

XIML - the power of XML
 technology for rich media interactive UI development.
 use it for full-featured websites, web/mobile/PDA applications,
 touch screens, display screens, and many more
 XIML was created by kislal interactive - **kislal.com**

http://ximl.com

XIMLsite URL :	http://ximl.com/site/ <i>siteid</i>
XIMLsite page (deep linking) :	http://ximl.com/site/ <i>siteid/pageid</i>
XIMLsite history views :	http://ximl.com/sitehistory/ <i>siteid</i>
XIMLsite CX (default) :	http://ximl.com/sites/ <i>siteid</i> /conf.xml
XIMLsite DX (default) :	http://ximl.com/sites/ <i>siteid</i> /data.xml
XIMLsite editor :	http://ximl.com/site_edit
XIMLsite alternative editor :	http://ximl.com/site_edit_html

conf XML CX and data XML DX files structure

```
<website> <config (for CX) / data (for DX)>
<sys> <start_page v="pageid"/>
<data_files /> <styles /> <elems /> </sys>
<site><els block></site> <site_top><els block></site_top>
<pages>
<pageid><els block></pageid> <pg2><els block></pg2>
</pages>
</config (for CX) / data (for DX)></website>
```

datatypes [data] datatype=

example in DX:

```
<pageid ex_attr="attr val">
<ex_subxml>sub node</ex_subxml>
<ex_data> <path>
<subpath attr="xpath N attr">xpath N val</subpath>
<subpath />
</path> </ex_data>
</pageid>
```

usage in CX:

```
datatype="static" dataval="hardcoded" -> (text) "hardcoded"
datatype="attr" dataattr="ex_attr" -> (text) "attr val"
datatype="subxml" subname="ex_subxml"
-> (xmlNode) <ex_subxml>sub node</ex_subxml>
datatype="subxmlval" subname="ex_subxml" -> (text) "sub node"
datatype="xpath" dataxpath="/%/ex_data/path/subpath"
-> (xmlNode) <subpath attr="xpath N attr">xpath N val</subpath>
datatype="xpathNval" dataxpath="/%/ex_data/path/subpath"
-> (text) "xpath N val"
datatype="xpathNattr" dataxpath="/%/ex_data/path/subpath"
dataattr="attr" -> (text) "xpath and attribute text"
datatype="xpath_arr" dataxpath="/%/ex_data/path/subpath"
-> (xmlNodes array) [<subpath ...>, <subpath />]
datatype="xpathNchild_arr" dataxpath="/%/ex_data/path/subpath"
-> (xmlNodes array) [<subpath ...>, <subpath />]
datatype="static_xpath" dataxpath="/%/eldata" -> relative to <el> in CX
datatype="static_xpath_arr" dataxpath="/%/eld" -> (xmlNodes array) in CX
<el datatype="concat" ... > <datavals>
<d datatype="static" dataval="@s" />
<d datatype="subxmlval" subname="ex_subxml" />
<datavals></el> -> (text) "@s sub node"
```

using multiple XML data sources datafile=

Define in CX : /website/config /sys :

```
<data_files><df df_id="ext_xml" df_src="http://d.com/f.xml" /></data_files>
```

Use when defining (data) in element:

```
<el datafile="ext_xml" datatype="{any}" ...
```

page legend

<i>datafile</i>	XIML developers reference, ver 1.0 May 2008
<i>sys</i>	required field
<i>pageid</i>	optional field
<i>els block</i>	data value
<i>Ab</i> - Boolean:	chapters / variables within this page
	TRUE - any not empty value ("=true", "=yes", etc);
	FALSE - empty value ("="") or remove attribute

elements block [els block] el positioning [pos]

[els block]: list of elements to display (not <el> ignored)

```
<el eltype="rect" x="10" y="10" x2="R-10" y2="B-10" c="0x123456" a="40" />
<el eltype="bord" x="C-20" y="C-15" w="40" h="30" c="0xff0000" a="80" />
<el eltype="line x="0" y="7" x2="C" y2="0" c="0xff0000" a="80" t="2" />
```

[pos]: element positioning in the area $x = y = w/x2 = h/y2 =$
 USE *x* and *y* to specify top left corner
 AND *x2* and *y2* to specify bottom right corner
 OR *w* and *h* for width and height
 in *x*, *x2* - use "120"/"10%" - from left; "C-20"/"C+20%" - from center;
 "R-20"/"R-20%" - from right
 in *y*, *y2* - use "120"/"10%" - from top; "C-20"/"C+20%" - from center;
 "B-20"/"B-20%" - from bottom
 in *w*, *h*: "120" - absolute; "20%" - relative to area size.

