# <SapelliCollectorProject> or <ExCiteS-Collector-Project> [backwards compatibility]

## Attributes:

|  |  |  |  |
| --- | --- | --- | --- |
| Attribute | Required | Accepted values | Default value |
| format | No | Unsigned integers | 2 / 1[[1]](#footnote-1) |
| id | Yes / No | Unsigned integers  (24 bit) | n/a / Form:schema-id[[2]](#footnote-2) |
| name | Yes | any String | n/a |
| variant | No | any String | Null |
| version | No | any String | 0 |
| startForm | No | String (id of a Form in the project) | (first Form) |

## Contents

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

# <Form>

## Attributes:

|  |  |  |  |
| --- | --- | --- | --- |
| Attribute | Required | Accepted values | Default value |
| id / name | Yes | any unique String | n/a |
| schema-id | Yes | any Integer | n/a |
| schema-version | No | any Integer | 0 |
| storeEndTime | No | true|false | false |
| animation | No | true|false | true |
| obfuscateMediaFiles | No | true|false | false |
| next / end | No | “[\_]{LOOPFORM,EXITAPP,PREVFORM}”  / “\_LOOP” and “\_EXIT” (not case sensitive) | “LOOPFORM” |
| saveSound / endSound | No | Relative path to sound file | Null |
| saveVibrate / endVibrate | No | true|false | true |

## 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 |
| img | No | String with path to image file  (relative img/ folder) | n/a |
| alt | No | Any String | n/a |
| backgroundColor | No | Color String (e.g. #000000) | “#FFFFFF” |
| cols | No | Any strictly positive integer | 1 |
| rows | No | Any strictly positive integer | 2 |

## 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 | String with path to image file  (relative img/ folder) | n/a |
| approveImg | No | String with path to image file  (relative img/ folder) | n/a |
| discardImg | No | String with path to image file  (relative img/ folder) | n/a |
| backgroundColor | No | Color String (e.g. #000000) | “#FFFFFF” |
| 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 | String with path to image file  (relative img/ folder) | n/a |
| startRecImg | No | String with path to image file  (relative img/ folder) | n/a |
| stopRecImg | No | String with path to image file  (relative img/ folder) | n/a |
| backgroundColor | No | Color String (e.g. #000000) | “#FFFFFF” |
| 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.

# <Orientation>

## 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 |
| storeAzimuth | No | true|false | true |
| storePitch | No | true|false | true |
| storeRoll | No | true|false | true |

**Notes:**

* Azimuth is the rotation around the Z axis, varying from 0° to 360°. 0° means the top of the device is pointing to magnetic North.
* Pitch is the rotation around the X axis, varying from -90° to 90°. 90° mean the device is pointed to the ground, -90° means it is pointed to the sky.
* Roll: Rotation around the Y axis, varying from -180° to 180°. 0° means the device is lying on its back (screen facing upwards), (-)180° means it is lying on its "face" (screen facing downwards).
* More info: <http://developer.android.com/reference/android/hardware/SensorManager.html#getOrientation(float[], float[])>

## Contents

Note.

# <Configuration>

## Attributes:

None.

## Contents

|  |  |
| --- | --- |
| Tag | Min-Max number of occurrences |
| <Transmission> | 0-1 |
| <Logging> | 0-1 |

# <Logging>

## Attributes:

|  |  |  |  |
| --- | --- | --- | --- |
| Attribute | Required | Accepted values | Default value |
| enabled | No | true|false | false |

## Contents

None.

# <Transmission>

## Attributes:

None.

## Contents

|  |  |
| --- | --- |
| Tag | Min-Max number of occurrences |
| <DropboxUpload> | 0-1 |
| <HTTPUpload> | 0-1 |
| <SMSUpload> | 0-1 |
| <Encryption> | 0-1 |

# <DropboxUpload>

## Attributes:

|  |  |  |  |
| --- | --- | --- | --- |
| Attribute | Required | Accepted values | Default value |
| enabled | No | true|false | false |
| allowMobileData | No | true|false | false |
| allowRoaming | No | true|false | false |

## Contents

None.

# <HTTPUpload>

## Attributes:

|  |  |  |  |
| --- | --- | --- | --- |
| Attribute | Required | Accepted values | Default value |
| enabled | No | true|false | false |
| server | Yes | any valid URL | n/a |
| allowMobileData | No | true|false | true |
| allowRoaming | No | true|false | false |

## Contents

None.

# <SMSUpload>

## Attributes:

|  |  |  |  |
| --- | --- | --- | --- |
| Attribute | Required | Accepted values | Default value |
| enabled | No | true|false | false |
| relay | Yes | any valid phone number | n/a |
| allowRoaming | No | true|false | false |

## Contents

None.

# <Encryption>

## Attributes:

|  |  |  |  |
| --- | --- | --- | --- |
| Attribute | Required | Accepted values | Default value |
| Enabled | No | true|false | false |

## Contents

None.

1. Default is 2 (corresponding to Sapelli v2.x.) unless <ExCiteS-Collector-Project> tag was used, in which case it is 1 (corresponding to the pre-Sapelli v1.x versions). [↑](#footnote-ref-1)
2. id is only required when format >= 2, if format = 1 the attribute is assumed to be absent (i.e. it is not even read) and the value of schema-id of the 1st (and assumed only) Form tag is used instead. [↑](#footnote-ref-2)