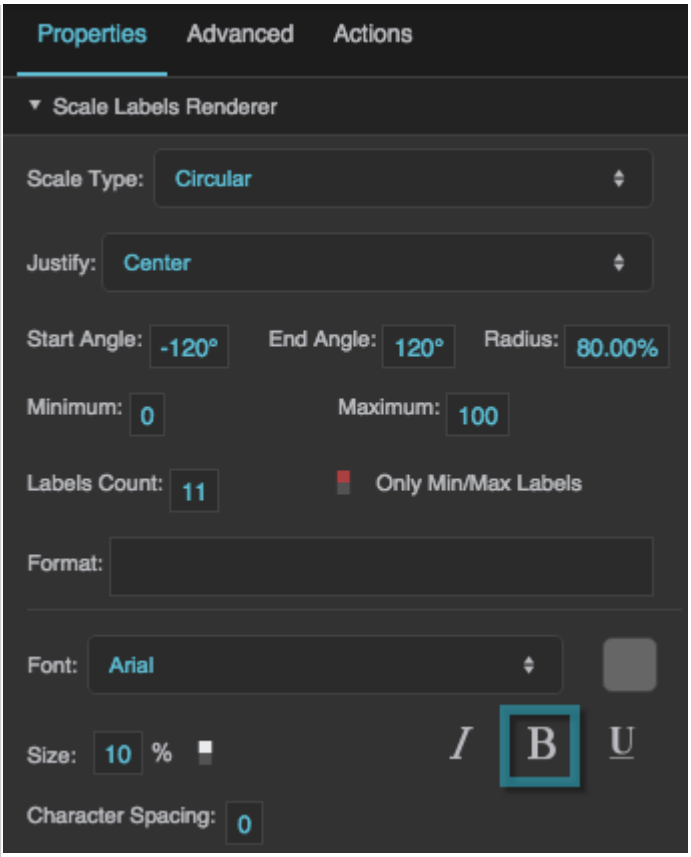
Italic
Defines whether the labels along this scale are italic.



The Italic property

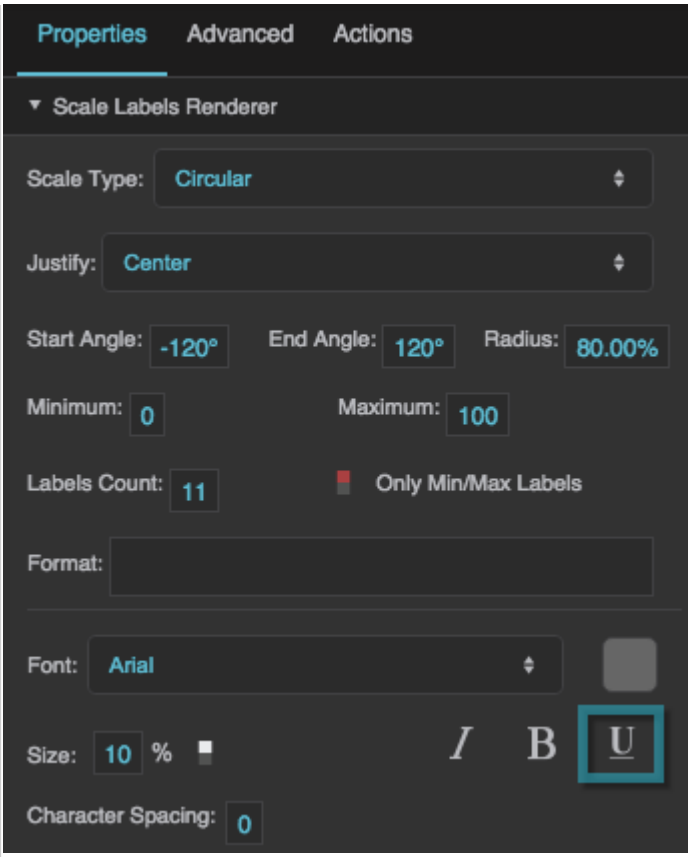
Bold

Defines whether the labels along this scale are bold.



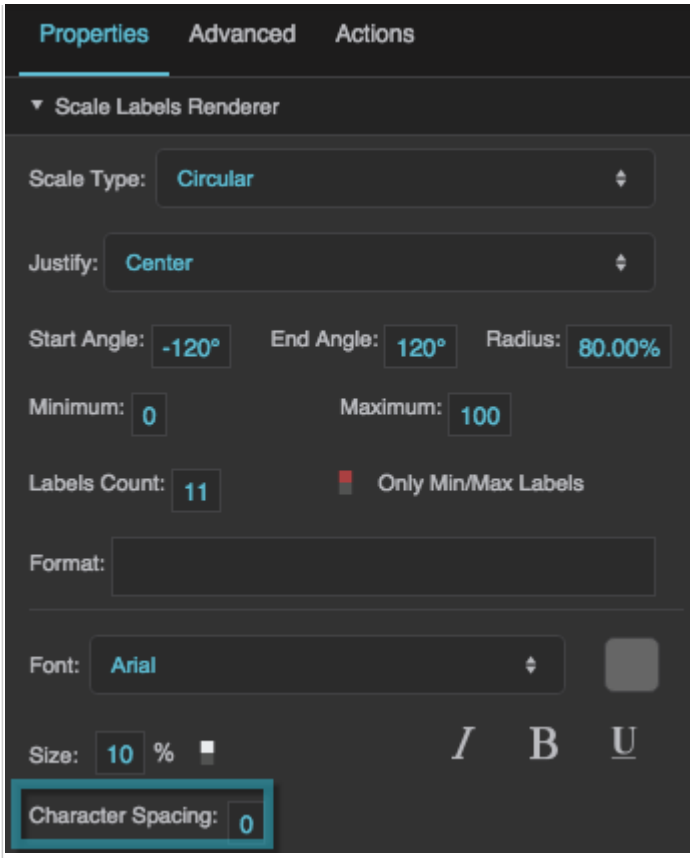
The Bold property

Underline
Defines whether the labels along this scale are underlined.



