

# Create your own widgets in TouchGFX Designer

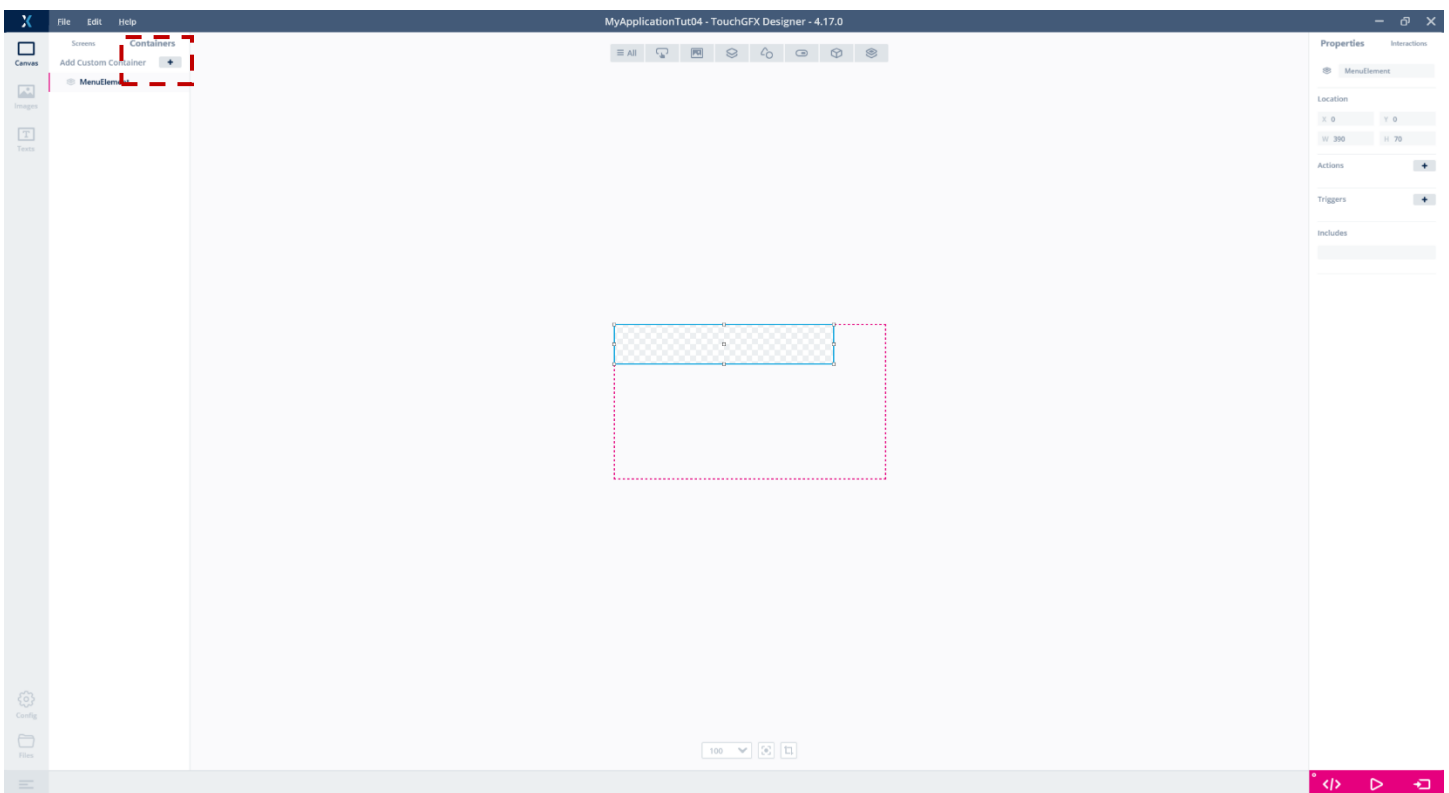
TouchGFX has several ways to create your own graphical elements. The easiest way is to use the Custom Container approach. With this approach you combine existing widgets into your own. TouchGFX Designer allows the import and export of custom containers.

You can create, upload, and share with the ST community all your widgets.

## Create Widgets

### 1. Create your custom container:

To create a Custom Container, navigate to the Custom Container tab and click on the "+" button. The tab for creating a Custom Container is similar to the Screens tab. After a Custom Container is created, the size and name of the Custom Container can be changed and widgets can be also added to it.

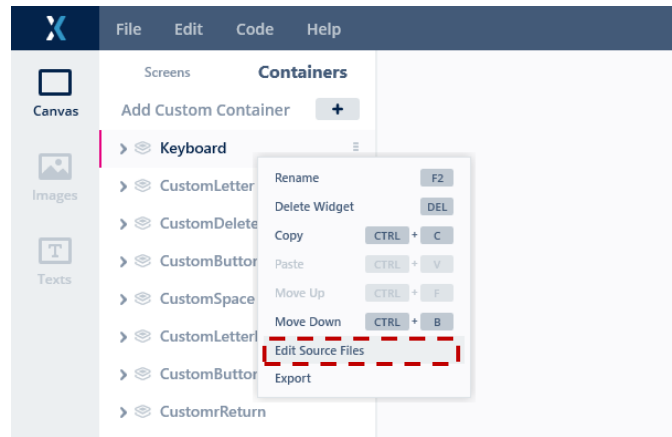


It is important that the custom widget is implemented in a single custom container if you wish to export it. Nothing prevents you from using other custom containers in your widget.

If you want to learn more about the creation of a custom container, follow this [link](#).

## 2. Export your widget:

Once your custom container is finished, you can export it. To do so, right click on the name of a custom container in the tree view, bring up the context menu, and select **Export**.



The exported package file has the file extension `.tpkg` and is located under the folder generated by your application.

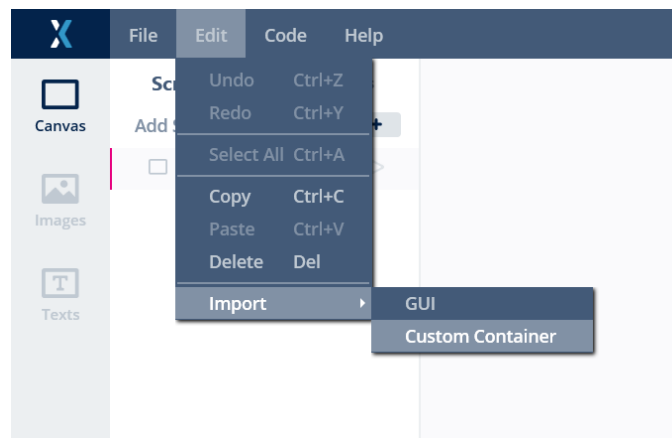
If you need more details, follow this [link](#).

Your exported widget can be added to other projects, shared on the forum or to other developers, ect. You can also modify it at any time.

## Import a Custom Widget

To use a custom widget that has been exported from another project, navigate to the **Edit** menu and **Import** your **Custom Container**. It will then be available in your TouchGFX project.

Visit this [link for more information](#).



Now you can create beautiful widgets and share them with the community! 😊