# Adding GUI Components and Forms to the Palette

Adding new elements to the Palette enables you to reuse components from the libraries, or already created GUI forms that exist in your project.

For visual identification of the new components, you can use icons. Icons should not be larger than 18 x 18 pixels. If no icon is provided for a component, the Palette will default to the icon of the ancestor class if the component is derived from a Java UI class, or a default icon.
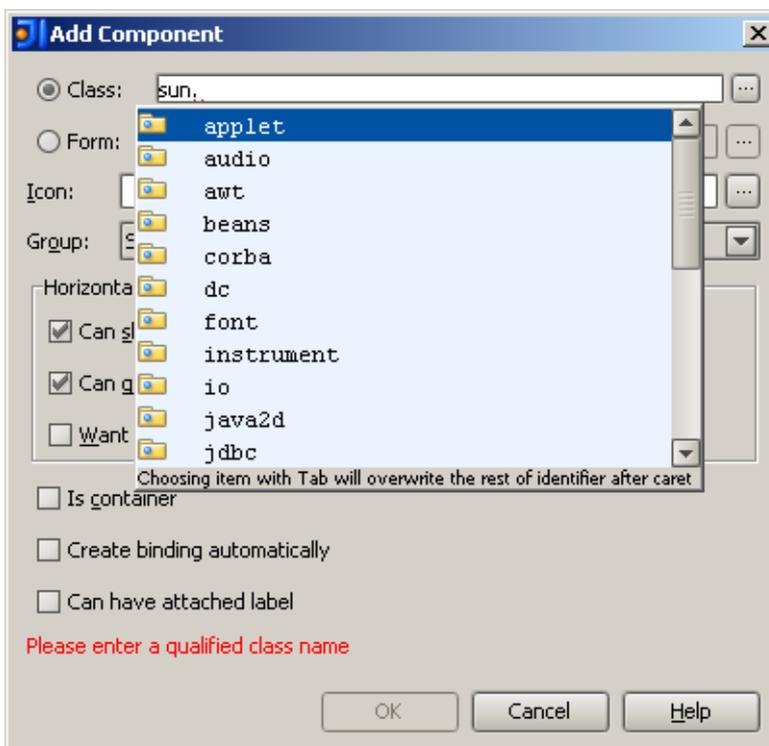
To add a new component to the palette

1. Right-click the target group, and choose **Add Component to Palette**. The Add Component dialog opens.
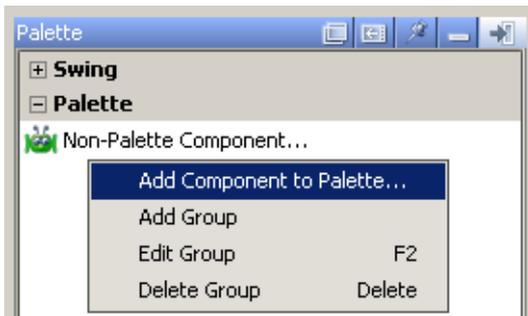

> To change an existing component, select one in the Palette, and choose **Edit Component** command on the context menu.

2. Click **Class** radio-button to add a component from a class library, or **Form** to add an existing GUI form.

3. Specify the fully qualified name of the component class or form, or click the ellipsis button next to the selected field, and choose the desired component class or form file in the Choose Component Class or Choose Form File dialog respectively.
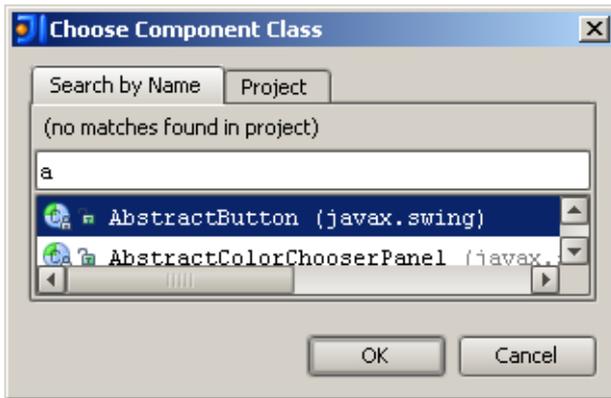
> If you are adding a form to the palette, make sure that the top-level component of the form is bound to a field: the **field name** property in the Inspector should not be void.

4. Optionally specify an icon for the component. Enter the fully qualified name of the icon file, or click the **Browse** button next to the **Icon** field, and and choose the desired icon in the Choose Icon File dialog.

5. In the **Horizontal / Vertical size policies** section, define how the component should behave when its parent container is being resized.

6. Set the options Is container, Create binding automatically, and Can have attached label.

7. Click **OK** to add the component to the target group.

See Also

Concepts:

■ GUI Designer Basics

Procedures:

■ Customizing the Component Palette

Reference:

■ Palette

■ Components Properties

Web Resources:

■ Developer Community ⊠