



GUI Tester 1.0.0 – Scenes XML

The scenes xml is where you describe all the scenes in your GUI.

This document contains a complete list of all supported tags.

Read the introduction document to get a better understanding on how to put together a finished xml file.

http://www.sk-software.com/guiterster/docs/gui_tester.pdf

Complete list of Tags

<scenes>

The root element. All scene tags must be inside the root element.

<scene>

Scene description. At least one is required.

Objects directly inside the <scene> tag will be displayed on both 3.5 inch screens (iPhone 3GS, 4 and 4S) and 4 inch screens (iPhone 5).

<name>

The name of the scene. Required.

<backgnd_color>

Background color. In the format '*red, green, blue, alpha*'.

Values between 0 to 255 for each color and alpha.

If alpha value is missing it is set to 255 automatically.

<default_size>

Default size of the scene's view. Overrides the setting in the setup XML

See <default_size> tag in the setup XML for details.

<default_orientation>

Default orientation of the scene. Overrides the setting in the setup XML.

See <default_orientation> tag in the setup XML for details.

<navigation_bar>

Shows a navigation bar at the top of the scene.

On iPhone: Height of the bar is 44 points in portrait mode. 32 points in landscape mode.

On iPad: Height of the bar is 44 points in both portrait and landscape mode.

<title>

The title displayed in the center of the navigation bar.

<bar_style>

The style of the navigation bar. Value can be any of these alternatives:

'Default' (The default value)

'DefaultTranslucent'

'Black'

'BlackTranslucent'

<left_button>

The left button on the navigation bar.

<type>

Type of button. Value can be any of these alternatives:

'Back'	(The default value. A back button. Text from the <text> tag is used. Only available for <left_button>.)
'StylePlain'	(Glows when tapped. Text from the <text> tag is used.)
'StyleBordered'	(A simple button style with a border. Text from the <text> tag is used.)
'StyleDone'	(The style for a done button. Text from the <text> tag is used.)
'Done'	(The system Done button. Localized.)
'Cancel'	(The system Cancel button. Localized.)
'Edit'	(The system Edit button. Localized.)
'Save'	(The system Save button. Localized.)
'Add'	(The system plus button containing an icon of a plus sign.)
'Compose'	(The system compose button. Icon.)
'Reply'	(The system reply button. Icon.)
'Action'	(The system action button. Icon.)
'Organize'	(The system organize button. Icon.)
'Bookmarks'	(The system bookmarks button. Icon.)
'Search'	(The system search button. Icon.)
'Refresh'	(The system refresh button. Icon.)
'Stop'	(The system stop button. Icon.)
'Camera'	(The system camera button. Icon.)
'Trash'	(The system trash button. Icon.)
'Play'	(The system play button. Icon.)
'Pause'	(The system pause button. Icon.)
'Rewind'	(The system rewind button. Icon.)
'FastForward'	(The system fast forward button. Icon.)
'Undo'	(The system undo button.)
'Redo'	(The system redo button.)
'PageCurl'	(The system page curl button. Icon.)

<text>

The text to be displayed in button. Only used in the following types:

'Back'
 'StylePlain'
 'StyleBordered'
 'StyleDone'

<goto>

Defines which scene to go to and how the change of scene will be animated.

<destination>

The name of the scene to go to. Required.

<transition>

Type of transition to the new scene. Value can be any of these alternatives:

'None' (The default value. No animation.)
 'NavPush' (Only possible if both the current scene and the destination scene has a <navigation_bar> tag and are using the same orientation.)
 'NavPop' (Only one NavPop transition per scene is allowed. Also only possible if both the current scene and the destination scene has a <navigation_bar> tag and are using the same orientation.)

'FlipFromLeft'
'FlipFromRight'
'CurlUp'
'CurlDown'
'CrossDissolve'
'FlipFromTop'
'FlipFromBottom'

<right_button>

The right button on the navigation bar.

