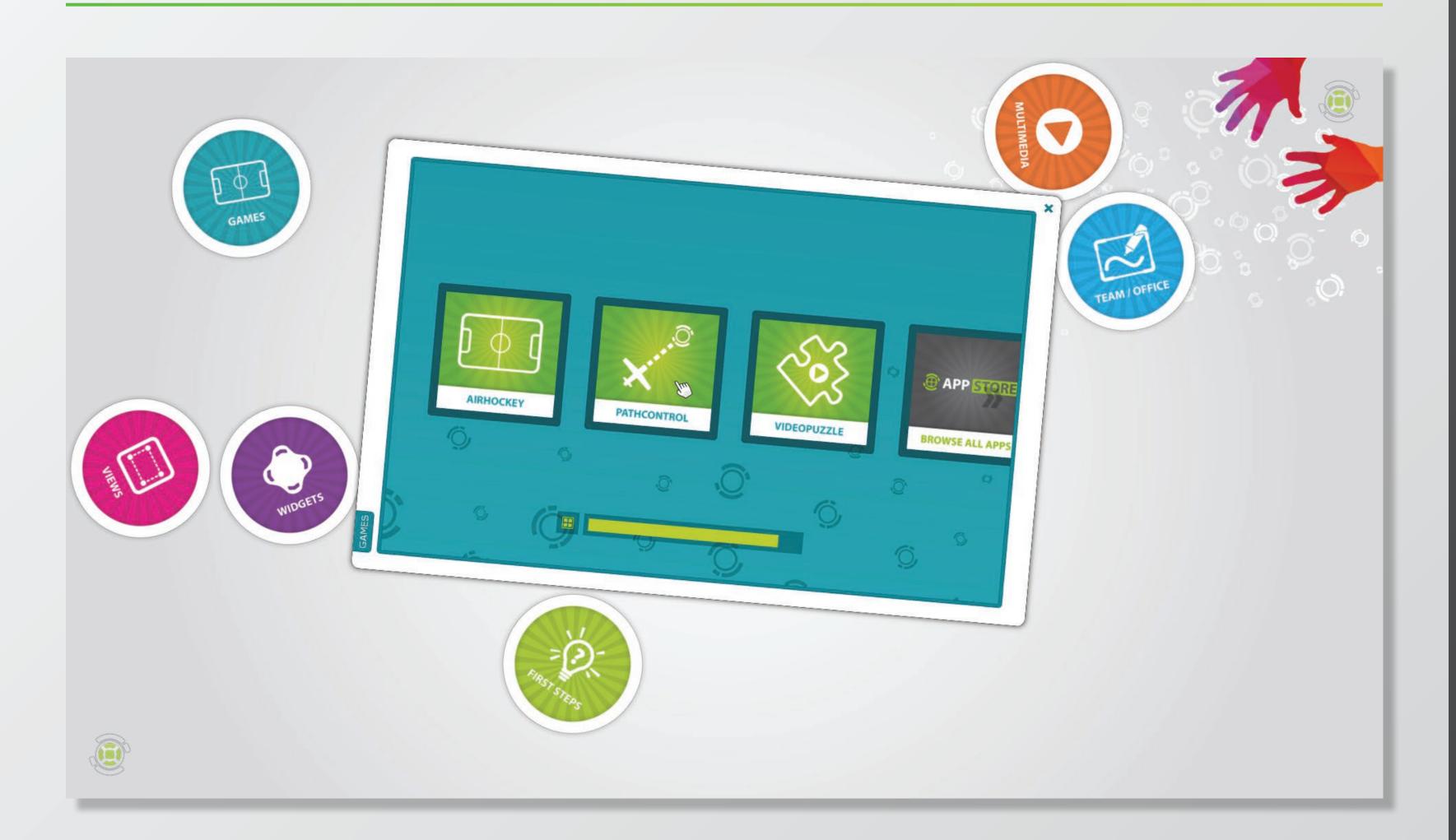


MY FIRST WIDGET



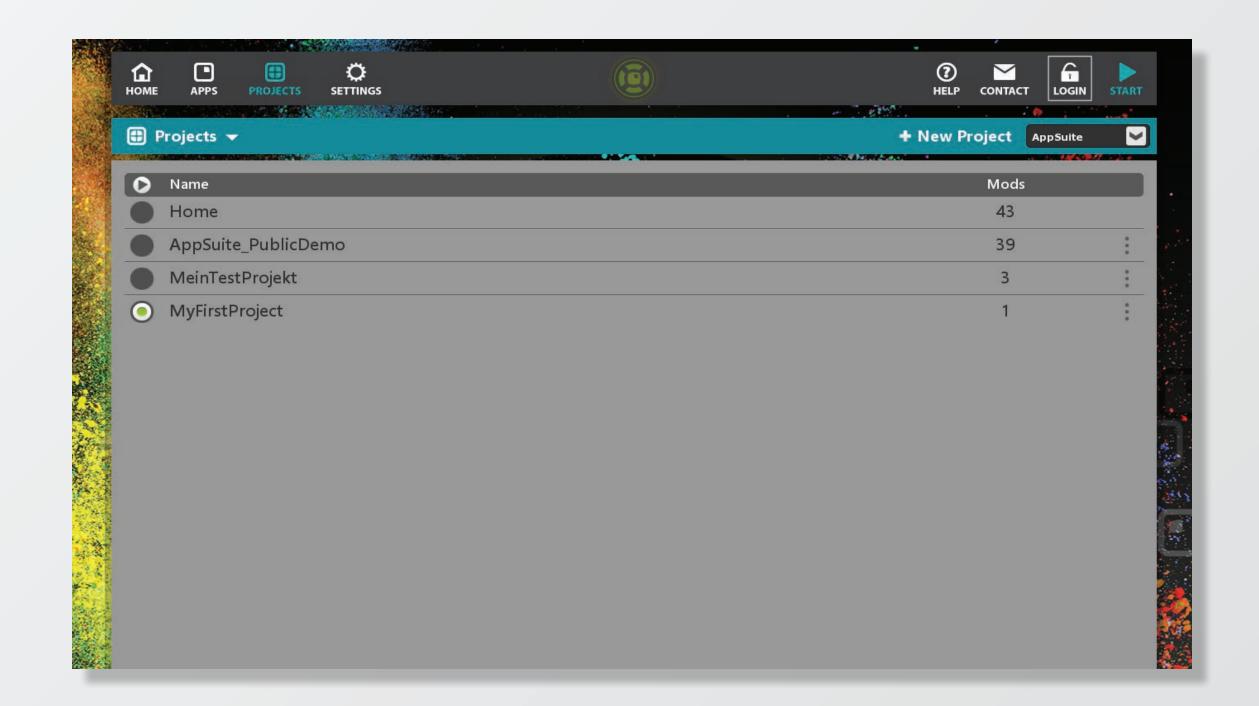
PRECONDITIONS

