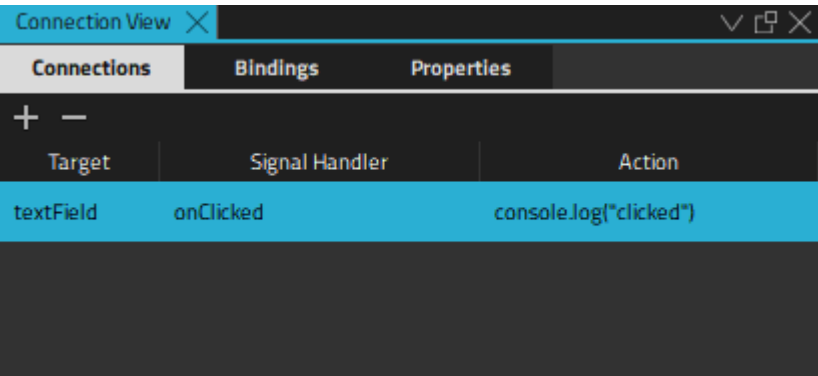




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The **Connections** view is a collection of views that enable you to create connections between components and the application, to bind component properties together, and to add custom properties for components.



The **components** of the application UI and the application logic need to communicate with each other. For example, a button needs to know that the user has clicked it. The button may then change color to indicate its state or perform an action. Further, the application needs to know whether the user clicked the button because it may need to relay this clicking event to other applications. For this purpose, a button typically contains a **Mouse Area** component, which can receive different pointer events and emit *signals* in response to them.

Another way to connect components is to bind their **properties** together. A component's property can be assigned a static value which stays constant until it is explicitly changed. To make the UI more dynamic, you can use *property bindings*. This means that you can specify relationships between component properties so that when the value of a property changes, the values of any properties that are bound to it are updated accordingly.

Each preset component has a set of **preset properties** that you can specify values for. You can add custom properties that would not otherwise exist for a particular **component type**.

Summary of the Connections View Tabs

Tab	Purpose	Read More
Connections	Create connections between components and the application logic by accessing signals outside of the components that emit them.	Connecting Components to Signals
Bindings	Dynamically change the behavior of a component by creating a binding between the properties of two components.	Adding Bindings Between Properties
Properties	Add custom properties that would not otherwise exist for a particular preset component or your own custom component.	Specifying Custom Properties

< Properties

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