<type>

See <left_button> above for details.

Note that the value *'Back'* is not valid for the right button.

<text>

See <left_button> above for details.

<goto>

See <left_button> above for details.

<tab_bar>

Shows a tab bar at the bottom of the scene.

Height of the bar is 49 point on both iPhone and iPad.

<selected_item>

Which item that will be selected as default.

Can be a value between 1 and 5.

If tag not present or value is out of bounds no item will be marked as selected.

<items>

Defines the items in the tab bar.

A maximum of 5 items can be shown. The rest will be ignored.

<item>

An item in the tab bar.

<type>

Type of item. Value can be any of these alternatives:

<i>'Custom'</i>	(The default value. A custom image item. Image from <image_url> tag and text from the <text> tag is used.)
<i>'More'</i>	(The more system item.)
<i>'Favorites'</i>	(The favorites system item.)
<i>'Featured'</i>	(The featured system item.)
<i>'TopRated'</i>	(The top rated system item.)
<i>'Recents'</i>	(The recents system item.)
<i>'Contacts'</i>	(The contacts system item.)
<i>'History'</i>	(The history system item.)
<i>'Bookmarks'</i>	(The bookmarks system item.)

<i>'Search'</i>	(The search system item.)
<i>'Downloads'</i>	(The downloads system item.)
<i>'MostRecent'</i>	(The most recent system item.)
<i>'MostViewed'</i>	(The most viewed system item.)

<image_url>

URL to the image if <type> is set to 'custom'.

The alpha values in the image are used to create the unselected and selected images.

Opaque values are ignored. If this image is too large to fit on the tab bar, it is clipped to fit.

The size of a tab bar image is typically 30 x 30 points.

See <retina_suffix> tag in setup XML for info about using images adjusted for retina screens.

Note that URL's are relative to the <base_url>. (See setup XML)

<text>

The title of an item with the <type> set to 'custom'.

<goto>

Defines which scene to go to and how the change of scene will be animated.

<destination>

The name of the scene to go to. Required.

<transition>

Type of transition to the new scene. Value can be any of these alternatives:

'None' (The default value. No animation.)

'FlipFromLeft'

'FlipFromRight'

'CurlUp'

'CurlDown'

'CrossDissolve'

'FlipFromTop'

'FlipFromBottom'

<objects>

Defines the scene's objects. All elements within <objects> will be added to the scene. Objects directly in the <objects> tag will be displayed in both portrait and landscape mode. These scenes will auto rotate and resize objects according to each objects <auto_resize> tag.

Note that if you have any object with autorotation the <portrait> and <landscape> tags (and their objects) will be ignored and not shown.

To avoid autorotation add objects only within the <portrait> and <landscape> tags.

<image>

Shows a static image.

<url>

URL to the image. Required.

See <retina_suffix> tag in setup XML for info about showing images adjusted for retina screens.

Note that URL's are relative to the <base_url>. (See setup XML)

<pos>

Position of the image in points. Required.

Top left corner. In the format 'x,y'.

<size>

Size of image in points. In the format '*width,height*'.

Image will stretch / shrink to this size if tag is present.

If tag not present the size will be set to the image size.

<z_order>

The z order in which the object will be shown. Higher number is placed above a lower one. If z-order is not found objects are drawn in the order they are found in the XML file.

First object without z-order is given the value '1'. The second object z-order '2' and so on.

The order of objects with equal z-orders is unknown and can be drawn different on different loads.

<auto_resize>

Specifies how the object is automatically resized when created and on rotation.

You can use one or more of following values. Separate values with a comma.

'LeftMargin'	(The object resizes by expanding or shrinking in the direction of the left margin.)
'RightMargin'	(The object resizes by expanding or shrinking in the direction of the right margin.)
'TopMargin'	(The object resizes by expanding or shrinking in the direction of the top margin.)
'BottomMargin'	(The object resizes by expanding or shrinking in the direction of the bottom margin.)
'Width'	(The object resizes by expanding or shrinking its width.)
'Height'	(The object resizes by expanding or shrinking its height.)