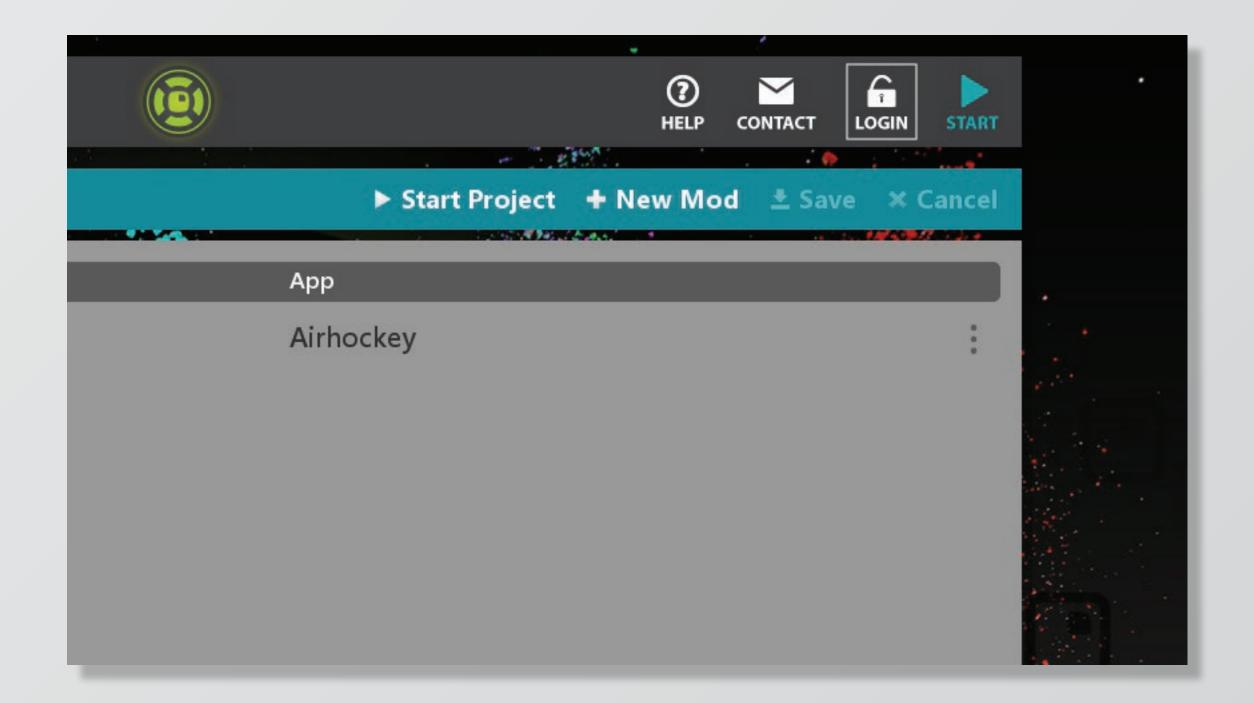


To go through this tutorial following preconditions should be met:

