

XNAT Spawner Elements

Standard XNAT UI widgets can be 'spawned' through the processing of YAML files with the Spawner service, or directly with JavaScript. The config objects are the same, but YAML can only contain strings (which can be parsed for 'special' strings) and JavaScript can contain additional functionality through the use of functions, objects, variable references, etc. The config objects shown on the element documentation can be used in JSON or JavaScript object format, rather than the YAML format that's shown. Using YAML files for element configuration requires parsing it into JSON for consumption by the JS widget functions - this can be done using XNAT's Spawner service, or directly in JavaScript using functions in the YAML parsing library included in the XNAT webapp.

Pre-defined Widget Configs

Below are reference pages for pre-defined XNAT Spawner UI widgets.

Common Properties

Spawner element config objects contain some common properties - these are listed here:

[- Common Element Properties](#)

Tab Elements

[tabs](#)

[tab](#)

Panel Elements

Panels

The panel elements themselves.

[panel](#)

[panel.form](#)

Panel Child Elements

Elements contained within the panels.

[panel.element](#)

[panel.input.text](#)

[panel.input.email](#)

[panel.input.number](#)

[panel.input.checkbox](#)

[panel.input.switchbox](#)

[panel.textarea](#)

[panel.select.single](#)

[panel.select.multi](#)

[panel.dataTable](#)

[panel.dataList](#)

Tables

[table.dataTable](#)

Select Menus

[select.menu](#)

select.multiple