CACTI User Configuration Guidelines

The CACTI program allows you to configure both its content and interface by editing the file userConfiguration.xml, found in the same directory as the JAR file.

Codes (<codes>)

This is the set of MISC codes you make available to your program. Each code must have a unique "name" and "value" attribute. The name is a human-readable string. The value is a numeric value. You may create as many codes as you wish.

Code Controls (<codeControls>)

Code controls are grouped into two panels: "left" and "right". Each panel must have a "label" specified. For example, you may label the left panel "Therapist" and the right "Client".

Panels are built from a list of rows. The rows are specified from top to bottom. Each row may contain any (or none) of the following elements:
- **Button (<button>).** A button associated with a single code. Each button must have a "code" attribute, which specifies the name of the associated code. The button will display this code name as the its label. A button may optionally have a "key" attribute, which creates a keyboard shortcut for this button. Example key attributes:
  - "N"
  - "shift N"
  - "ctrl shift N"
- **Group (<group>).** A button associated with a group of codes. Pressing this button will open a popup, from which the user can select a code. Each group must have a "label" attribute. Groups should include one or more single-code buttons. You may add as many buttons as you wish to a group.
- **Spacer (<spacer>).** A blank space. This creates an empty column in the current row.

An empty row is valid - it will result in a blank row (i.e. vertical space).

The number of rows and columns is limited essentially only by the available screen space. The window will be sized automatically to accommodate the layout you specify. If you need to include a very large number of codes, you may find it useful to combine them into groups to keep your window at a convenient size.

Globals (<globals>)

This is the set of global codes you make available to your program. Each code must have a unique "name", "label", and "value" attribute. Global codes may include the following optional attributes:
- minRating: The minimum rating displayed on a slider. Default is 1.
- maxRating: The maximum rating displayed on a slider. Default is 5.
- defaultRating: The default rating assigned to this code. Default is 1.

User-specified ranges must be valid, e.g. defaultRating must be between min and max (inclusive).

Global Controls (<globalControls>)

Global controls are grouped into two panels: "left" and "right". Panels are built from a list of sliders (or spacers), specified from the top down. Panels elements:
- **Slider (<slider>).** Each slider must have a "global" attribute, which specifies the name of the associated global.
- **Spacer (<spacer>).** A blank space. This creates an empty row in the current panel.

The number global controls is limited essentially only by the available screen space. Each control must be associated with a unique global code.

Globals Border (<globalsBorder>)

You may specify a custom name for the globals interface, to be displayed in the border, via the "label" attribute of the "globalsBorder" element.