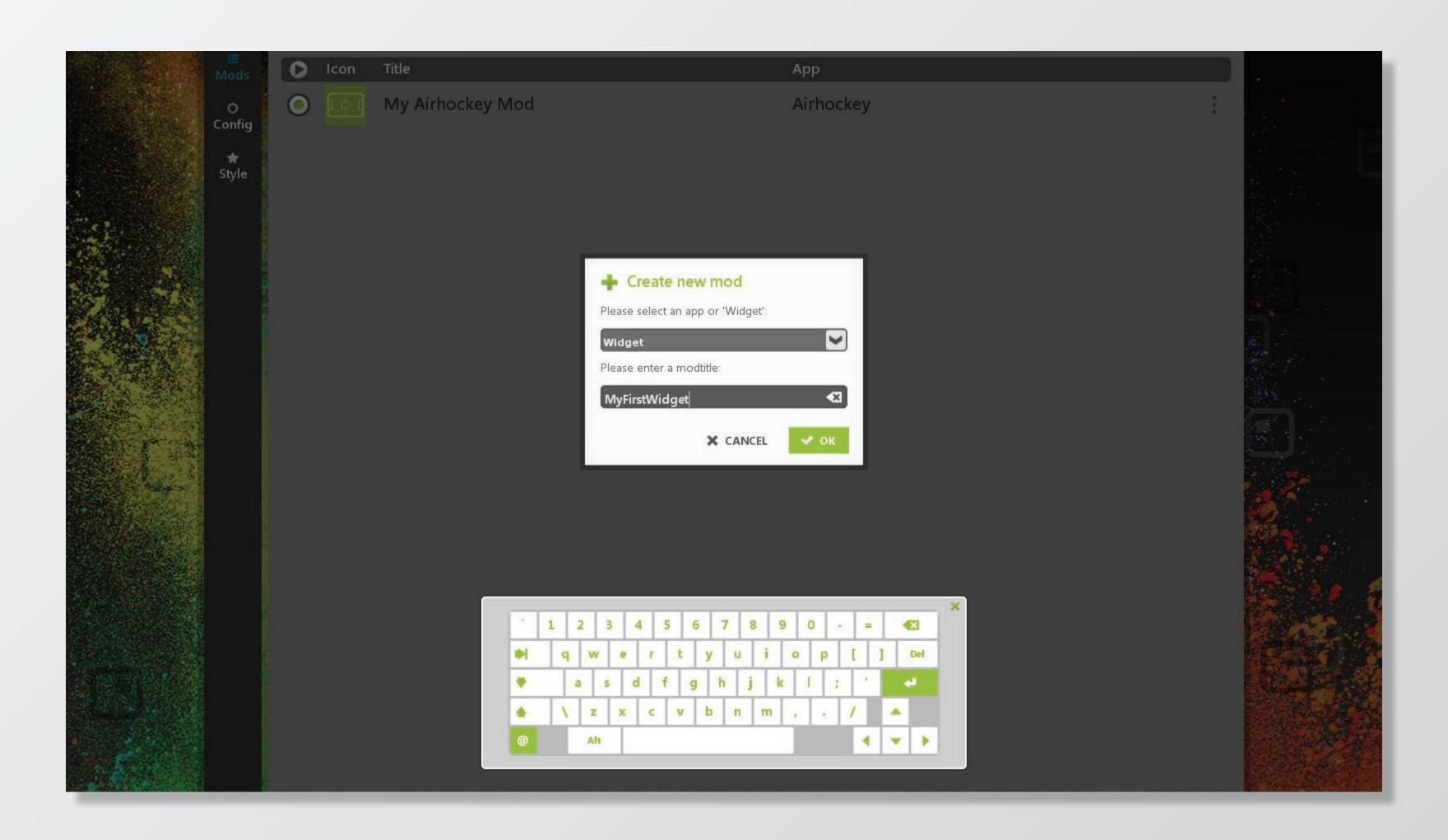
1.) The previous tutorial has been completed successfully.

