Bindings

Bindings are a fundamental principal in DGLux, allowing live data or properties of one object drive the properties of another object. There are two types of bindings: Data to Property, and Property to Property.

Data to Property

Data to Property Binding is a 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.

Data to Property Binding

Property to Property

The Property to Property Binding is a mechanism in DGLux that allows one property of an object to drive another property of an object. This concept allows linking multiple widget properties together to enable custom widget creation and other advanced functionality.

Property to Property Binding

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