GUI Tester 1.0.0 – Setup XML

The setup xml is the GUI's main xml file.
It is used to set up basic things like the name of the GUI, splash images, if the status bar should be hidden or not, background color, paths to the scenes xml and more.

This document contains a complete list of all supported tags.

Read the introduction document to get a better understanding on how to put together a finished xml file.
http://www.sk-software.com/guitester/docs/gui_tester.pdf

Complete list of Tags

<setup>
The root element. All other tags must be inside the root element.

<title>
The name of your GUI. Will be shown in the GUI Tester menu. Required.

<info>
A short description of the GUI. The text added in this tag will be available within GUI Tester. Use it to describe your GUI in a more deliberate way than just the title can do.

<base_url>
Base URL to the project. All URL's in the GUI is relative to this URL.
If this tag is not present the base URL is set to the same path where the setup xml was loaded.

<status_bar>
Hides the status bar for both iPhone and iPad projects. The value *'hide'* will hide the status bar. Anything else, or if the tag is missing, will show the status bar.
Can be overridden by the settings in the <iphone> and <ipad> tags.

<retina_suffix>
Which suffix to be used for retina images. Default is '@2x'.
Devices with retina displays will add the suffix on all images. Eg. 'yourimage@2x.png'. If no such image is found it will load original image, 'yourimage.png', and scale it instead.

<entry_scene>
The name of the scene that will be displayed first after the GUI is loaded.
If the scene isn't found, or the tag is missing, the first scene will be used.

<backgnd_color>
Background color. In the format *'red, green, blue, alpha'*.
Values between 0 to 255 for each color and alpha.
If alpha value is missing it is set to 255 automatically.
White (255,255,255,255) is the default value if the tag is missing or the format is invalid.
Can be overridden by the settings in the <iphone>, <ipad> or <scene> tags.

<default_orientation>
Set this to landscape if you want to place the scene's objects in landscape mode instead of portrait mode. Only used in scenes with autorotation. Valid values are *'portrait'* and *'landscape'*. A non-valid value will default to portrait.
Can be overridden by the settings in the <iphone> and <ipad> tags.

<splash_image_time>
Time in seconds the splash image will be shown if any exists.

Set to 0 to use splash image as a preview image only.

\<iphone\>
Settings for iPhone, required for projects with iPhone support.
Can be combined with the \<ipad\> tag if both devices are supported.

\<info\>
iPhone specific info about the GUI. Will be added to the info text from the \<info\> tag directly inside the \<setup\> tag.

\<scenes_xml\>
Path to a secondary xml file that describes the iPhone GUI. Required.

\<status_bar\>
See the \<status_bar\> tag above.
This tag will override the settings directly inside the \<setup\> tag on iPhone devices.

\<backgnd_color\>
See the \<backgnd_color\> tag above.
This tag will override the settings directly inside the \<setup\> tag on iPhone devices.

\<default_orientation\>
See the \<default_orientation\> tag above.
This tag will override the settings directly inside the \<setup\> tag on iPhone devices.

\<default_size\>
Default size of the scene's views. On devices with different screen sizes than the default size all objects in the scene will be resized according to their \<auto_resize\> setting.
Valid values are *'3.5'* (for 3.5 inch devices) and *'4.0'* (for 4.0 inch devices).
A non-valid value will default to 3.5.

Scenes with objects within the \<screen_4.0inch\> element will always has 4.0 as default size when being displayed on devices with 4.0 inch screens. (iPhone 5)

Scenes with objects within the \<screen_3.5inch\> element will always has 3.5 as default size when being displayed on devices with 3.5 inch screens. (iPhone 3GS, 4 and 4S).

This can be overridden by each scene.

\<splash_image\>
Splash image object. Splash image will also be used as a preview image.
The image will be scaled to fill the entire screen.

A splash image directly in the \<iphone\> element will be displayed in both portrait and landscape mode and auto rotate. Note that if you have a splash image with autorotation any splash image within \<portrait\> and \<landscape\> tags will be ignored and not used. To avoid autorotation set splash image only inside the \<portrait\> and \<landscape\> elements.

<url>
URL to the image. Required.
Note that URL's are relative to the <base_url>.

<screen_3.5inch>.
Objects inside this tag will only be displayed on iPhone devices with the 3.5 inch screen (iPhone 3GS, 4 and 4S).

<splash_image>
Splash image for 3.5 inch displays. See tag descriptions above for details.

<screen_4.0inch>
Objects in this tag will only be displayed on iPhone devices with the 4.0 inch screen (iPhone 5).

<splash_image>
Splash image for 4.0 inch displays. See tag descriptions above for details.

<portrait>
Objects inside this tag will only be displayed when device is in portrait orientation. Objects directly in the <portrait> tag will be displayed on both 3.5 inch screens (iPhone 3GS, 4 and 4S) and 4 inch screens (iPhone 5)

<splash_image>
See tag description above for details.

<screen_3.5inch>
See tag description above for details.

<splash_image>
See tag description above for details.

<screen_4.0inch>
See tag description above for details.

<splash_image>
See tag description above for details.

<landscape>
Objects inside this tag will only be displayed when device is in landscape orientation. Objects directly in the <landscape> tag will be displayed on both 3.5 inch screens (iPhone 3GS, 4 and 4S) and 4 inch screens (iPhone 5)

<splash_image>
See tag description above for details.

<screen_3.5inch>
See tag description above for details.

<splash_image>

See tag description above for details.

<screen_4.0inch>
See tag description above for details.

<splash_image>
See tag description above for details.

<ipad>
Settings for iPad, required for projects with iPad support.
Can be combined with the <iPhone> tag if both devices are supported.

<info>
iPad specific info about the GUI. Will be added to the info text from the <info> tag directly inside the <setup> tag.

<scenes_xml>
Path to a secondary xml file that describes the iPad GUI. Required.

<status_bar>
See the <status_bar> tag above.
This tag will override the settings directly inside the <setup> tag on iPad devices.

<backgnd_color>
See the <backgnd_color> tag above.
This tag will override the settings directly inside the <setup> tag on iPad devices.

<default_orientation>
See the <default_orientation> tag above.
This tag will override the settings directly inside the <setup> tag on iPad devices.

<splash_image>
Splash image object. Splash image will also be used as a preview image.
The image will be scaled to fill the entire screen.

A splash image directly in the <ipad> element will be displayed in both portrait and landscape mode and auto rotate. Note that if you have a splash image with autorotation any splash image within <portrait> and <landscape> tags will be ignored and not used. To avoid autorotation set splash image only inside the <portrait> and <landscape> elements.

<url>
URL to the image. Required.
Note that URL's are relative to the <base_url>.

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<portrait>
Objects inside this tag will only be displayed when device is in portrait orientation.

\<splash_image\>

See tag description above for details.

\<landscape\>

Objects inside this tag will only be displayed when device is in landscape orientation.

\<splash_image\>

See tag description above for details.