STEP 1: OPEN THE PROJECT



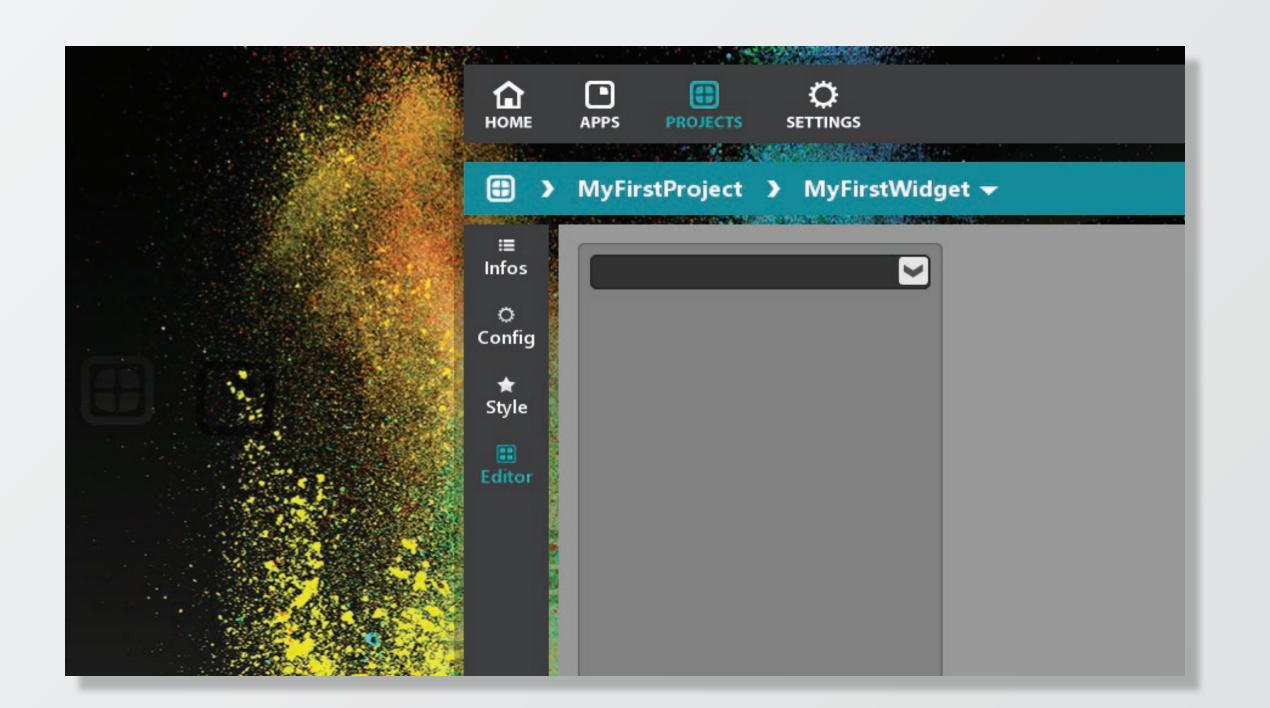


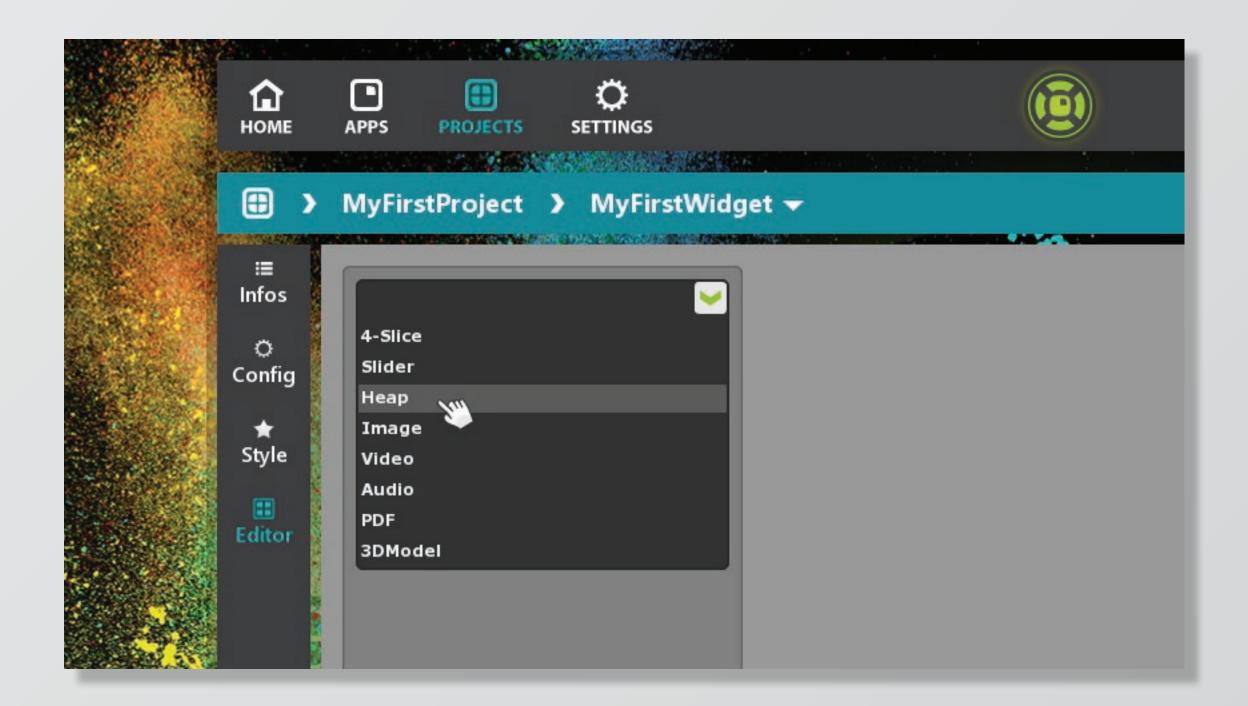
STEP 2: CREATING A WIDGET



Select WIDGET and name it "MY FIRST WIDGET".

