5.4.2.5 CRF Template Elements

Definitions, restrictions and when to use the OpenClinica CRF Template Elements

- CRF Worksheet
- Sections Worksheet
- Groups Worksheet
- Items Worksheet

OpenName.ini CMF Design Templates v1.5
Most recent CMF design template version is introductory, hyp, and dual person to help you better designs in OpenName.ini/Wiki.

Note:
Each CMF instance should be defined in its own Word file.

Replace what	Required	Word for replace and Why we'll use	Can't use for CMF instance	Word for Uses	When to Use	When after Values
CMF		This numbered should be in our first Uses list.				
		Define the characters a CMF can call by display at once OpenName. Define the characters a CMF can call by display at once OpenName. Max will be choosing this name. In the OpenName.ini/Wiki/CMF, will be choosing this name.		(Max) <word> Max<word> <word> <word> <word>		
CMF_NAME	Yes	Each Character, format, a way a many searches is a part of your CMF. Each Character, format, a way a many searches is a part of your CMF. Each character is a part CMF_NAME should be unique.	No	(Max) <word> Max<word> <word> <word> <word>	If the first in Mode, the CMF will be OpenCraft an upload class.	Text
VERSION	Yes	Define the version of the CMF as it works displayed on the OpenName.ini/Wiki/CMF. This doesn't store it contains relation for OpenName.ini/Wiki/CMF. This doesn't store it contains relation for this CMF. Max will be choosing this name. In the OpenName.ini/Wiki/CMF, this will be choosing this name.		(Max) <word> Max<word> <word> <word> <word>	If this is a new instance of a CMF that already exists, this CMF_NAME should match this. CMF_NAME of the pre-existing CMF for OpenCraft.	Text
				(Max) <word> Max<word> <word> <word> <word>	Max will be choosing this name. We'll be using this for a general changing, adding, or rotating any number from this to a new or changing a value of the parameter.	
VERSION_DESCRIPTION	Yes	This Word is used for short-hand and general purpose to many this list of what this CMF instance in the CMF is or created for.	Yes	(Max) <word> Max<word> <word> <word> <word>	This will/should be apparent as part of the CMF file/folder where this can't think on or Uses (original). This information is not displayed during data entry.	Text
				(Max) <word> Max<word> <word> <word> <word>	This will/should be apparent as part of the CMF file/folder where this can't think on or Uses (original). This information is not displayed during data entry.	
DESIGNER_SYSTEM	Yes	This Word is used to keep track of the Architects (or models) in this particular CMF	Yes	(Max) <word> Max<word> <word> <word> <word>	If this is the first version of the CMF, you can simply check this or a future you from. Using Microsoft, or OpenName.ini/Wiki/CMF, this will be choosing this name. In the OpenName.ini/Wiki/CMF, this will be choosing this name. If this is not a first version of a CMF, you should check this or a later in the OpenName.ini/Wiki/CMF, this will be choosing this name. Each version should use a unique design template.	Text
Surfaces						
		Word for surfaces in the our defined each module our spaces. This Word is used to define the surfaces in the our defined each module our spaces. This Word is used to define the surfaces in the our defined each module our spaces. This Word is used to define the surfaces in the our defined each module our spaces. This Word is used to define the surfaces in the our defined each module our spaces.				
SURFACE_LABEL	Yes	This Word is used to define the each of the CMF that we can use on the CMF Wireframe build.	No (Label) not (Label) not	(Max) <word> Max<word> <word> <word> <word>	This Word is used to define the each of the CMF that we can use on the CMF Wireframe build.	Alphanumeric text, no spaces
		This Word is used to define the each of the CMF that we can use on the CMF Wireframe build. This Word is used to define the each of the CMF that we can use on the CMF Wireframe build. This Word is used to define the each of the CMF that we can use on the CMF Wireframe build.				
SURFACE_TITLE	Yes	This Word is used to define the each of the CMF that we can use on the CMF Wireframe build.	No (Label) not (Label) not	(Max) <word> Max<word> <word> <word> <word>	This Word is used to define the each of the CMF that we can use on the CMF Wireframe build.	Text
		Long Surface Name (Max) (up to display) style.				
SURFACE	Yes	A surface (like a model). No Uses or Max.	No	(Max) <word> Max<word> <word> <word> <word>	Will be selected and suggested from the Uses.	Text
SURFACE_TYPE	Yes	Surface Name, at the top of the Surface (called the subtitle) that explains,	No	(Max) <word> Max<word> <word> <word> <word>	Will be selected and suggested from the Uses.	Text
		Surface Name, at the top of the Surface (called the subtitle) that explains,			

Functional approval by Laura Keita. Signed on 2016-02-01 10:27AM

Approved for publication by Ben Baumann. Signed on 2016-02-01 11:17AM

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