

Caplin Trader 1.3

Trade Model XML Reference

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1 Preface

1.1 What this document contains

This reference document describes the XML-based configuration that defines the Trade Models in Caplin Trader. The information in this document applies to Caplin Trader version 1.3.

About Caplin document formats

This document is supplied in three formats:

- ◆ Portable document format (*.PDF* file), which you can read on-line using a suitable PDF reader such as Adobe Reader®. This version of the document is formatted as a printable manual; you can print it from the PDF reader.
- ◆ Web pages (*.HTML* files), which you can read on-line using a web browser. To read the web version of the document navigate to the *HTMLDoc_m_n* folder and open the file *index.html*.
- ◆ Microsoft HTML Help (*.CHM* file), which is an HTML format contained in a single file. To read a *.CHM* file just open it – no web browser is needed.

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1.2 Who should read this document

This document is intended for System Administrators and Software Developers who need to configure the Caplin Trader Trade Model

1.3 Related documents

- ◆ **Integrating Caplin Trader with a Trading System.**

Describes how the Caplin Trading DataSource is used to integrate Caplin Trader with an existing trading system. It includes information on how to use the XML-based configuration to define Trade Models.

1.4 Typographical conventions

The following typographical conventions are used to identify particular elements within the text.

Type	Uses
aMethod	Function or method name
<i>aParameter</i>	Parameter or variable name
/AFolder/Afile.txt	File names, folders and directories
<div>Some code;</div>	Program output and code examples
The value=10 attribute is...	Code fragment in line with normal text
Some text in a dialog box	Dialog box output
Something typed in	User input – things you type at the computer keyboard
XYZ Product Overview	Document name
◆	Information bullet point
■	Action bullet point – an action you should perform

Note: Important Notes are enclosed within a box like this.
Please pay particular attention to these points to ensure proper configuration and operation of the solution.

Tip: Useful information is enclosed within a box like this.
Use these points to find out where to get more help on a topic.

1.5 Feedback

Customer feedback can only improve the quality of our product documentation, and we would welcome any comments, criticisms or suggestions you may have regarding this document.

Please email your thoughts to documentation@caplin.com.

2 Getting started

Trade Models are used to define and control the life-cycle of a trade. Typical Trade Models are Request for Quote (RFQ) or Executable Streaming Price (ESP).

Caplin Trader is not tied to any particular Trade Model, and it is the purpose of this document to allow you to define your own.

Specifically this section explains briefly how the various XML tags may be combined to define the Trade Models in Caplin Trader. Once your Trade Model has been defined, it can be used to ensure the Trading DataSource and the Trading GUI maintain a consistent state with each other during the lifetime of the trade.

For further details please see the document **Integrating Caplin Trader with a Trading System**.

2.1 Ordering and nesting of tags

Each top level tag is shown below, together with the child tags that it can typically contain (the children are in no particular order).

Tip: The advanced user may wish to consult the Schema for definitive information on the ordering and nesting of tags.
For valid attributes see the [XML Tag reference](#) ⁴ section

The outermost tag that describes all models is:

`<stateModels/>:`

```
<stateModels>
  <model></model>
  <model></model>
  ...
  <model></model>
</stateModels>
```

`<model/>:`

```
<model>
  <state></state>
  <state></state>
  ...
  <state></state>
</model>
```

`<state/>:`

```
<state>
  <transition/>
  <transition/>
  ...
  <transition/>
</state>
```

`<transition/>:` no children.

3 XML tag reference

The following sections describe the XML tags. They are arranged in alphabetical order of tag name.

For each tag the attributes you can use within it are listed and described in a table. The “Req?” column indicates whether the attribute is always required (“Y”) or is optional (“N”). Most attributes are optional.

For tags where a table is presented with a heading row only, this means that there are no attributes for that tag.

3.1 <state>

<state>

Defines a particular state; its children define the possible transitions from this state to another.

Attributes:

Name	Type	Default	Req?	Description
name	string	(none)	Y	The name of the state, must be unique.
timeout	positiveInteger	(none)	N	The time in seconds before triggering a transition to the state defined in the timeoutState attribute. This attribute only effects Caplin Trader Client, not the Trading DataSource.
timeoutState	string	(none)	N	The state to transition to if this state lasts longer than the time defined in timeout. This attribute only effects Caplin Trader Client, not the Trading DataSource.

3.2 <tradeModel>

<tradeModel>

This element, together with its children, fully defines all the states that are available for a particular trading model, and the events that can occur to move from one state to another.

Attributes:

Name	Type	Default	Req?	Description
initialState	string	(none)	Y	The initial state of the state machine generated from this model. This must be the name of one of the states defined for this model.
name	string	(none)	Y	The name of the state model. This is usually the trading protocol, for example RFQ.

3.3 <tradeModels>

<tradeModels>

Defines the state models for one or more trading protocols. This element has no attributes.

Attributes: This tag has no attributes.

3.4 <transition>

<transition>

This childless element defines a transition to another state; specifically it defines the event that causes it to happen and the state that it will move to.

Attributes:

Name	Type	Default	Req?	Description
source	string	(none)	Y	Defines the source of the transition. This can either be "client" or "server". A client transition is one that is initiated by an end user, such as the opening or execution of a trade. A server transition is one that is initiated by a response from the trading system.
target	string	(none)	Y	Defines the state that will be moved into when this transition occurs. This must be a valid state defined within this model, and may be this state.
trigger	string	(none)	Y	Defines the event that is raised to cause the transition to occur.

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