<image_scroll>

A scroll view with a static image.

<pos>

Position of the visible area in points. Required.

Top left corner. In the format 'x,y'.

<size>

Size of visible area in points. Required.
In the format *'width,height'*.

<z_order>

The z-order of the object.
See description for the `<image>` tag above for details.

<auto_resize>

Specifies how the object is automatically resized when created and on rotation.
See description for the `<image>` tag above for details.

<url>

URL to the image. Required.
See `<retina_suffix>` tag in setup XML for info about showing images adjusted for retina screens.
Note that URL's are relative to the `<base_url>`. (See setup XML)

<content_size>

The size of the scrollable area. In the format *'width,height'*.
If tag not present the content size will be set to the image size.

<bounces>

Controls whether the image bounces past the edge of content and back again.
Set value to *'no'* to stop bounces.
If tag is not present or value is invalid it will be set to *'yes'*.

<backgnd_color>

Background color. In the format *'red,green,blue,alpha'*.
Values between 0 to 255 for each color and alpha.
If the alpha value is missing it is automatically set to 255.
Default value is *'0,0,0,0'* (clear).

<offset_pos>

The offset position of the image. Top left corner. In the format *'x,y'*.
If tag is not present or value is invalid the position is set to *'0,0'*.

<always_bounce>

Sets whether bouncing always occurs when scrolling reaches the end of the view.
'Vertical' will set always bounce on vertical scrolling.
'Horizontal' will set always bounce on horizontal scrolling.
Combine values with comma. Invalid values will be ignored.
If tag not present, or value is empty, no always bounce will be set.

<show_indicator>

Shows the scroll indicators.
'Vertical' shows the vertical scroll indicator.
'Horizontal' shows the horizontal scroll indicator.
Combine values with comma. Invalid values will be ignored.
If tag not present, or value is empty, no scroll indicator will be shown.

<indicator_style>

The style of the scroll indicators. Value can be any of these alternatives:

<i>'default'</i>	(The default value. Black with a white border.)
<i>'black'</i>	(Black and smaller than the default style.)
<i>'white'</i>	(White and smaller than the default style.)

<default_zoom>

The scale factor for the image at first showing.
Default value is '1.0'.

<min_zoom>

The minimum scale factor for zooming.
Default value is '1.0' (image can't be scaled down).

<max_zoom>

The maximum scale factor for zooming.
Must be greater than the minimum zoom scale for zooming to be enabled.
Default value is '1.0' (image can't be scaled up).

<animation>

Shows a sequence of images as an animation.

<pos>

Position of the animation in points. Required.
Top left corner. In the format 'x,y'.

<size>

Size of images in points. In the format '*width,height*'.
Image will stretch / shrink to this size if tag is present.
If tag not present the size will be set to the size of the first image in the animation.

<z_order>

The z-order of the object.
See description for the <image> tag above for details.

<auto_resize>

Specifies how the object is automatically resized when created and on rotation.
See description for the <image> tag above for details.

<frame_rate>

The frame rate of the animation. (How many images that will show per second).
Default value is '30'.

<repeat_count>

How many times the animation will be repeated.
Set to '0' to repeat the animation indefinitely.
Default value is '0'.

<image_url>

URL to the images. Required.

A suffix with an image number will automatically be added to the filename.

E.g. <image_url>animation/image.png</image_url>

Image 0 will get the URL 'animation/image_000.png', image 1 will get the URL 'animation/image_001.png' etc.

The <retina_suffix> will be added after the image number.

So the retina version of image 0 will be 'animation/image_000@2x.png'.

Note that URL's are relative to the <base_url>. (See setup XML)

<sequence>

The animation sequence as a comma separated list. Required.

E.g. <sequence>0-2, 3x4, 2-0</sequence>

'0-2' is equal to '0, 1, 2'..

