



# RAT-STATS 2017

## Main Menu Users Guide

April 20, 2017

# RAT-STATS 2017

The left most list shows the available module categories available. Each category contains one or more modules. You can use the arrow keys (UP/DOWN) to navigate this list.

You may use the arrow keys (LEFT/RIGHT) to switch between the left and right list.

The table on the right shows the available modules for a selected category. You may use the arrow keys (UP/DOWN) to navigate these items.

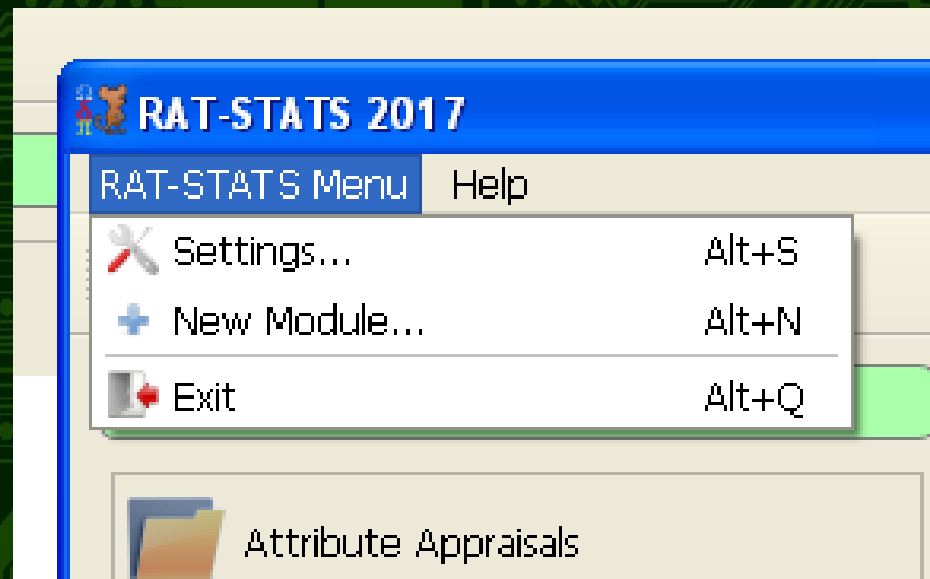
While highlighted you can press <ENTER> to execute a module, <F1> to edit a module's properties or <DELETE> to remove the module from the category.

Module List		
Shift+Ctrl+1:	Stratified	
Shift+Ctrl+2:	Stratified Cluster	
Shift+Ctrl+3:	Stratified Multistage	
Shift+Ctrl+4:	Three-Stage RHC	
Shift+Ctrl+5:	Three-Stage Unrestricted	
Shift+Ctrl+6:	Two-Stage RHC	
Shift+Ctrl+7:	Two-Stage Unrestricted	
Shift+Ctrl+8:	Unrestricted	



# RAT-STATS 2017

- The “RAT-STATS Menu” contains the following:



# RAT-STATS 2017 Settings

1) Global Themes – This section allows you to change the “look and feel” of the RAT-STATS program.

2) Script Providers – This section allows you to add scripting engines to RAT-STATS for adding support for additional modules.