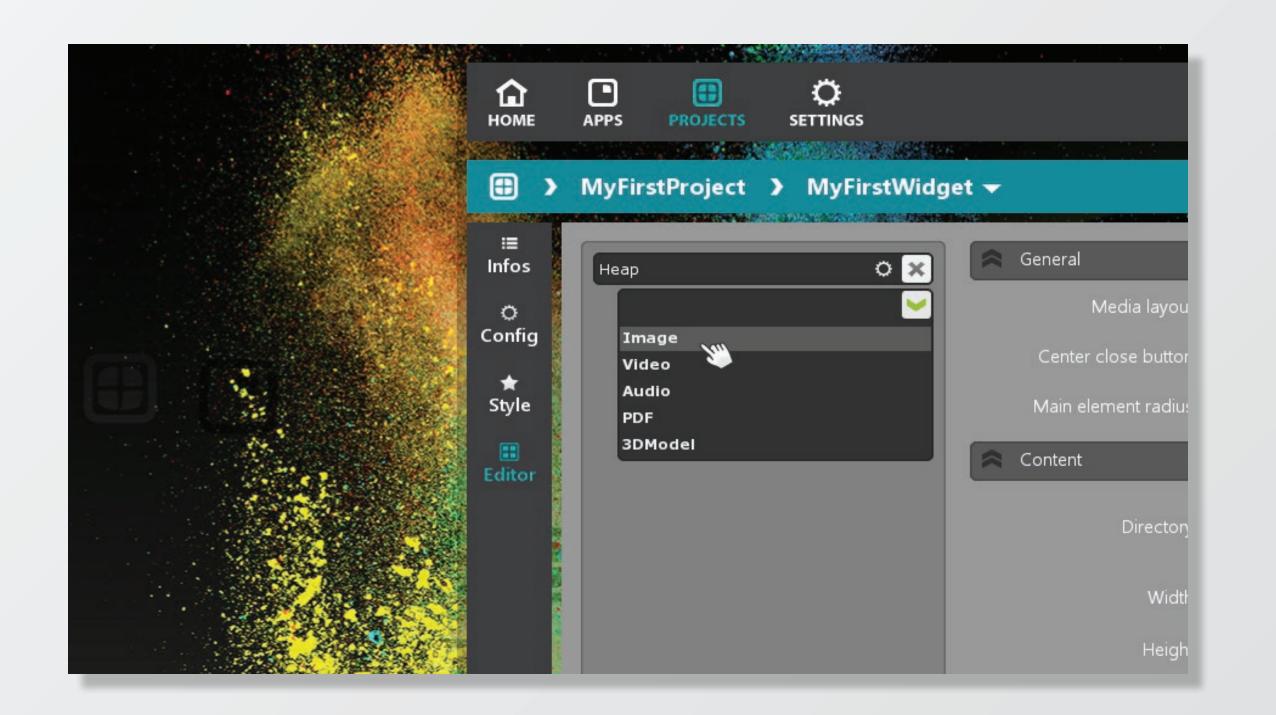
STEP 3: DEFINING THE WIDGET TYPE

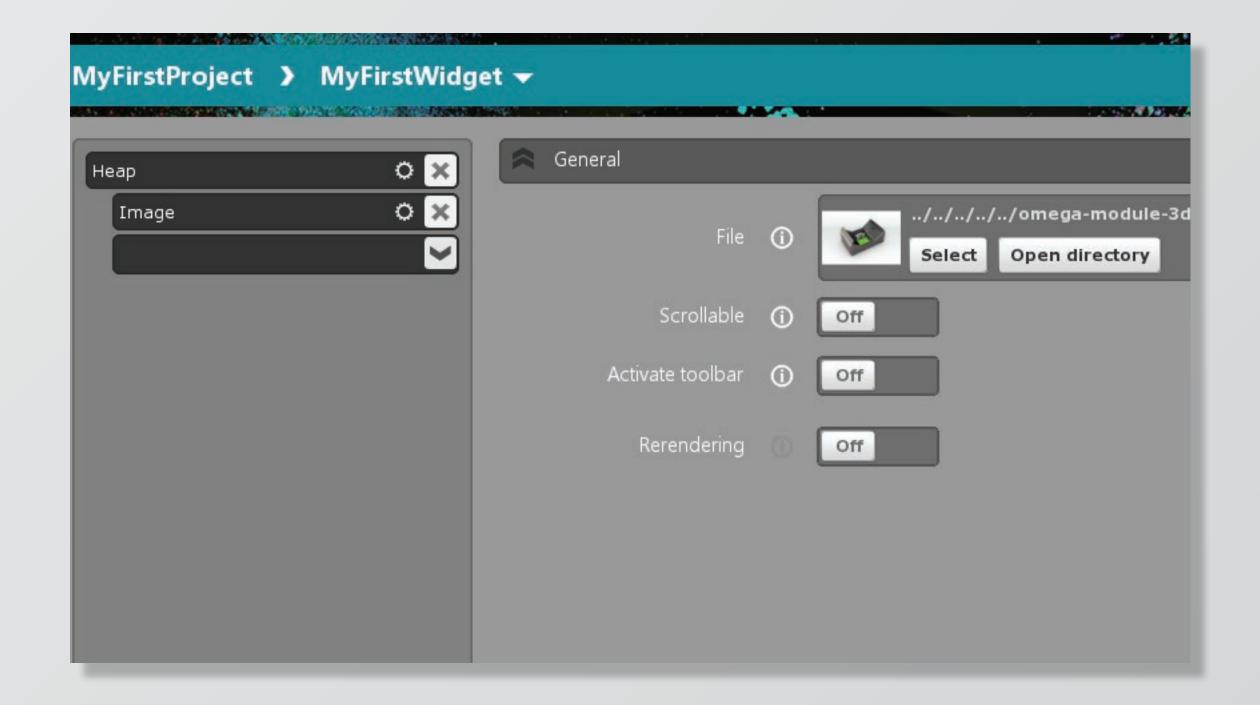




Change to **EDITOR** to configure the widget. Then select the widget type "**HEAP**".

