

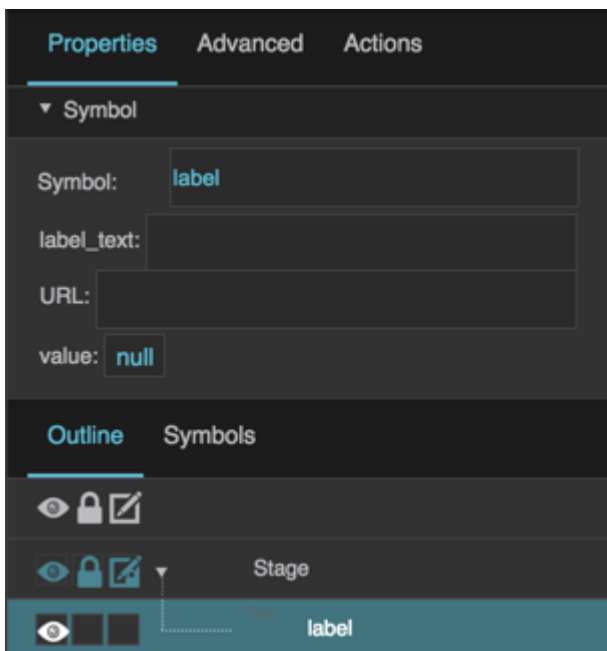
# Symbol Properties

These properties affect the symbol component. By default, there is only one property for a symbol. To create more properties for a particular symbol, open the Edit Properties dialog for that symbol.

For a guide to using symbols, see [Symbols](#).



Symbol components are also affected by [Common Properties](#) and by custom parameters that you define.



*The Symbol properties in the Property Inspector*

Click to display/hide all elements

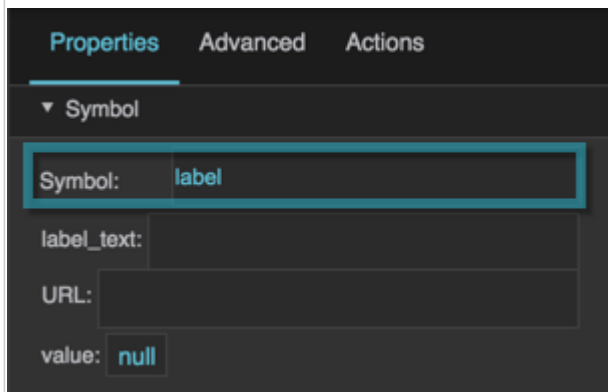
## Symbol

If the symbol and the symbol component are located in the same DGLux5 page, the path is the name of the symbol.

If the symbol is located in the project's palette folder, the path is `palette/[folders, if any]/[page name]:[symbol name]`. The page name does not use a `.dg5` extension. For example, `palette/widgets:sym` is a valid path, where `palette/widgets.dg5` is the file and `sym` is the symbol name.

If the symbol is located in a project in this project's lib folder, the path is `lib/[project]/palette/[folders, if any]/[page name]:[symbol name]`. For example, `lib/HVAC2/palette/Equipment:Fan East` is a valid path, where `Equipment.dg5` is the file, and `Fan East` is the symbol name.

By default, this is the only property for a symbol. To create more properties for a particular symbol, open the Edit Properties dialog for that symbol.



*The Symbol property*

[Previous: Heat Map Properties](#)

[Next: Calendar Properties](#)

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