'3x4' is equal to '3, 3, 3, 3'. (will show the same image for 4 frames)

'2-0' is equal to '2, 1, 0'.

So <sequence>0, 1, 2, 3, 3, 3, 3, 2, 1, 0</sequence> is equal to the example above.

<button>

Shows a button that can jump to another scene.

<type>

Type of button. Value can be any of these alternatives:

'Custom'	(The default value. A custom button use images from the <default_url> and <pressed_url> tags.)
'RoundedRect'	(A rounded-rectangle style button. Text from the tag <text> is used.)
'DetailDisclosure'	(A detail disclosure button.)
'InfoLight'	(An information button that has a light background.)
'InfoDark'	(An information button that has a dark background.)
'ContactAdd'	(A contact add button.)

<default_image>

The default image for the button. (Normal state).

Required if <type> is Custom.

<url>

URL to the image. Required.

See <retina_suffix> tag in setup XML for info about showing images adjusted for retina screens.

Note that URL's are relative to the <base_url>. (See setup XML)

<cap_insets>

Cap insets for the image in points. In the format *'top,left,bottom,right'*.
 Use this to define areas of the image that will not be scaled or resized.
 Often used to create variable-width images with the same rounded corners but whose center regions grows or shrinks as needed. For best performance, use a tiled area that is a 1x1 pixel area in size.
 Default value is '0,0,0,0' (No cap insets).

<pressed_image>

The pressed image for the button. (Highlight state).

<url>

See <default_image> for details

<cap_insets>

See <default_image> for details

<text>

The text to be displayed in button.
 Only used in the following types:
 'Custom'
 'RoundedRect' (Required for this type.)

The font of the text. Must be a valid font, available on the device being used.
 Default value is HelveticaNeueUI-Bold.
 Only used in the following types:
 'Custom'
 'RoundedRect'

<text_alignment>

The text alignment. Value can be any of these alternatives:
 'center' (The default value.)
 'left'
 'right'
 Only used in the following types:
 'Custom'
 'RoundedRect'

<text_color>

Text color. In the format *'red,green,blue,alpha'*.
 Values between 0 to 255 for each color and alpha.
 If alpha value is missing it's automatically set to 255.
 Default color is '50,79,133,255'.
 Only used in the following types:
 'Custom'
 'RoundedRect'

<pos>

Position of the button in points. Required.
Top left corner. In the format 'x,y'.

<size>

Size of button in points. In the format '*width,height*'.

Only used in the following types:

'Custom'	(Button will stretch / shrink images to this size if tag is present. If tag not present the size will be set to the default image size.)
'RoundedRect'	(Required for this type.)

<z_order>

The z-order of the object.

See description for the <image> tag above for details.

<auto_resize>

Specifies how the object is automatically resized when created and on rotation.

See description for the <image> tag above for details.

<goto>

Defines which scene to go to and how the change of scene will be animated.

<destination>

The name of the scene to go to. Required.

<transition>

Type of transition to the new scene. Value can be any of these alternatives:

'None' (The default value. No animation.)

'FlipFromLeft'

'FlipFromRight'

'CurlUp'

'CurlDown'

'CrossDissolve'

'FlipFromTop'

'FlipFromBottom'

<page_scroll>

A scroll view with paging.

<pos>

Position of the page scroll in points. Required.

Top left corner. In the format 'x,y'.

<size>

Size of page scroll in points. Required.

In the format '*width,height*'.

This will also be used as the size of each page.

<z_order>

The z-order of the object.

See description for the <image> tag above for details.

<auto_resize>

Specifies how the object is automatically resized when created and on rotation.

See description for the <image> tag above for details.

<page_direction>

Specifies at which direction the pages will be added to the scroll view.

Value can be any of these alternatives:

'Horizontal' (The default value.)

'Vertical'

<backgnd_color>

Background color. In the format *'red,green,blue,alpha'*.