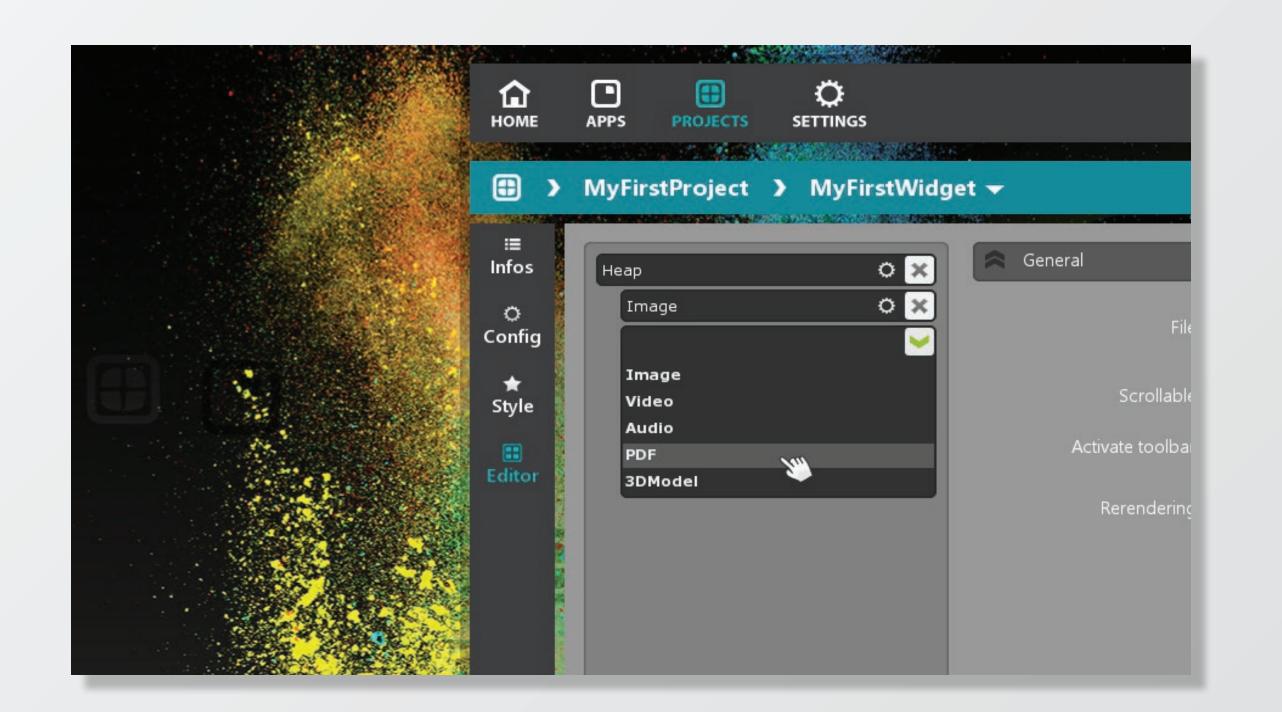
STEP 4: HEAP-WIDGET – ADDING AN IMAGE

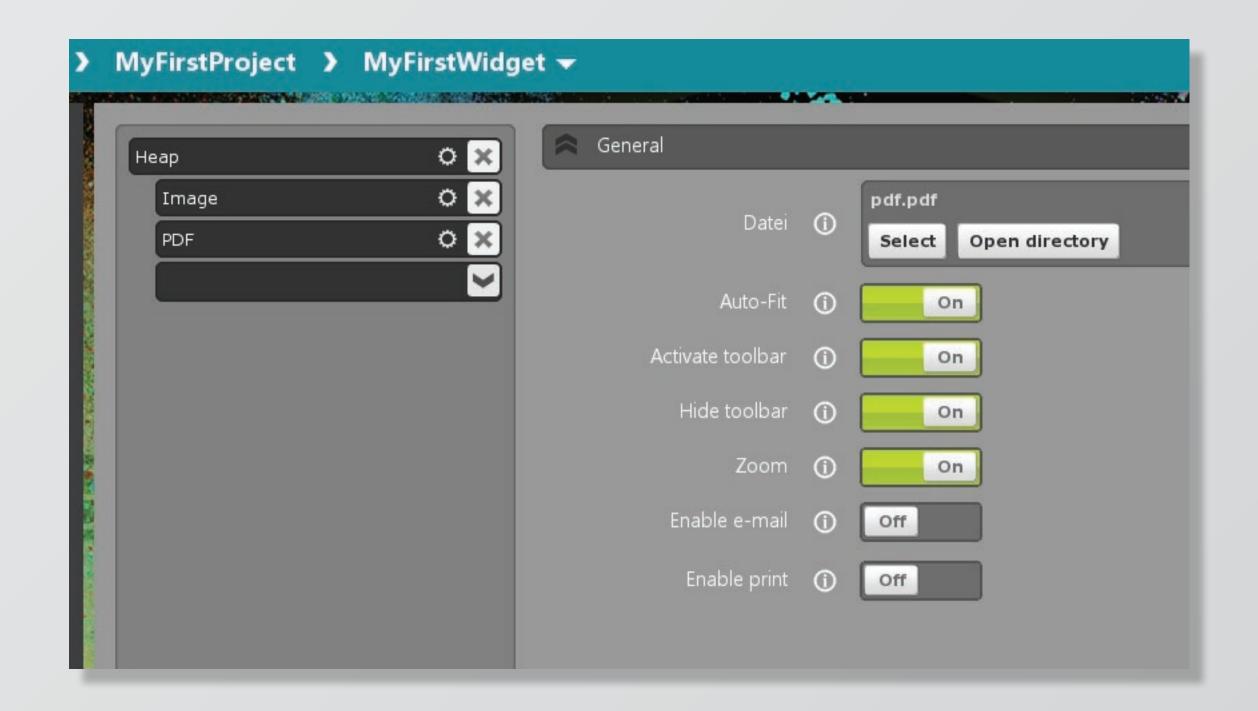




Add an image to the new **HEAP-WIDGET**. Tap on an empty field under "**HEAP**" and select "image". Then choose the image under "**SELECT**".

