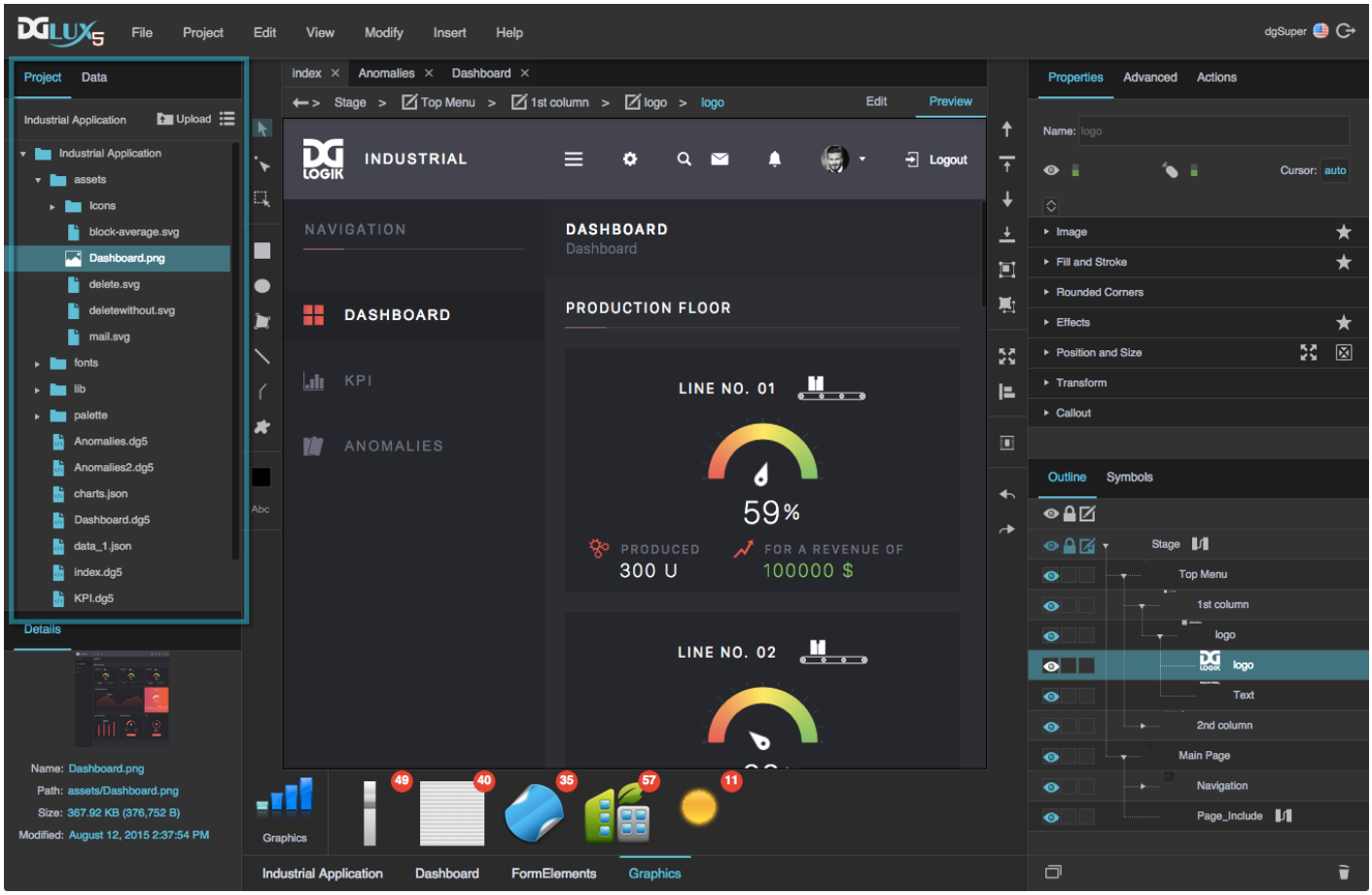
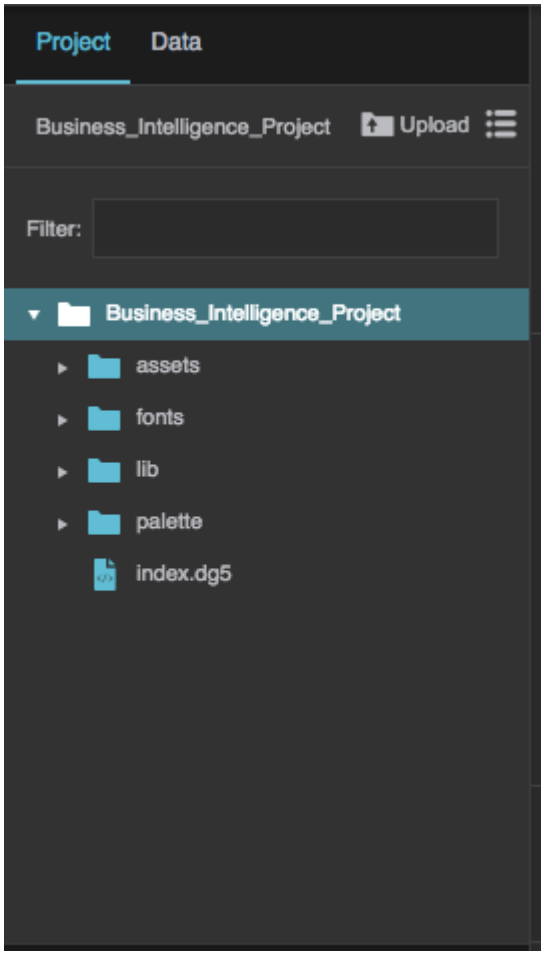
Project Panel