Instead of *y*-, use *yrel*="prevrel+5" to position elem 5px below previous
 Same, instead of *x*= use *xrel*="prevrel" / *xrel*="prevrel+5" / *xrel*="prevrel-5"

ELEMENTS eltype=

Group of elements elem_group

```
<el eltype="elem_group" [pos] >[els block]</el>
```

Text txt

```
<el eltype="txt" [data] [pos] font="Helvetica" color="0xff0000" size="30" />
```

attributes:
font, *size*, *color*, *bold*="b", *italic*="i", *underline*="u", *url*, *target*, *align*,
leftMargin, *rightMargin*, *leading*, *kerning*="b", *letterSpacing*, *indent*,
blockIndent, *bullet*="b", *tabStops*, *multiline*="b", *selectable*="b", *background*="b",
*background*Color, *border*="b", *borderColor*, *autoSize*, *wordWrap*="b",
maxChars, *html*="b", *condenseWhite*="b", *embedFonts*="b", *tabIndex*, *sharpness*,
mouseWheelEnabled="b", *restrict*

Image img

```
<el eltype="img" [data] [pos] resize="fit_wh_min" align="c" />
```

attributes:
align = "c" / "t" align
load_stat = "txt" / "no" - show loading statistics
resize = auto resize image after loading, various types:
 keep ratio: "fit_w" / "fit_h" / "fit_wh" / "fit_wh_max" / "fit_wh_min"
 or both
 no ratio: "set_w" / "set_h" / "set_wh" / "fill" - set width, height or both to [pos]

SHAPES

Rectangle rect

```
<el eltype="rect" [pos] r="5" c="0x006699" a="100" />
```

Border bord

```
<el eltype="bord" [pos] c="0xff0000" a="80" r="15" />
```

Line line

```
<el eltype="line" [pos] c="0x666666" a="100" t="5" />
```

Triangle triang

```
<el eltype="triang" x1="20" y1="20" x2="R-20" y2="B-20" x3="R-20" y3="20" c="0x232323" a="100" />
```

attributes:
c="0xff0000" - color (in HEX)
a="100" - transparency (0-100 in %)
r="5" - corner radius (in rectangle and border)
t="2" - line thickness (in line and border)

For rectangle, color can be in gradient. Instead of *c*=".." use:
c1="0xff0000" - starting color
c2="0x00ff00" - ending color
dir="90" - direction of gradient in degrees. 0:left to right, 90:top to bottom.

Plugins (swf) plugin

```
<el eltype="plugin" [data] [pos] [img attrs]>
<params> <p key="a" datatype="attr" dataattr="dir" /> </params>
</el>
```

el__2state

```
<el eltype="el__2state" [pos] preload_items="true" >
<elcomm><els block></elcomm> <elcomm_top><els block></elcomm_top>
<el><els block></el> <elov><els block></elov>
</el>
element with 2 states - "regular" <el> and "on over" <elov>
<elcomm>, <elcomm_top> - common graphics below and above states.
attributes:
preload_items="true"="b" - prebuild all states
```

Menus, Lists, Grids sel__4state

```
<el eltype="sel__4state" [data] [pos] ew="140" eh="16" edx="150" edy="25" rowit="3" startsel="2" seltype="mult" >
<elcomm><els block></elcomm> <elcomm_top><els block></elcomm_top>
<eloff><els block></eloff> <elofov><els block></elofov>
<elon><els block></elon> <elonov><els block></elonov>
</el>
List of elements, each with 4 states: "on" / "off" x "reg" / "on over" (total:
<eloff>, <elofov>, <elon>, <elonov>).
<elcomm>, <elcomm_top> - common graphics below and above states.
attributes:
edx = "150", edy = "25" - diff X and diff Y in [pos] of next item
ew = "140", eh = "16" - width and height of each item
preload_items="true"="b" - prebuild all states
rowit="3" - no of items in a row (default - 1)
startsel="2" - start with item selected
seltype="mult" / "none" - allow multiple / none elements to be selected
[data] - use datatypes (xmlNodes array) or (xmlNode) for all its children
```

Slideshow slideshow

```
<el eltype="slideshow" [data] [pos] speed="5" first_item="0" >
<item><els block></item>
<nav><el elname="isnav" eltype="sel__4state" [sel__4st attr] </el></nav>
</el>
2 parts - <item> - display of each slide and <nav> - slides navigation.
<nav> has "sel__4state" element with additional attribute elname="isnav".
attributes:
speed = "5" - auto play - change slide every 5 seconds
first_item = "3" - start from 3rd slide
[data] - use datatypes (xmlNodes array) or (xmlNode) for all its children
specify at <el eltype="slideshow" > or separately for <item> and <nav>
```

Multi state multi_state

```
<el eltype="multi_state" [pos] preload_items="true" >
<elcomm><els block></elcomm> <elcomm_top><els block></elcomm_top>
<st><els block></st> <st><els block></st>
</el>
element with multiple states <st>
<elcomm>, <elcomm_top> - common graphics below and above the states.
To navigate between states use <el ... link_type="state" link_st="1" >
```

