

Project Directories

Your DGLux5 project contains directories. You can add and manage directories in the [Project panel](#).

By default, every project contains the `assets`, `lib`, and `palette` directories. These are core project folders and cannot be deleted by the user.

assets

We recommend that you keep all external assets in this directory, such as images, video, audio, and CSV files.

When you drag an image file from your computer's file system to the DGLux5 Document window, it is uploaded to `assets` by default.

lib

The `lib` folder contains libraries of [widgets](#) that are available to the project but originate in a different project. Items in the `lib` folder also appear in the [widget palette](#) and [favorites](#).

You can [import](#) a widget library from any project into your `lib` folder, as long as your user account has access to the project.

Video Tutorial: Adding and Removing Libraries

More video tutorials are [here](#).

palette

The `palette` folder stores widgets that originate in the current project and can be imported by other projects. Items in the `palette` folder also appear in the [widget palette](#).

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Last update: **2021/09/20 14:51**