The Project panel contains the file structure of your project. By default, it is at the top left corner of the DGLux5 workspace.



The location of the Project panel

The Project panel contains the project's DG5 files, as well other files used by the project, such as images, data files, and fonts. The structure of the project includes three important project directories called `assets`, `lib`, and `palette`. If your project contains fonts that are not in the default fonts set, the Project panel also contains a `fonts` folder. You can create additional folders and sub-folders to organize your file structure.



The Project panel

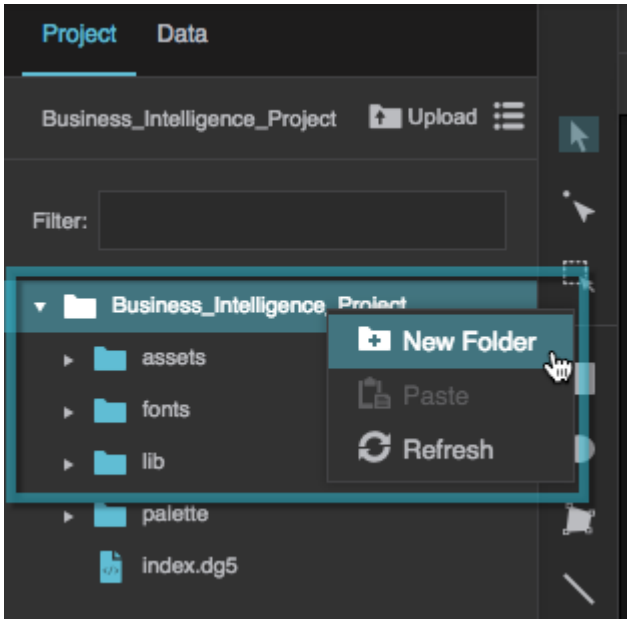
Create Folders

These steps show you how to create folders in the project.

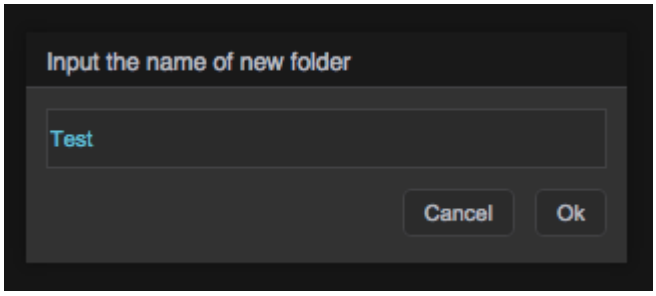
1. In the Project panel, right-click the folder that you want to be the new folder's parent.

   This can be the root directory of the project, or some other folder.