The Underline property

Character Spacing
Specifies the horizontal spacing between characters in the scale labels, as a pixel value. A null value means the font's default spacing is used.

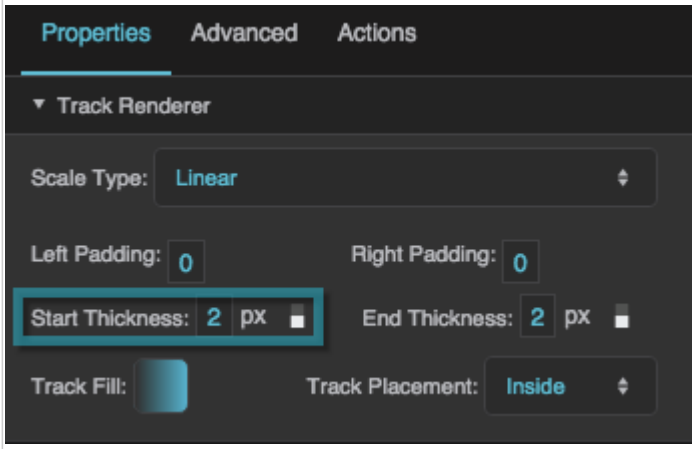


The Character Spacing property

Scale Track Renderer Properties

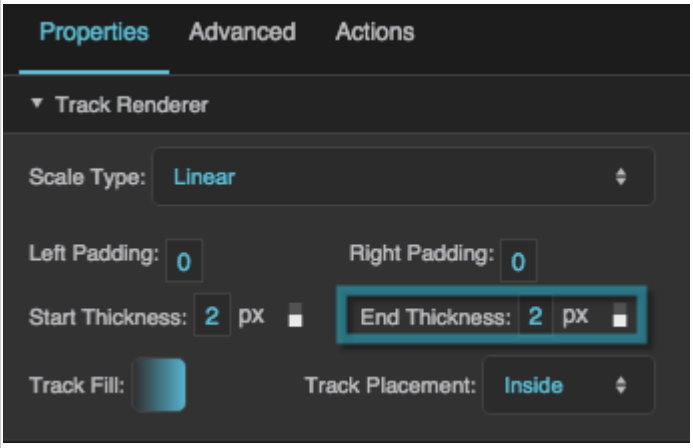
These properties affect a scale with a track.

Start Thickness
Defines the thickness of the scale track at its start, as a pixel or percentage value. For circular scales, a percentage is a portion of the circle's radius. For linear scales, a percentage is a portion of the entire container width.



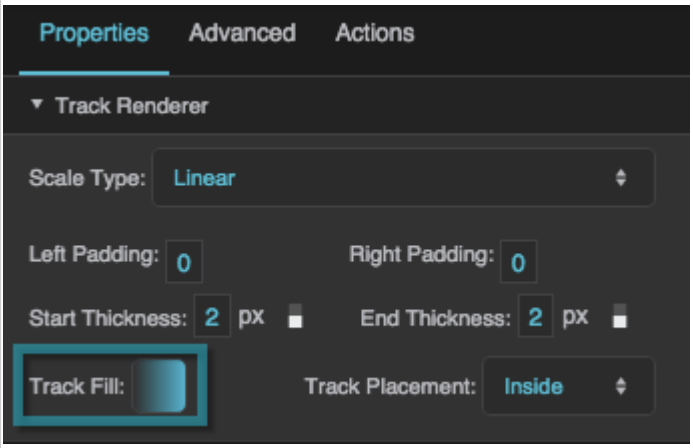
The Start Thickness property

End Thickness
Defines the thickness of the scale track at its end, as a pixel or percentage value. For circular scales, a percentage is a portion of the circle's radius. For linear scales, a percentage is a portion of the entire container width.



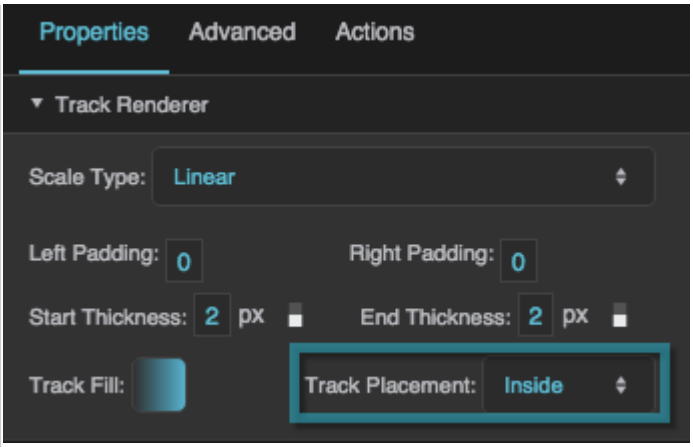
The End Thickness property

Track Fill
Defines the colors for the gradient fill for the scale track. To add colors, click below the track in the dialog. To delete colors, right-click on them in the dialog.



The Track Fill property

Track Placement
Specifies whether the track is positioned on the inside, outside, or center of the circle or line that defines the scale.



The Track Placement property

Previous: Raw SVG Repeater Properties

Next: Input Component Properties

2019/07/17 19:17

More Resources

This thread in the DGLogik Community Forum addresses gauges:

- Building a basic gauge

Previous: Gauges

Next: Scale Ticks