Values between 0 to 255 for each color and alpha.

If the alpha value is missing it is automatically set to 255.

Default value is *'0,0,0,0'* (clear).

<pages>

Defines the scrollable pages.

<page>

Defines a page.

<image_url>

URL to an image that will representing the page.

Image will be placed in center of the page, or scaled to fit, if the tag <size> is smaller than the image size.

Note that URL's are relative to the <base_url>. (See setup XML)

<label>

Shows a static text.

<pos>

Position of the label in points. Required.

Top left corner. In the format *'x,y'*.

<size>

Size of label in points. Required.

In the format *'width,height'*.

<z_order>

The z-order of the object.

See description for the <image> tag above for details.

<auto_resize>

Specifies how the object is automatically resized when created and on rotation.

See description for the <image> tag above for details.

<text>

The text to be displayed. Required.

The font of the text. Must be a valid font, available on the device being used.
Default value is 'Helvetica'.

<font_size>

The size of the font.
Default value is '12'.

<text_alignment>

The text alignment. Value can be any of these alternatives:
'center' (The default value.)
'left'
'right'

<text_color>

Text color. In the format '*red,green,blue,alpha*'.
Values between 0 to 255 for each color and alpha.
If the alpha value is missing it is automatically set to 255.
Default value is '255,255,255,255' (white).

<backgd_color>

Background color. In the format '*red,green,blue,alpha*'.
Values between 0 to 255 for each color and alpha.
If the alpha value is missing it is automatically set to 255.
Default value is '0,0,0,0' (clear).

<text_field>

Shows an editable text.

<pos>

Position of the text field in points. Required.
Top left corner. In the format 'x,y'.

<size>

Size of the text field in points. Required.
In the format '*width,height*'.

<z_order>

The z-order of the object.
See description for the <image> tag above for details.

<auto_resize>

Specifies how the object is automatically resized when created and on rotation.
See description for the <image> tag above for details.

<border_style>

The border style used by the text field. Value can be any of these alternatives:.

'Rounded rect' (The default value.)

'None'

'Line'

'Bezel'

The font of the text.

See description for the <label> tag above for details..

<font_size>

The size of the font.

See description for the <label> tag above for details.

<text_alignment>

The text alignment.

See description for the <label> tag above for details.

<text_color>

Text color.

See description for the <label> tag above for details.

<placeholder>

The string that is displayed when there is no other text in the text field.

<backgnd_color>

Background color.

See description for the <label> tag above for details.

<tap>

Defines an area where the user can tap to jump to another scene.

Tap areas needs to be above other objects to react on a tap. (Use <z_order> tag to place taps above other objects.)

<pos>

Position of the tap area in points. Required.

Top left corner. In the format *'x,y'*.

<size>

Size of the tap area in points. Required.

In the format *'width,height'*.

<z_order>

The z-order of the object.

See description for the <image> tag above for details.

<auto_resize>

Specifies how the object is automatically resized when created and on rotation.

See description for the <image> tag above for details.

<backgd_color>

Background color.

See description for the <label> tag above for details.

<goto>

Defines which scene to go to and how the change of scene will be animated.

See description for the <button> tag above for details.

<destination>

The name of the scene to go to. Required.

<transition>

Type of transition to the new scene.

See description for the <button> tag above for details.

<table>

Shows a standard table.

<pos>

Position of the table in points.

Top left corner. In the format 'x,y'.

If element not present it will be set to '0,0'.

<size>

Size of the tap area in points.

In the format '*width,height*'.

If element not present the table will fill the entire screen.

<z_order>

The z-order of the object.

See description for the <image> tag above for details.

<auto_resize>

Specifies how the object is automatically resized when created and on rotation.

See description for the <image> tag above for details.

<cells>

Defines the cells in the table. At least one cell is required.

<cell>

Defines a cell.

<style>

The style of the cell. Value can be any of these alternatives:

'Default' (The default value.)