2. Choose **New Folder**.

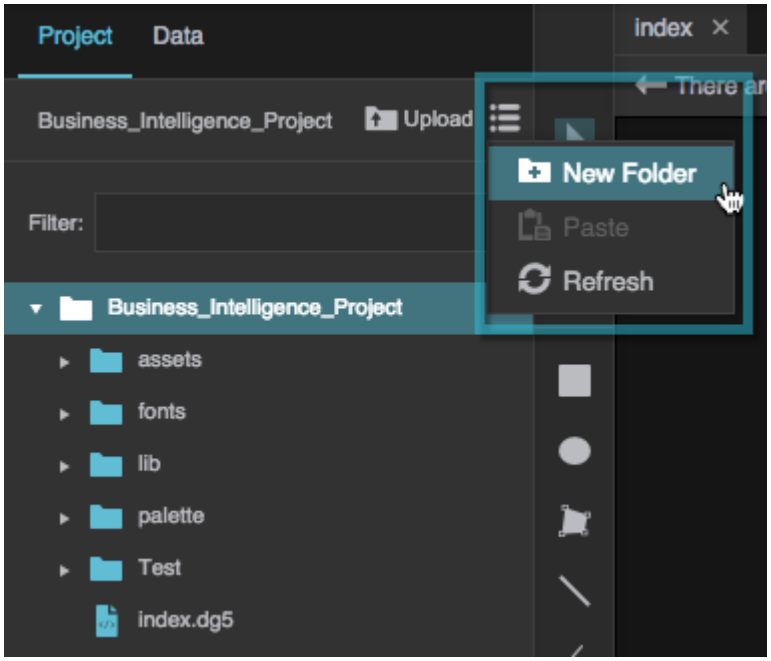


3. Type the new folder's name, and click **OK**.



4. If the new folder does not appear right away, click **Menu** and select **Refresh** to refresh the contents of the Project panel.

There are two alternative ways to create new folders. First, you can select the parent folder, and then click **Menu** at the top of the Project panel and choose **New Folder**. Then, follow steps 3 and 4 above.



Secondly, you can use the File Manager:

1. In the Main Menu, select **File** > **File Manager**.
2. Follow the steps above, using the File Manage instead of the Project panel.

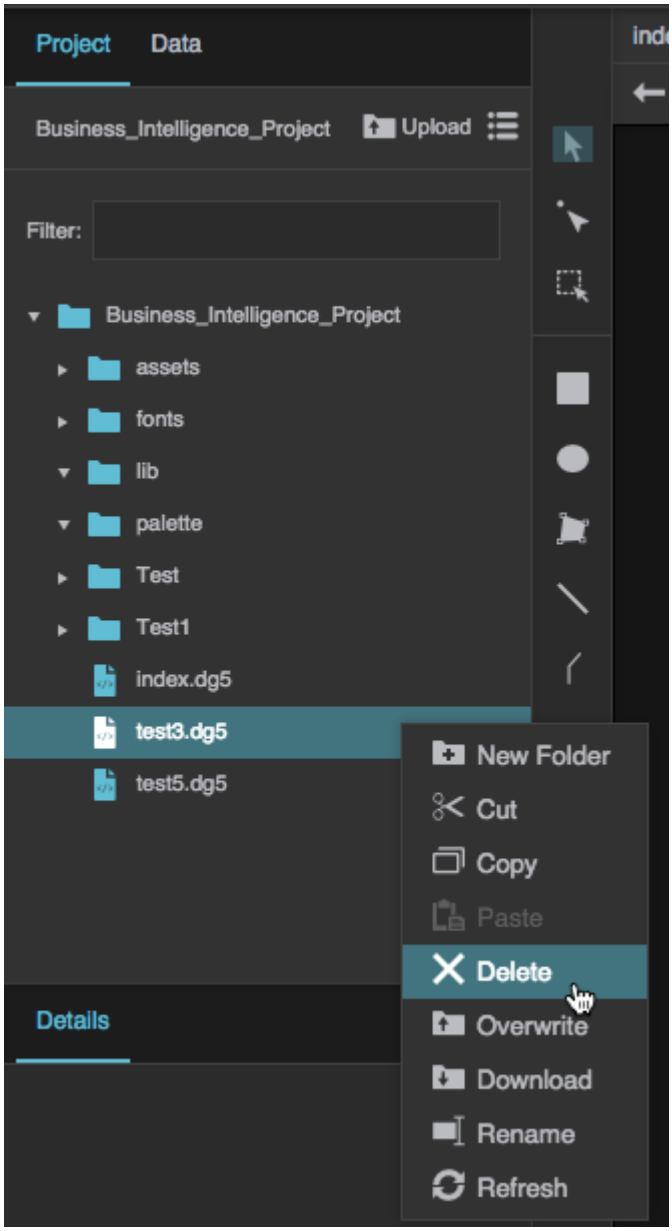
Delete Files or Folders

These steps show you how to delete files or folders from the project.