Conditional elements if_cond

```
<el eltype="if_cond" cond_type="isval_attr" cond_attr="ab" [pos]><els block></el>
```

types
cond_type="eq_attr" *cond_attr*="abc" *cond_val*="def" - if attr abc="def"
cond_type="ne_attr" *cond_attr*="abc" *cond_val*="def" - NOT previous
cond_type="eq_nodeName" *cond_val*="def" - if node name is "def"
cond_type="ne_nodeName" *cond_val*="def" - NOT previous
cond_type="isval_node" *cond_path*="/%def" - if node with XPath exists
cond_type="isnotval_node" *cond_path*="/%def" - NOT previous
cond_type="isval_attr" *cond_attr*="abc" - if attr "abc" exist and not empty
cond_type="isnotval_attr" *cond_attr*="abc" - NOT previous

reusing Styles and Elements style= elem=

Define in CX / <sys> :

```
<styles><cont_area x="70" y="10%" x2="R-90" y2="B" />
<bord_stl eltype="bord" c="0x000033" a="70" r="5" /></styles>
<elems><box_w_bord eltype="elem_group" [pos]> <el eltype="rect" ... />
<el style="cont_area,bord_stl" /> </box_w_bord ></elems>
```

Use in element:

```
<el style="cont_area,bord_stl" y="150" />
<el elem="box_w_bord" />
```

additional element functionality

Rotation _rotation=

```
<el ... _rotation="90" ...
```

Alpha (transparency in %) _alpha=

```
<el ... _alpha="90" ...
```

Mask mask=

```
<el ... mask="true" > <mask><els block></mask> </el>
```

Mask of the shape <mask> will be applied to <el>

link types link_type=

Open another page of current site
link_type="pg" *link_page*="home"

Open XIML site
link_type="ximlsite_static" *link_site*="exanim" *link_page*="rotate"
link_type="ximlsite_attr" *ximlsite_siteattr*="link_site"
ximlsite_pageattr="link_page"
link_type="ximlsite_xpathNattr" *ximlsite_xpath*="/%/I"
ximlsite_siteattr="link_site" *ximlsite_pageattr*="link_page"

open URL
link_type="weblink" *link_url*=" {URL}"
link_type="weblink_attr" *link_attr*="{dx attr}"
link_type="weblink_xpathNattr" *link_xpath*="{xpath dx}" *link_attr*="{dx attr}"
link_type="weblink_xpathNval" *link_xpath*="{xpath in dx}"
link_type="weblink_thiswin" *href*="{URL}" - open in current win

opening and closing effects

```
<el ... > <openim> <ae par="_alpha" fr="0" to="100" st="0" ln="1" />
<ae par="_xscale" fr="10" to="100" st="1" ln="2" /> </openim>
<clanim> <ae par="_alpha" fr="100" to="0" st="0" ln="1" />
<ae par="_xscale" fr="100" to="10" st="1" ln="2" /> </clanim>
```

attributes:
par=" _alpha" / " _x" / " _y" / " _width" / " _height" / " _rotation", etc
fr = - start value *to* = - end value
st = - start time (sec) *ln* = - length (sec)

Predefined effects:
<el ... *opeff*="fadein" *opeffst*="0" *opeffln*="2"
cleff="fadeout" *cleffst*="1" *cleffln*="1"

opening - *opeff*="fadein" (fade in) / "sldown" (slide down) / "strdown" (stretch down) / "strright" (stretch right)
opeffst = - open start time *opeffln* = - open length
closing - *cleff*="fadeout" (fade out) / "clsldup" (slide up) / "clstrup" (unstretch up) / "clstrleft" (unstretch left)
cleffst = - close start time *cleffln* = - close length

to delay page close, use *close_time*="1" in the page definition (in seconds)

blending modes blendMode=

```
<el ... blendMode="add" ...
```

attributes:
blendMode="add" / "alpha" / "darken" / "difference" / "erase" / "hardlight" / "invert" / "layer" / "lighten" / "multiply" / "normal" / "overlay" / "screen" / "subtract"

filters filters=

```
<el ... filters="true" ... >
</filters>
<f filter_type="BevelFilter" distance="4" angleInDegrees="45"
highlightColor="0xFFFFFFFF" highlightAlpha="1" shadowColor="0x000000"
shadowAlpha="1" blurX="4" blurY="4" strength="1" quality="1"
type="inner" knockout="" />
<f filter_type="BlurFilter" blurX="4" blurY="4" quality="1" />
<f filter_type="DropShadowFilter" distance="4" angleInDegrees="45"
color="0x000000" alpha="1" blurX="4" blurY="4" strength="1" quality="1"
inner="" knockout="" hideObject="" />
<f filter_type="GlowFilter" color="0xFF0000" alpha="1" blurX="6"
blurY="6" strength="2" quality="1" inner="" knockout="" />
</filters>
```