'RightDetail'

'LeftDetail'

'Subtitle'

<text>

The text to be displayed in the cell. Required.

<detail_text>

The detail text to be displayed.

Only used in the following styles:

'RightDetail'

'Subtitle'

<accessory>

The cell accessory. Value can be any of these alternatives:

'None' (The default value.)

'DisclosureIndicator'

'DetailDisclosureButton'

'Checkmark'

<goto>

Defines which scene to go to if the cell is tapped.

On cells with accessory type *'DetailDisclosureButton'* goto is only activated on the disclosure button. Not on the entire cell.

<destination>

The name of the scene to go to. Required.

<transition>

Type of transition to the new scene.

See description for the `<button>` tag above for details.

<toolbar>

Shows a toolbar with buttons.

<bar_style>

The style of the toolbar. Value can be any of these alternatives:

'Default' (The default value.)

'DefaultTranslucent'

'Black'

'BlackTranslucent'

<auto_pos>

Auto position of the toolbar. Value can be any of these alternatives:

'None' (The default value. The position is set using the `<pos>`, `<size>` and `<auto_resize>` tags.)

<i>'Top'</i>	(Toolbar will automatically be set at the top of the scene with a height of 44 points.)
<i>'Bottom'</i>	(Toolbar will automatically be set at the bottom of the scene with a height of 44 points.)

<pos>

Position of the toolbar in points.

Top left corner. In the format *'x,y'*.

Required if *<auto_pos>* is set to *'None'*. Otherwise not used.

<size>

Size of the toolbar.

In the format *'width,height'*.

Required if *<auto_pos>* is set to *'None'*. Otherwise not used.

<z_order>

The z-order of the object.

See description for the *<image>* tag above for details.

<auto_resize>

Specifies how the object is automatically resized when created and on rotation.

See description for the *<image>* tag above for details.

Only used if *<auto_pos>* is set to *'None'*.

<items>

Defines the items in the toolbar.

<item>

Defines a toolbar item.

<type>

The style of the cell. Value can be any of these alternatives:

<i>'StylePlain'</i>	(The default value. Plain button. Glows when tapped. Text from the element <i><text></i> is used.)
<i>'StyleBordered'</i>	(A simple button style with a border. Text from the element <i><text></i> is used.)
<i>'StyleDone'</i>	(The style for a done button. Text from the element <i><text></i> is used.)
<i>'Done'</i>	(The system Done button. Localized.)
<i>'Cancel'</i>	(The system Cancel button. Localized.)
<i>'Edit'</i>	(The system Edit button. Localized.)
<i>'Save'</i>	(The system Save button. Localized.)
<i>'Add'</i>	(The system plus button containing an icon of a plus sign.)
<i>'Compose'</i>	(The system compose button. Icon.)
<i>'Reply'</i>	(The system reply button. Icon.)
<i>'Action'</i>	(The system action button. Icon.)
<i>'Organize'</i>	(The system organize button. Icon.)
<i>'Bookmarks'</i>	(The system bookmarks button. Icon.)
<i>'Search'</i>	(The system search button. Icon.)
<i>'Refresh'</i>	(The system refresh button. Icon.)
<i>'Stop'</i>	(The system stop button. Icon.)

<i>'Camera'</i>	(The system camera button. Icon.)
<i>'Trash'</i>	(The system trash button. Icon.)
<i>'Play'</i>	(The system play button. Icon.)
<i>'Pause'</i>	(The system pause button. Icon.)
<i>'Rewind'</i>	(The system rewind button. Icon.)
<i>'FastForward'</i>	(The system fast forward button. Icon.)
<i>'Undo'</i>	(The system undo button.)
<i>'Redo'</i>	(The system redo button.)
<i>'PageCurl'</i>	(The system page curl button. Icon.)
<i>'FlexibleSpace'</i>	(Blank space to add between other items. The space is distributed equally between the other items.)
<i>'FixedSpace'</i>	(Blank space to add between other items. Width from the tag <code><width></code> is used.)