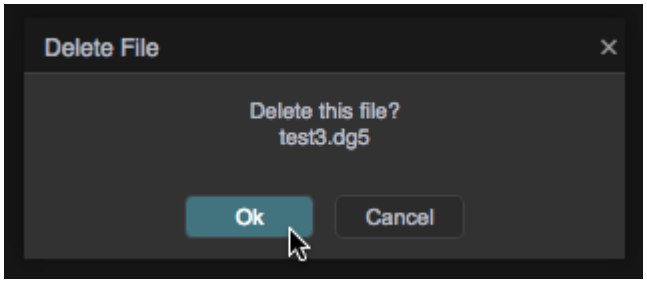
1. In the Project panel, select the files or folders that you want to delete.

   Tips

   - Click an item to select it.
   - Hold the Shift key and click a second item to select both items and all of the items in between.
   - Hold the Ctrl or Command key and click an item, in order to change whether that item is part of the selection.
   - You cannot select items that are children of different parents.
2. Do one of the following:
   - In the Project panel, click **Menu**, and choose **Delete**.
   - Right-click on the selected item or items, and choose **Delete**.



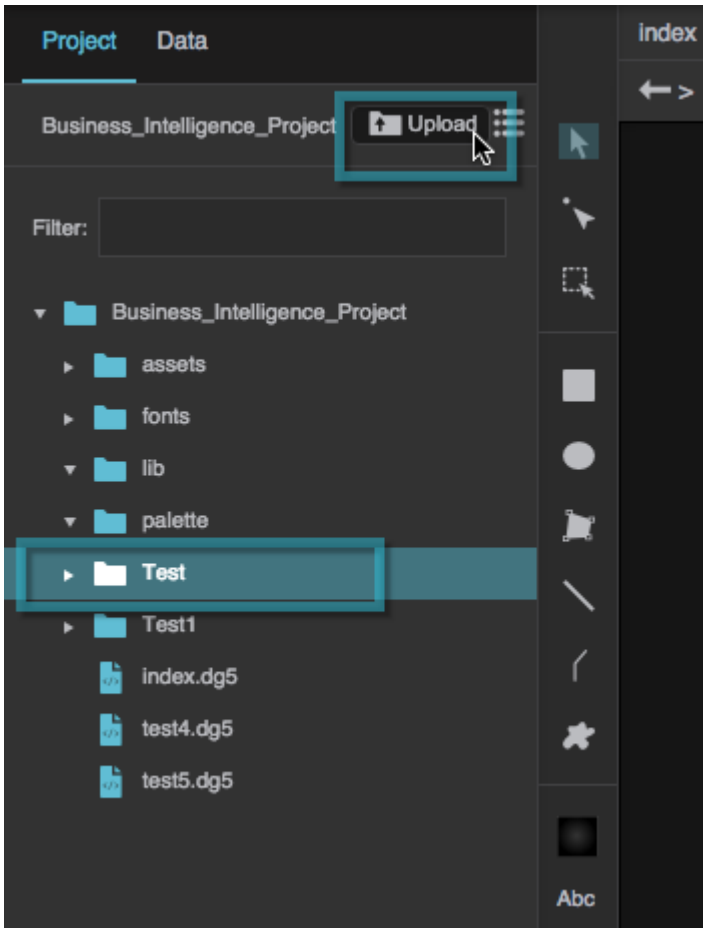
3. Click **OK** in the confirmation dialog.



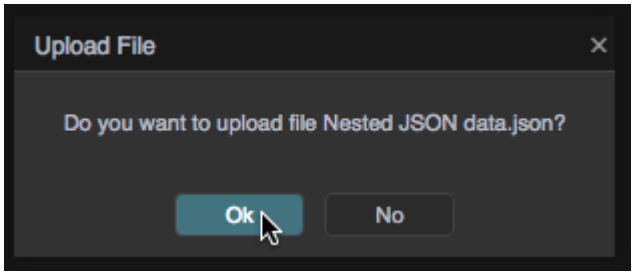
Upload Files

These steps show you how to upload one or more files to the project.

1. Do one of the following:
    - Select the folder in the Project panel you want to add files to, and then click **Upload** and specify the files to upload to this location.



