Dynamic Properties

In addition to all the existing properties available on each object in DGLux, users have the option to create 'Dynamic Properties'. These properties are created and edited via the Dynamic Properties Accordion in the Property Inspector. As defined, a Dynamic Property is a user-created proxy property that by default is not controlling anything, however can be bound to or from any other property of any other object.

The most common use of dynamic properties is localizing all the commonly used properties to a single location, so that repeated use of that component is streamlined. For example, you may want to create a complex widget with text, backgrounds, moving parts, etc., however when the widget is re-applied only a few properties need to be changed. In this case it may be beneficial to create dynamic properties to control the displayed text and the background color, without forcing the user to open the component and dive through, searching for each respective property.

Multiple types of dynamic properties are available for use. The property type often dictates the function of the property. For example, controlling a text field would be best handled with a string property, while coordinates or font size would be best handled with a number or slider property.

To create a new dynamic property, click the green plus icon located under the 'Dynamic Properties' Accordion in the Property Inspector, followed by selecting the desired property type. You can later label, edit, reorder, or remove properties by enabling 'Edit Mode'.

- Slider

- Number

- String

- Enum

- Boolean

- Color

- File

- Text Area

- Table

- Group

- Logik

- Trigger

- Output

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