<text>

The text to be displayed in button. Only used in the following types:

'StylePlain'
'StyleBordered'
'StyleDone'

<width>

The width of the item. If tag is missing the width is set to fit the text.

'StylePlain'
'StyleBordered'
'StyleDone'
'FixedSpace' (Tag is required for this type.)

<goto>

Defines which scene to go to and how the change of scene will be animated.

Not used in the following types:

'FlexibleSpace'
'FixedSpace'

<destination>

The name of the scene to go to. Required.

<transition>

Type of transition to the new scene.

See description for the `<button>` tag above for details.

<screen_3.5inch>

iPhone only. Objects in the `<screen_3.5inch>` element will only be displayed on iPhone devices with the 3.5 inch screen (iPhone 3GS, 4 and 4S).

All usual objects can be added inside the tag.

`<image>`
`<image_scroll>`
`<animation>`

<button>
<page_scroll>
<label>
<text_field>
<tap>
<table>
<toolbar>

<screen_4.0inch>

iPhone only. Objects in the <screen_4.0inch> element will only be displayed on iPhone devices with the 4 inch screen (iPhone 5).

All usual objects can be added inside the tag.

<image>
<image_scroll>
<animation>
<button>
<page_scroll>
<label>
<text_field>
<tap>
<table>
<toolbar>

<portrait>

The portrait look of the scene.

Objects in the <portrait> tag will only be displayed when device is in portrait orientation. If a scene only contains the <portrait> tag it will be locked to portrait orientation.

On iPhone devices. Objects directly in the <portrait> tag will be displayed on both 3.5 inch screens (iPhone 3GS, 4 and 4S) and 4 inch screens (iPhone 5).

All usual objects can be added inside the tag.

<image>
<image_scroll>
<animation>
<button>
<page_scroll>
<label>
<text_field>
<tap>
<table>
<toolbar>

<screen_3.5inch>

iPhone only. Objects in the <screen_3.5inch> element will only be displayed on iPhone devices with the 3.5 inch screen (iPhone 3GS, 4 and 4S).

All usual objects can be added inside the tag.

<image>
<image_scroll>
<animation>
<button>
<page_scroll>
<label>
<text_field>
<tap>
<table>
<toolbar>

<screen_4.0inch>

iPhone only. Objects in the <screen_4.0inch> element will only be displayed on iPhone devices with the 4 inch screen (iPhone 5).

All usual objects can be added inside the tag.

<image>
<image_scroll>
<animation>
<button>
<page_scroll>
<label>
<text_field>
<tap>
<table>
<toolbar>

<landscape>

The landscape look of the scene.

Objects in the <landscape> tag will only be displayed when device is in landscape orientation. If a scene only contains the <landscape> tag it will be locked to landscape orientation.

On iPhone devices. Objects directly in the <portrait> tag will be displayed on both 3.5 inch screens (iPhone 3GS, 4 and 4S) and 4 inch screens (iPhone 5).

All usual objects can be added inside the tag.

<image>
<image_scroll>
<animation>
<button>
<page_scroll>
<label>
<text_field>
<tap>

<table>
<toolbar>

<screen_3.5inch>

iPhone only. Objects in the <screen_3.5inch> element will only be displayed on iPhone devices with the 3.5 inch screen (iPhone 3GS, 4 and 4S).

All usual objects can be added inside the tag.

<image>
<image_scroll>
<animation>
<button>
<page_scroll>
<label>
<text_field>
<tap>
<table>
<toolbar>

<screen_4.0inch>

iPhone only. Objects in the <screen_4.0inch> element will only be displayed on iPhone devices with the 4 inch screen (iPhone 5).

All usual objects can be added inside the tag.

<image>
<image_scroll>
<animation>
<button>
<page_scroll>
<label>
<text_field>
<tap>
<table>
<toolbar>