# <ExCiteS-Collector-Project>

## Attributes:

|  |  |  |  |
| --- | --- | --- | --- |
| Attribute | Required | Accepted values | Default value |
| name | Yes | any String | n/a |
| version | No | any Integer\* | 0 |

\* = May change this to a String soon

## Contents

|  |  |
| --- | --- |
| Tag | Min-Max number of occurrences |
| <Data-Management> | 0-1 |
| <Form> | 1-N |

# <Form>

## Attributes:

|  |  |  |  |
| --- | --- | --- | --- |
| Attribute | Required | Accepted values | Default value |
| name | Yes | any String | n/a |
| schema-id | Yes | any Integer | n/a |
| schema-version | No | any Integer | 0 |
| storeEndTime | No | true|false | false |
| … |  |  |  |

## Contents

|  |  |
| --- | --- |
| Tag | Min-Max number of occurrences |
| <Choice> | 0-N |
| <Location> | 0-N |
| <Audio> | 0-N |
| <Photo> | 0-N |
| <Orientation> | 0-N |

# <Choice>

## Attributes:

|  |  |  |  |
| --- | --- | --- | --- |
| Attribute | Required | Accepted values | Default value |
| id | Yes if root | any String | n/a |
| value |  | any String | =id |
| optional | No | always|true|notIfReached|never|false | notIfReached |
| jump | No | any String (id of another field) | n/a |
|  |  |  |  |

## Contents

|  |  |
| --- | --- |
| Tag | Min-Max number of occurrences |
| <Choice> | 1-N |

# <Photo>

## Attributes:

|  |  |  |  |
| --- | --- | --- | --- |
| Attribute | Required | Accepted values | Default value |
| id | Yes | any String | n/a |
| optional | No | always|true|notIfReached|never|false | notIfReached |
| jump | No | any String (id of another field) | n/a |
| max | No | Integer > 0 | 255 |
| disableField | No | any String (id of another field) | n/a |
| useFrontCamera | No | true|false | false |
| captureImg | No | any String (logical path to image) | n/a |
| approveImg | No | any String (logical path to image) | n/a |
| discardImg | No | any String (logical path to image) | n/a |
| flash | No | on|always|true|auto|off|never|false | auto |
| useNativeApp | No | true|false | false |

**Notes:**

* Flash modes: on = always = true; off = never = false
* When useNativeApp=true the useFrontCamera, captureImg, approveImg, discardImg & flash attributes are ignored

## Contents

None.

# <Audio>

## Attributes:

|  |  |  |  |
| --- | --- | --- | --- |
| Attribute | Required | Accepted values | Default value |
| id | Yes | any String | n/a |
| optional | No | always|true|notIfReached|never|false | notIfReached |
| jump | No | any String (id of another field) | n/a |
| max | No | Integer > 0 | 255 |
| disableField | No | any String (id of another field) | n/a |
| startRecImg | No | any String (logical path to image) | n/a |
| stopRecImg | No | any String (logical path to image) | n/a |
| useNativeApp | No | true|false | false |

**Notes:**

* useNativeApp is not parsed/implemented yet

## Contents

None.

# <Location>

## Attributes:

|  |  |  |  |
| --- | --- | --- | --- |
| Attribute | Required | Accepted values | Default value |
| id | Yes | any String | n/a |
| optional | No | always|true|notIfReached|never|false | notIfReached |
| jump | No | any String (id of another field) | n/a |
| type | No | any|GPS|network (not case sensitive) | GPS |
| startWithForm | No | true|false | true |
| waitAtField | No | true|false | false |
| timeout | No | any positive Integer (seconds) | 300s (5min) |
| maxAge | No | any positive Integer (seconds) | 600s (10min) |
| maxAccuracyRadius | No | any positive Float (meters) | 75.0m |
| useBestKnownLocationOnTimeout | No | true|false | true |
| doublePrecision | No | true|false | false |
| storeAltitude | No | true|false | true |
| storeBearing | No | true|false | false |
| storeSpeed | No | true|false | false |
| storeAccuracy | No | true|false | true |
| storeProvider | No | true|false | false |

**Notes:**

* When **startWithForm**=true the app will start listening for locations (using an appropriate LocationProvider as defined by the **type** attribute) at the start of the form, any new location is compared with the previous best one and stored as the new best one if it is better
* When a **location** field is reached the current best known location will be used if **waitAtField** is not true and if it recent and accurate enough (as defined by the **maxAge** and **maxAccuracyRadius** attributes) and has an appropriate provider (as defined by the **type** attribute)
* When **waitAtField**=true the app will show the waiting screen and try to use each \*new\* location that is received after that point in time, if a location is received that is recent and accurate enough (as defined by the **maxAge** and **maxAccuracyRadius** attributes) and has an appropriate provider (as defined by the **type** attribute) it will be used and the app will move on to the next field
* When no (good enough) location is received before the **timeout** happens the app will use the best known location if **useBestKnownLocationOnTimeout**=true.

## Contents

None.