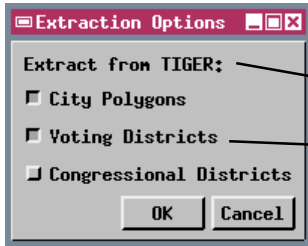# Sample Dialog Descriptions in XML

Shown below are several sample SML dialog windows with the XML text used to create each one. In a dialog specification in XML, text elements (delimited by start- and end-tags) represent components of the dialog and are identified by a set of predefined XML tags. Various properties of each component (name, default settings, and so on) are included as attributes of the component's start-tag. In some cases all of the information for a dialog control is represented by a combined start-end tag (called an empty tag) and its attributes. The XML format facilitates dialog setup because elements within the XML document are grouped and nested in a clear logical structure that determines the layout of the dialog.
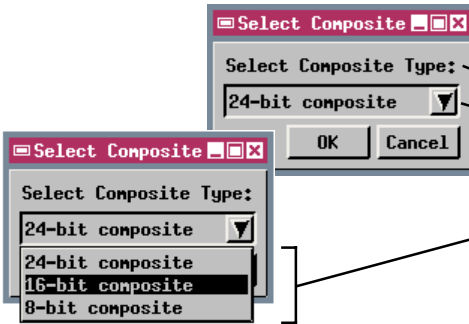
Label and Toggle Buttons

```
<?xml version="1.0"?>                          start-tag for the required root element of the XML document
<root>                                         start-tag for the dialog element with attributes
    <dialog id="tigerops" title="Extraction Options" OnOK="CheckTogs()">
        <label>Extract from TIGER:</label>     text label element
        <togglebutton id="citybtn" Name="City Polygons" Selected="true"/>
        <togglebutton id="votebtn" Name="Voting Districts" Selected="false"/>
        <togglebutton id="congbtn" Name="Congressional Districts" Selected="false"/>
    </dialog>         end-tag of the dialog element    toggle button elements: empty tags with attributes
</root>          end-tag of the root element
```
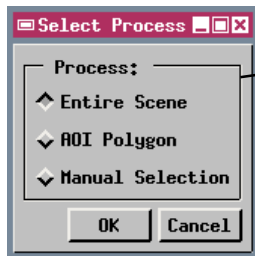
Label and Combobox Menu

name of SML function or procedure to execute when OK button is pressed

```
<?xml version="1.0"?>                 dialog title
<root>
    <dialog id="selcomp" title="Select Composite" OnOK="OnOK()">
        <label>Select Composite Type:</label>
        <combobox id="comptype" Default="24">      combobox element
            <item Value="24">24-bit composite</item>    item list for the combobox
            <item Value="16">16-bit composite</item>    menu; empty tags with
            <item Value="8">8-bit composite</item>      attributes
        </combobox>
    </dialog>
</root>
```

Radio Buttons (Only One Selected at a Time) in a Box

```
<?xml version="1.0"?>  required XML version declaration
<root>
    <dialog id="select" title="Select Process" OnOK="OnOK()">
        <groupbox Name=" Process: " ExtraBorder="4">    box element with Name (label)
            <radiogroup id="processgp" Default="entire">   group of radio buttons
                <item Value="entire" Name="Entire Scene"/>
                <item Value="polygon" Name="AOI Polygon"/>       item list for the
                <item Value="manual" Name="Manual Selection"/>   radiogroup
            </radiogroup>         end-tag for the radiogroup
        </groupbox>          end-tag for the groupbox element
    </dialog>
</root>
```
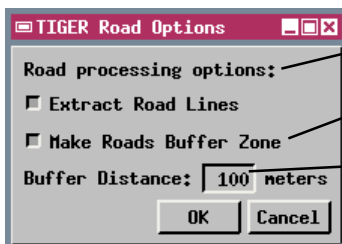
Togglebuttons, Labels, and Editable Numeric Field

```
<?xml version="1.0"?>
    <root>                      id attribute lets SML script easily access the control setting or value
    <dialog id="tigrds" title="TIGER Road Options" OnOK="OnOK()">
        <label>Road processing options:</label>
        <togglebutton id="getrds" Name="Extract Road Lines"/>
        <togglebutton id="mkbuf" Name="Make Roads Buffer Zone"/>
        <pane Orientation="horizontal">   layout pane with child elements in horizontal row
            <label>Buffer Distance:</label>
            <editnumber id="buffdist" Width="4" Precision="0" Default="100" MinVal="0"/>
            <label>meters</label>              editable numeric field with number of decimal places
        </pane>  end tag for the layout pane   and default and minimum value attributes
    </dialog>
</root>
```