

Run the application. Move `Button_1` to `Panel_1` via the `moveWidget()` script API method. Save the bookmark.

Open the application again, move `Button_1` to `Panel_2` and delete `Panel_1`. Save the application.

Open the saved bookmark. `Button_1` is in `Panel_2`.

In this case, we recommend that the application developer should update the bookmark version.

5.24 Property Binding of Simple Widgets

Besides setting values of simple widgets manually, you can bind their values to primitive-type Script Variables, Tile Filters or Variables, Model Variables, and so on. This updates the value of the widgets dynamically. The supported simple widgets include the following:

- Checkbox Group
- Dropdown
- Image
- Input Field
- List Box
- Radio Button Group
- Range Slider
- Slider
- Text Area

A value that an end user selected or updated at runtime can be written back to a specific Script Variable as well.

Note: This isn't supported for the Image widget.

5.24.1 Binding the Value of a Simple Widget

A simple widget's value can be bound to one of the following:

- a primitive-type Script Variable
- an Application Property
- a Tile Filter & Variable
- a Model Variable.

The supported types vary with each widget.

Dropdown, CheckboxGroup, RadioButtonGroup

- Bindable values: ID, Display Text
- Supported bindings: Script Variable, Tile Filter & Variable, Model Variable