Data to Property Binding

Data to Property Binding is a fundamental mechanism in DGLux that allows for the creation of truly intelligent graphical elements that can change their properties instantly; driven by changes in the data.

Creating a Binding

There are two ways to create a data to property binding:

1. Drag any data from the Metrics Tab or a Table directly over a widget. Most widgets such as Gauges, Text Indicators, and Charts have a default property; dragging a metric over the widget will create a binding to that widget's default property. For Example, dragging data over a gauge will create a binding to its 'Value' property.

2. With the Property Inspector open and the desired widget selected, drag and drop any data from the Metrics Tab or a Table directly over any property in the Property Inspector (a blue rectangle will appear indicating that the property is 'bindable').

The Binding Dialog

Any time a new binding is created, the Binding Dialog will appear allowing the user to configure the binding and adjust how data is displayed, modified or used. When the binding is created a “Binding Button” will appear in the property inspector over the property that the binding was created on. The binding dialog can also be reopened to make changes to the binding as needed by clicking the “Binding Button” in the property inspector.

To break or disconnect a binding, click the “UnBind” button in the Binding Dialog.

Option	**Meaning**
Show Value	
Value	Shows the Value of the Metric
Formatted Value	Shows the Formatted Value of the Metric
Raw Value	Shows the Unformatted Value of the Metric
Status	Shows the Status of the Point
No Error	Shows whether there are errors in the data. If there are no errors, displays 'True'; if errors are found, displays 'False'
Expression	Allows for a Custom Niagara Expression to run on the bound Metric
Numeric	
Numeric	Shows the Numeric Value, if available
Offset	Allows for a calculation on the current value. Options include Add, Subtract, Multiply, Divide, Power, and Modulo

Option	Meaning
Scaling	Allows for a custom scale to perform on the Input Value
Gradient Mapping	Allows for the setup of a custom color gradient based on the Input Value
Absolute (Check-Box)	If Enabled, will output the Absolute Value of the Metric
Map	
Enable Map	If Enabled, allows a custom mapping of input and output values

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