

# Gadgets

## Gadgets

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## What are Gadgets?

Gadgets display on the [Resource Entry](#) page, providing information or actions for various modules. They are best described as self contained webapps; widgets but with more power. Gadgets can have their own fields, HTML templates, and even accompanying scripts and stylesheets. They can interface with the API to display simple information such as the resource section, or they can perform much more complex functions, such as IP assignment in the IPAM Gadget.

Gadgets are enabled per section, so that the gadgets that display in the UI may be different for various section types - A resource with the "Server" section would have different display and functionality needs than a resource using the "Resource Holder" resource.

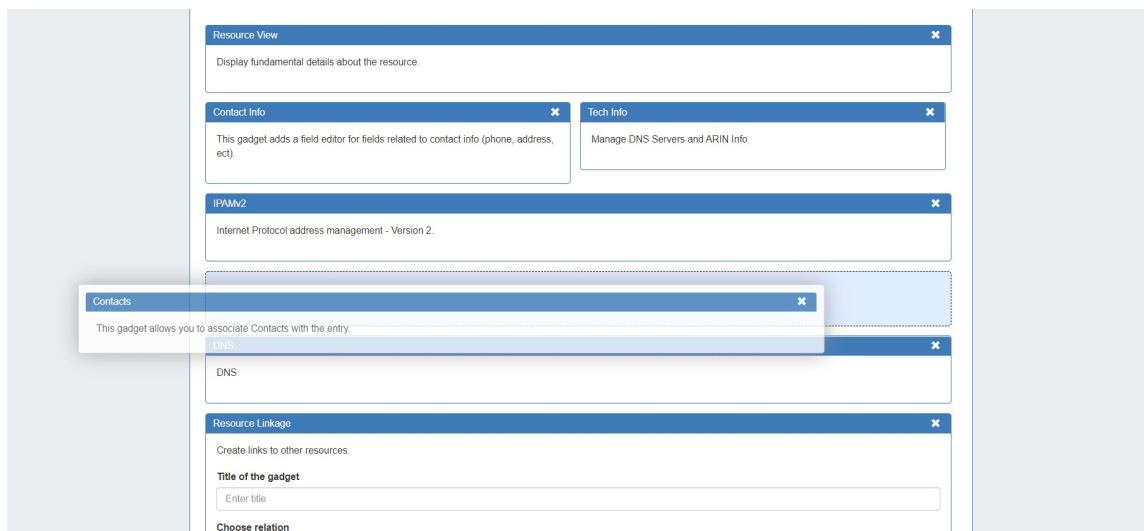
## Adding Gadgets to a Section

In order to display on a resource entry page, Gadgets must first be added to a section - see [Customizing Sections](#) for detailed instructions.

When editing a section, navigate to the "Manage Gadgets" tab, select the gadget you want to show for that section, and hit "Add Gadget".

The screenshot shows the 'Edit Section' interface with three tabs: 'Basic Information', 'Manage Fields' (7), and 'Manage Gadgets' (1). The 'Manage Gadgets' tab is active. Below the tabs, a text block explains that gadgets are mini applications that add extra features to resources and can be added to the Resource Entry Page by selecting a gadget from the list and clicking 'Add Gadget'. Below this, the 'Gadget list' section shows a dropdown menu with 'Contact Info' selected and a green 'Add Gadget' button highlighted with a red circle. Below the gadget list, there is a 'Fields' section with a blue header and a trash icon. Inside this section, 'Fields gadget' is listed. At the bottom of the interface, there are three buttons: 'Delete' (red), 'Cancel' (orange), and 'Save' (blue).

Once added, you may customize the order you wish them to appear on the page by dragging and dropping into the desired order.



When done, click "Save". Once added to the section, gadgets will be visible for all resources of that section.

To view the gadgets, open the resource entry page for any resource under that section.

For additional details on editing sections and enabling gadgets, see [Customizing Sections](#).

## Available Gadgets

A number of gadgets are available to add to the resource entry page, and support various modules. For details on each available gadget, see the following section:

- [ACP Gadgets](#)
- [Contacts Gadgets](#)
- [Data Storage and Info Gadgets](#)
- [DHCP Gadgets](#)
- [DNS Gadgets](#)
- [IPAM Gadgets](#)
- [Peering Gadgets](#)
- [Resource Gadgets](#)
- [XML Specifications](#)

## Creating your own Gadgets

6connect provides XML specifications for users interested in creating their own gadgets for ProVision. See the [XML Specifications](#) section linked below for more information.

- [XML Specifications](#)

User created gadgets are not supported at this time and the specification below could change without notice. If you want to make your own gadget, please get in touch so we can help you

## Additional Information

Continue on to the following pages for additional information on [Working with Resources](#):

- [Contact Manager](#)