

#7:

Send a message to the first dot of kind=A that can be found in the system:

#A#any:

Send a message to the control with ID=5 in the first open dot of kind=B found in the system:

#B#open:5

Send a message to this dot's control with ID=3

#.:3

Send a message to the first hidden control of kind=X that can be found in this dot

#.:X#closed

Send a message to the first visible control of kind=Y that can be found in the first closed dot of kind=C:

#C#closed:Y#open

Messages

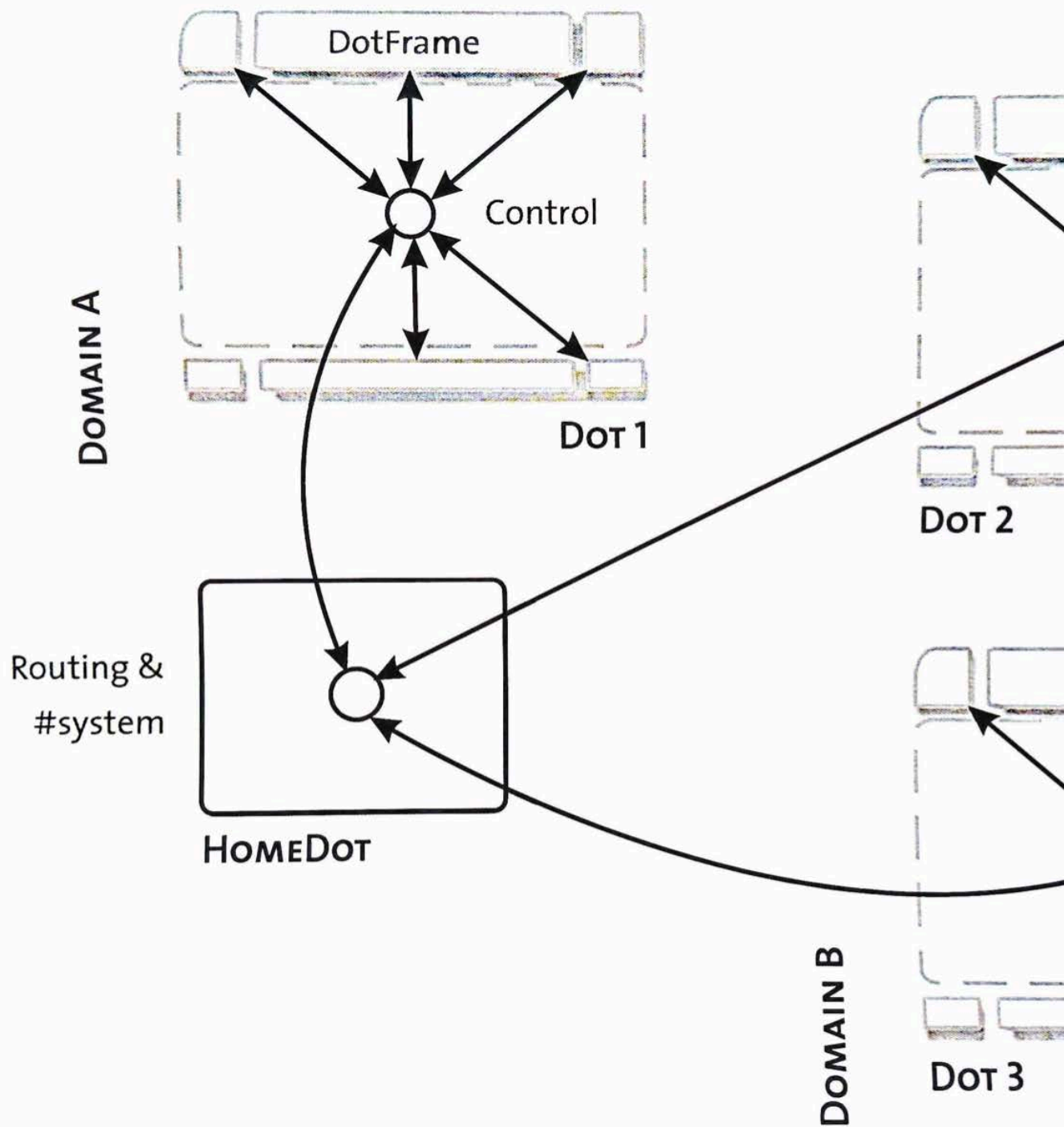
System messages

#refresh
#install-dot <dot-url>
#have-dot <dot-address>
#delete-dot <dot-address>
#quit
#save-to-server
#get-screen-width
#get-screen-height
#close-all-dots
#open-preset <preset-name>
#take-preset <preset-name>
#get-dot-ids <dot-address>

Dot messages

#set-title
#set-size <width> <height>
#set-width <width>
#set-height <height>

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DoDots - DMA MESSAGE ROUTING

Introduction

This document defines the structure of the XML used for DoDots. Generally, there are four top level XML structures that are read from URL/file. These are:

Session configuration	<SESSION_CONFIG>
User configuration	<ALL_CONFIG>
Shares	<SHARE>
Dot templates	<DOT>

These structures are described below. Some structures reuse other structure formats.

<DOT>

GLOBALID="string"

Used only within <SHARE> tags. This GLOBALID must be unique with respect to other <DOT> tags in this <SHARE>.

DOMAIN="string"

Unique label for the owning company of this dot. In theory, dots will be limited to communicating with dots only from their own domain.

KIND="string"

Helpful identifier for finding such a dot from another dot. Does not have to be unique.

<FRAME>

<TITLE>

TEXT="string"

JUSTIFY="LEFT" | "CENTER" | "RIGHT"

COLOR="#XXXXXX"

PIXELWIDTH="integer"

Width in pixel units. Overrides WIDTH attribute.

PIXELHEIGHT="integer"

Height in pixel units. Overrides HEIGHT attribute.

WIDTH="integer"

Width in dot units. Default value is 1.

HEIGHT="integer"

Height in dot units. Default value is 1.

X="integer" | "LEFT" | "CENTER" | "RIGHT"

Initial X position in screen coordinates. Default is center.