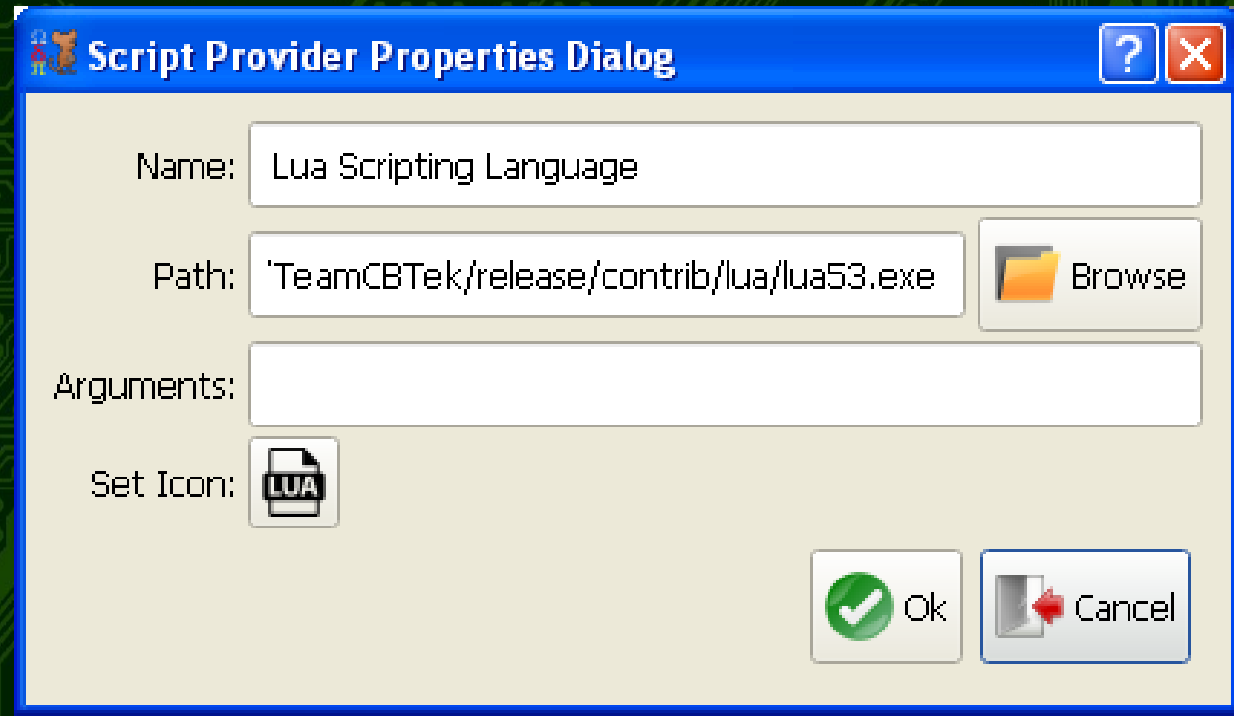




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## Script Providers

Adding / Editing Script Providers gives you the ability to extend RAT-STATS with additional external modules. The example to the right uses the Lua scripting language which ships with RAT-STATS.



The image shows a Windows-style dialog box titled "Script Provider Properties Dialog". It has a blue title bar with a question mark icon and a close button (X). The dialog contains the following fields and controls:

- Name:** A text box containing "Lua Scripting Language".
- Path:** A text box containing "'TeamCBTek/release/contrib/lua/lua53.exe'". To the right of this box is a "Browse" button with a folder icon.
- Arguments:** An empty text box.
- Set Icon:** A button with a document icon labeled "LUA".
- Buttons:** At the bottom right are "Ok" (with a green checkmark icon) and "Cancel" (with a red X icon) buttons.

# RAT-STATS 2017

## Creating a new module

Click the “Add new Module” button or press Alt + N from the main menu.

