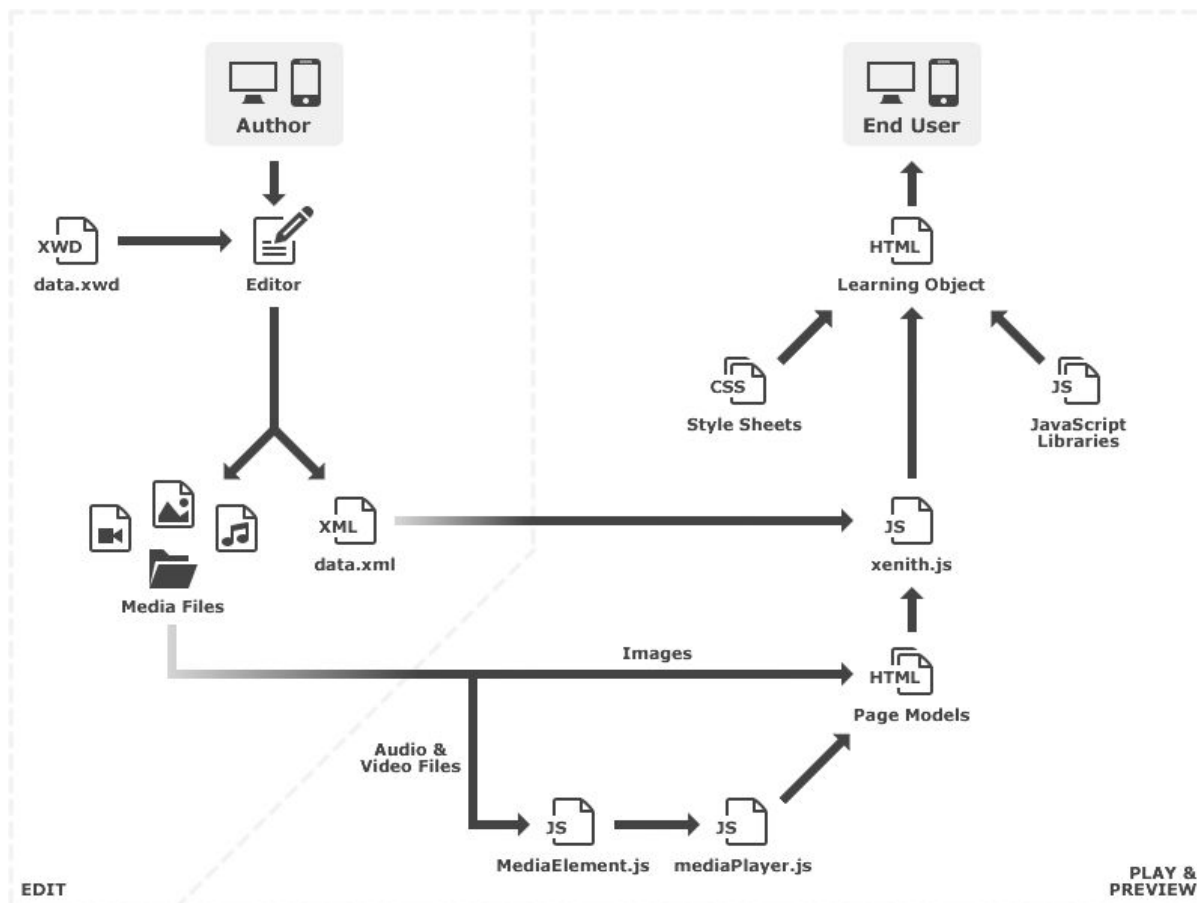


The Structure of XOT Projects

This diagram shows the structure of the main files involved in editing and playing a Toolkits project:



The editor displays a 'wizard' (form) to the author which contains all the data needed to create a project. The author can insert pages of various types to the project in the editor and will be shown a wizard to complete for each one. The format of the editor wizards are determined by an XWD file.

As information is entered by the author, the editor populates an XML file with data and saves any uploaded files, e.g. images, to a media folder. When playing or previewing a project, these files are loaded so that the interface can be populated with the correct data.

A more detailed description of the files involved in each stage is given below.

Edit Overview

The main files involved in creating and editing a project are:

1. Editor files

The HTML5 editor is set up by the `edithtml.php` file in each module (`modules/xerte/edithtml.php`). There is also an editor folder in the root of each Toolkits installation that contains the main editor code.

2. XWD file (`modules/xerte/parent_templates/Nottingham/wizards/en-GB/data.xwd`)

The XWD file is formatted as XML and contains details of everything (pages, properties etc.) that can be added to a project. It is read by the editor so that it can display wizards for the author to complete. It contains style information about how fields in the wizard are presented (text box / colour picker etc.), as well as details about the format the data entered will be saved into the XML data file.

- 3. XML file** (USER-FILES/[template_id]/data.xml)
Data is saved to an XML file as the editor's wizards are completed. The XML file is the backbone of every live XOT project as it contains all of the project's data. It contains properties for the whole project (e.g. title), lists every page within it and contains details of each of these pages.
- 4. Media folder** (USER-FILES/[template_id]/media/...)
Any files uploaded to a project via the editor are saved to the project's media folder with a reference to them in data.xml.

Play & Preview Overview

The preview and play views of a project are made up of three main parts:

1. Project Interface:

- a. rloObject.html** (modules/xerte/player_html5/rloObject.html)
This contains the HTML elements for the features that are more or less consistent across all projects, e.g. the footer and header bars. It also loads all of the required JavaScript libraries (e.g. jQuery).
- b. xenith.js** (modules/xerte/parent_templates/Nottingham/common_html5/js/xenith.js)
Loaded into rloObject.html, this file adds functionality to the interface, creates global functions, parses the XML and loads individual pages.
- c. CSS** (modules/xerte/parent_templates/Nottingham/common_html5/css/...)
 - i. mainStyles.css, desktopStyles.css & mobileStyles.css** contain the styles used in a project's layout
 - ii. themeStyles.css** contains purely aesthetic styles that can be changed to rebrand every project in a Toolkits installation
 - iii. smoothness folder** contains styles associated with JQuery UI
- d. JavaScript libraries** (modules/xerte/parent_templates/Nottingham/common_html5/js/...)
The main JavaScript library used is jQuery.
Some pages also use additional libraries, such as popcorn.js used in the Media Lesson page.

2. Page models (modules/xerte/parent_templates/Nottingham/models_html5/...)

Each page type that can be added to a project has its own HTML 'model'. These models are loaded into the interface by xenith.js as a project is navigated through.
They contain HTML, JavaScript and CSS and use information from data.xml to set up the page.

3. XML data (USER-FILES/[template_id]/data.xml)

The XML file, created by the editor, contains all of the data for a project. It contains properties for the whole project (e.g. title), lists every page within it and contains details of each of these pages. This one file (along with any associated media files) contains all the individual data for a project. All other project files (detailed above) are the same for all projects of that module type.

You are unlikely to want to edit the majority of the files detailed above. To add new pages, or edit existing ones, you only need to edit the **XWD** (for the author) and a **page model** (for the end user).