    - Drag one or more files from your computer file system directly over the folder in the Project panel that you want to upload to.
    - Drag one or more files from your computer file system directly into the DGLux5 Document window. If the file is an image, it is uploaded to the `assets` folder and also added to the Stage as an image component. Other files are added to the root directory of your project.
2. Click **OK** in the confirmation dialog.

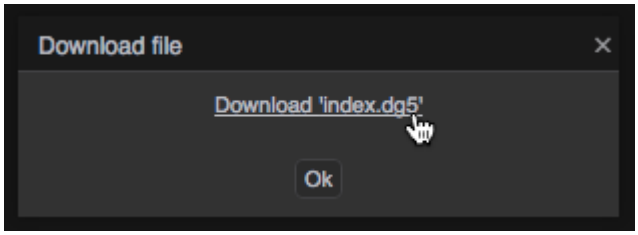


Download a File

These steps show you how to download a file that is part of the project.

1. Select the file in the Project panel.
2. Do one of the following:
   - In the Project panel, click **Menu** and choose **Download**.
   - Right-click on the selected file, and choose **Download**.

3. In the **Download file** dialog, click **Download <Filename>** to download the file.



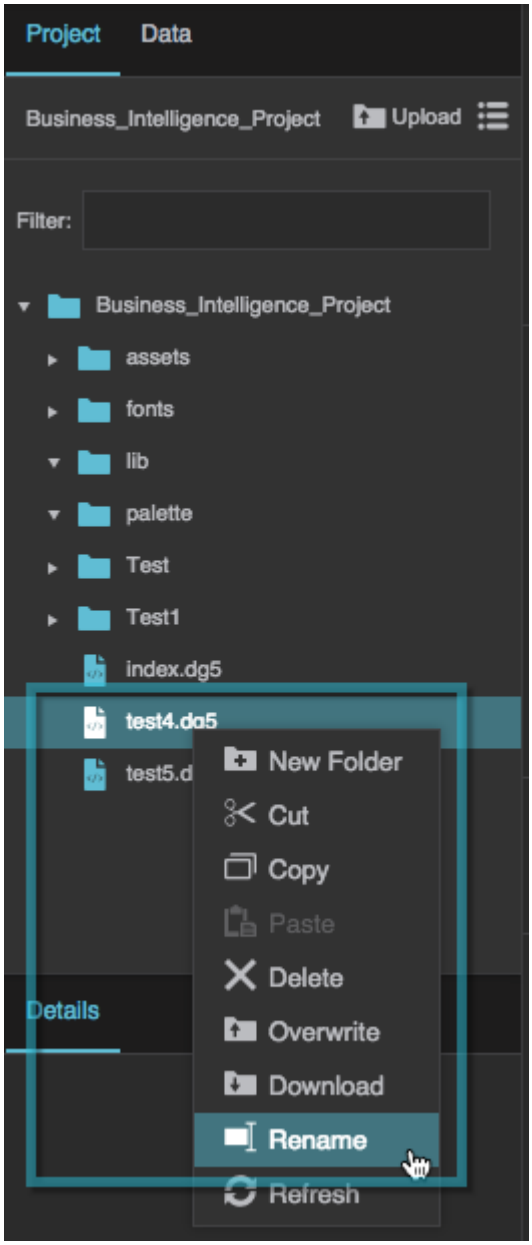
4. Click **OK** to close the dialog.

Rename a File or Folder

These steps show you how to rename a file or folder in the project.

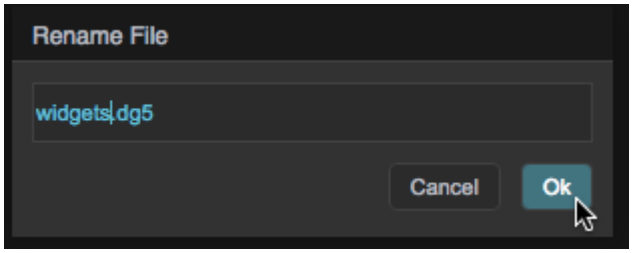
1. Select the file or folder.
2. Do one of the following:

   - Right-click on the selected file, and choose **Rename**.



- In the Project panel, click **Menu** and choose **Rename**.

3. Type the new name in the dialog, and click **OK**.



Important

To ensure that components load asset paths correctly, avoid file names that contain the symbols #, (, or

). Rename these files in DGLux5, or rename them before you upload them.

Previous: Panels and Menus

Next: Data Panel

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