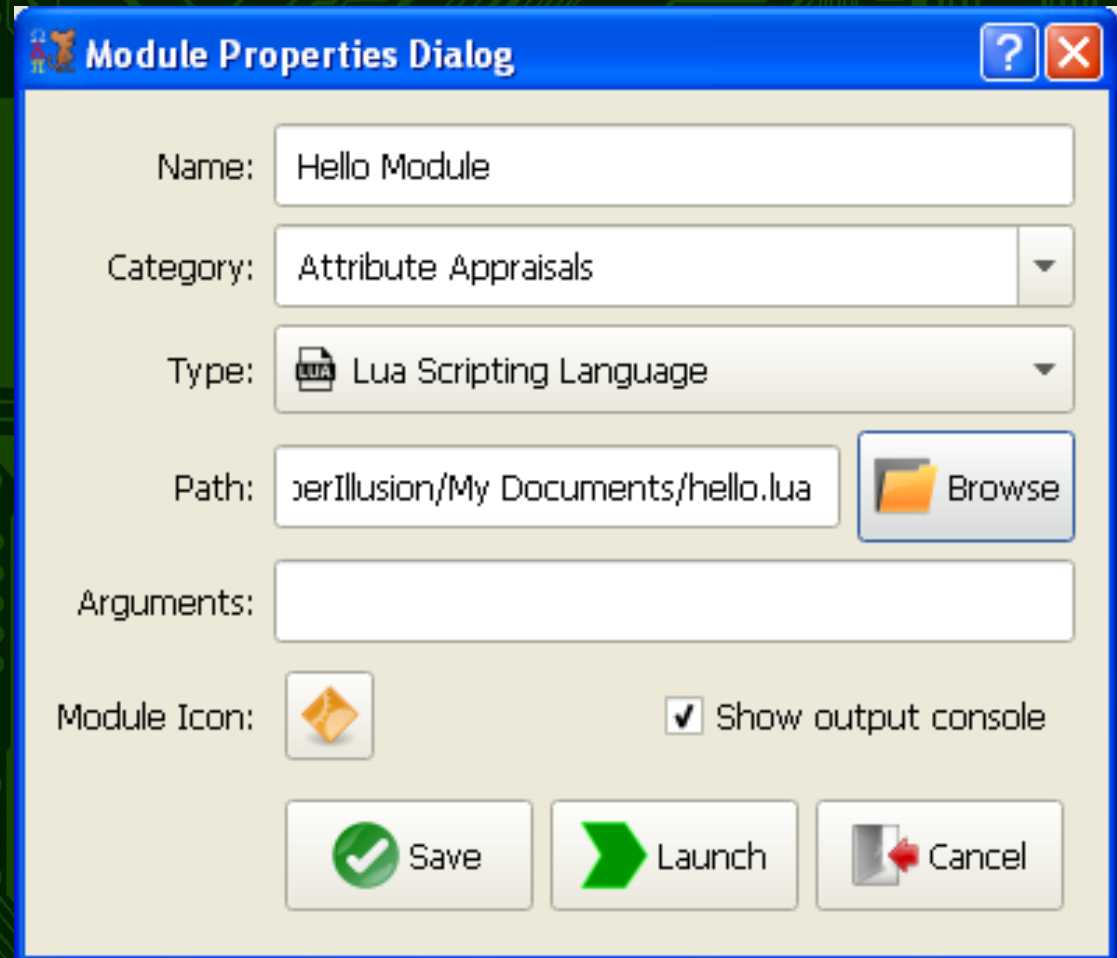
The following dialog is used for creating / editing modules.

The name given to the module will be saved in the main menu.

You have the option to select an existing category or you can create a new one to add the module to.

The “Type:” field can be used to select a scripting provider for the module. If no scripting modules are available it defaults to using executables.

The Launch button is available for quickly testing the module configuration without saving it.



The image shows a screenshot of the 'Module Properties Dialog' window. The dialog has a blue title bar with a question mark icon and a close button. It contains several fields and buttons:

- Name:** A text box containing 'Hello Module'.
- Category:** A dropdown menu showing 'Attribute Appraisals'.
- Type:** A dropdown menu showing 'Lua Scripting Language' with a Lua icon.
- Path:** A text box containing 'perIllusion/My Documents/hello.lua' and a 'Browse' button with a folder icon.
- Arguments:** An empty text box.
- Module Icon:** A field with an orange diamond icon and a checkbox labeled 'Show output console' which is checked.
- Buttons:** At the bottom, there are three buttons: 'Save' (with a green checkmark icon), 'Launch' (with a green arrow icon), and 'Cancel' (with a red X icon).