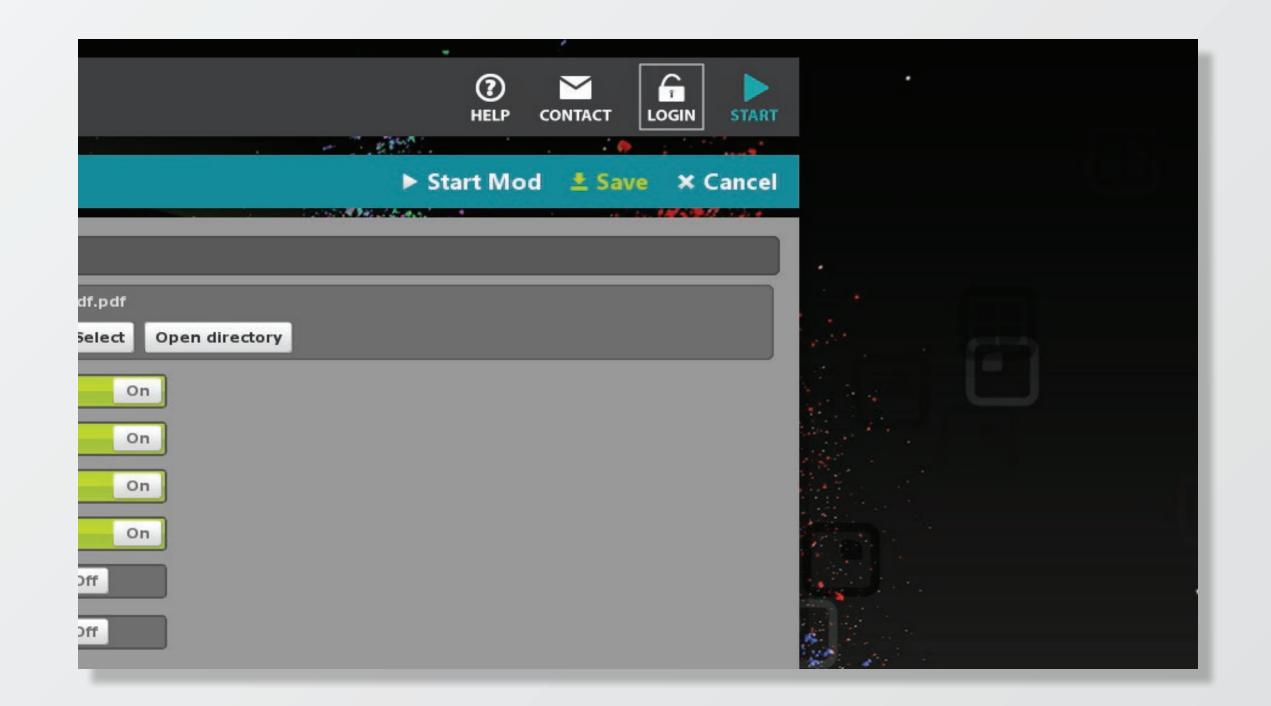
STEP 5: HEAP-WIDGET – ADDING A PDF

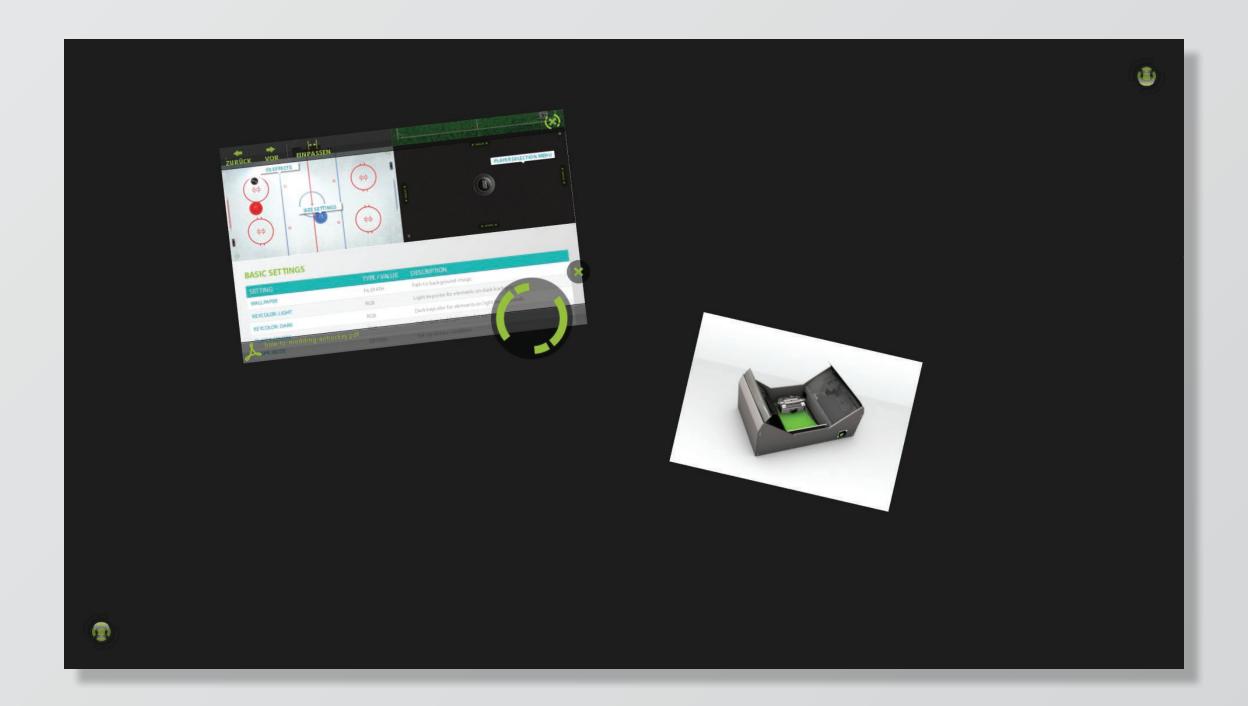




Now add a PDF to the heap. Tap on an empty field and select "PDF". Then select the desired PDF file via "SELECT".

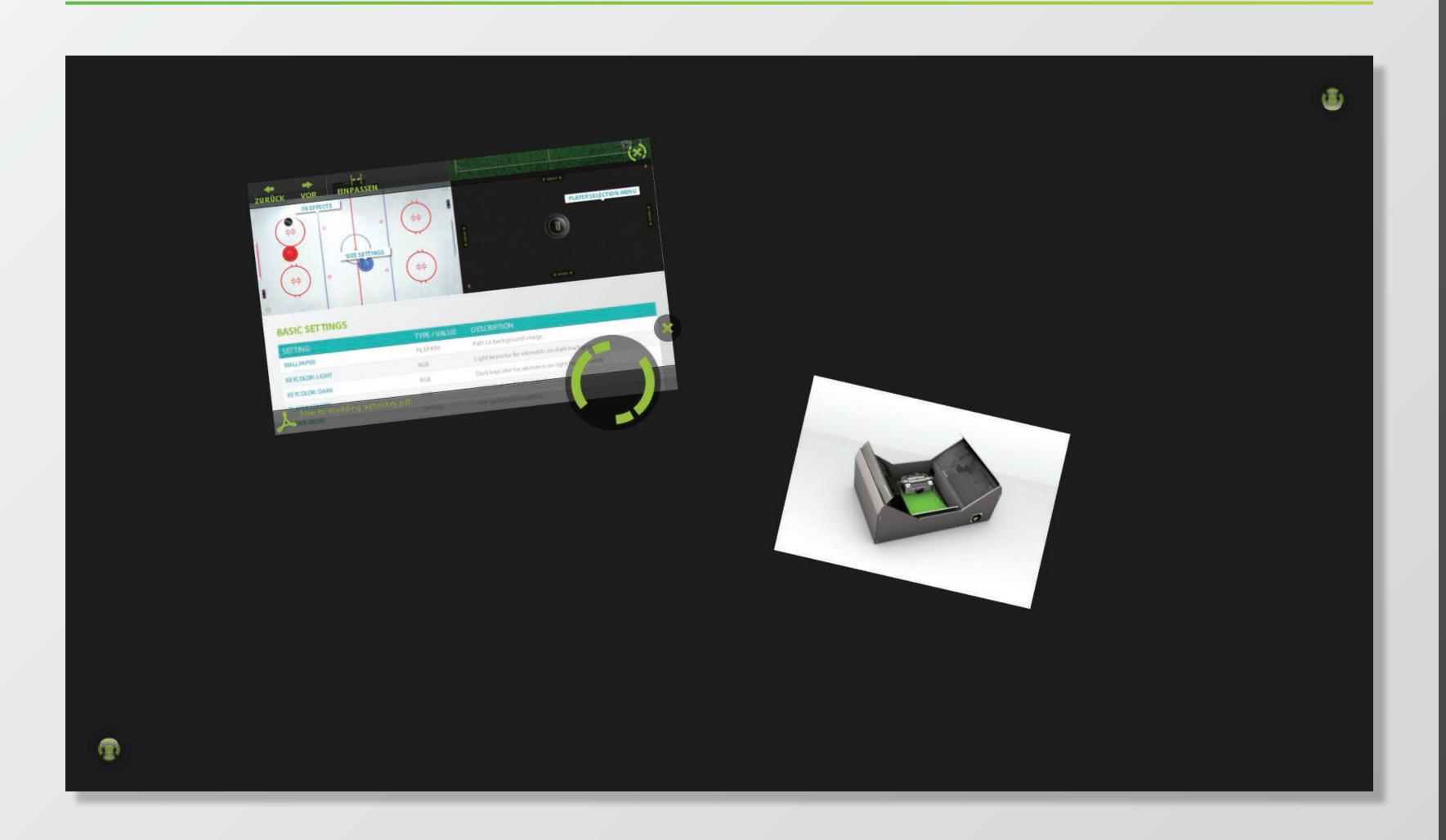
STEP 6: SAVE AND START





Now your "HEAP" consists of an image and a PDF. Save the changes via the SAVE button. Then tap on "START MOD" to start your finished widget.

READY



Congratulations, you just have created and customized your first widget!

You may create even more widgets in AppManager and add them to your project.