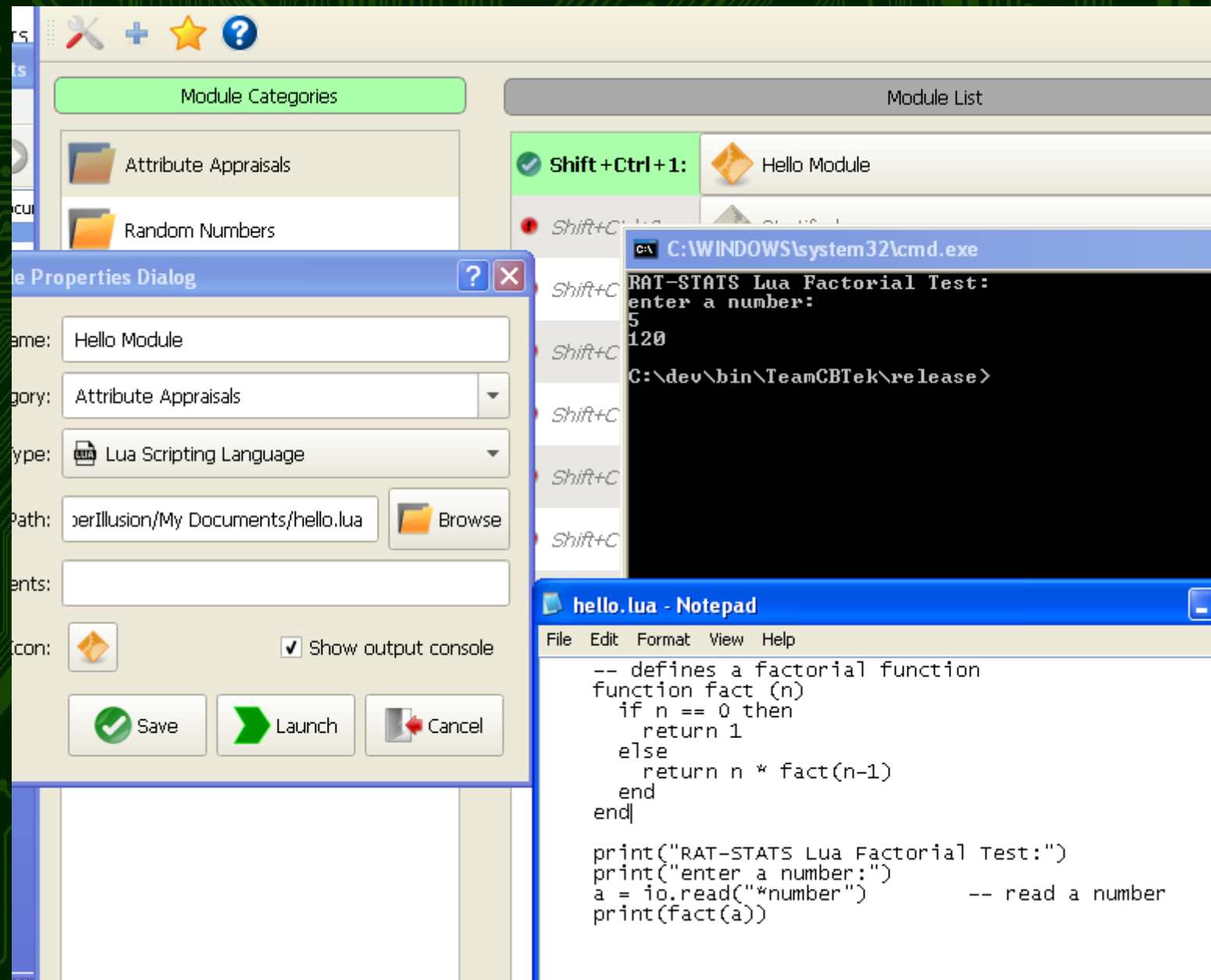
# RAT-STATS 2017

## Launching new module

The screen to the right shows the output of the "Hello Module".

You will notice that the module launched a console to allow for entering input data.

This method of extending RAT-STATS is both powerful and easy to use.



# Keyboard Shortcuts

Description	Shortcut
Add new module	Alt + N
Open settings dialog	Alt + S
Select list of module categories	Right Arrow Key / Left Arrow Key
Select list of modules	Left Arrow Key / Right Arrow Key
Navigating modules and categories	Up Arrow Key / Down Arrow Key
Edit selected module	F1
Delete selected module	Delete
Launch selected module	Enter
Launch any visible module	(See UI for assigned shortcut)
Quit	Alt + Q (Does not close any open modules)