Cascading in ODK Build Offline

I have open Build Offline and created a new form. In **Settings > Form Properties**, I called my form **'Build cascading Demo'** (Title on Device) and **'Build_cascading_Demo'** (Instance name).

In **Setting > Translations**, I have added **Oromo** as second language.

I dragged a **Choose One**¹ widget onto the canvas and filled in the properties as shown in Figure 1 below.

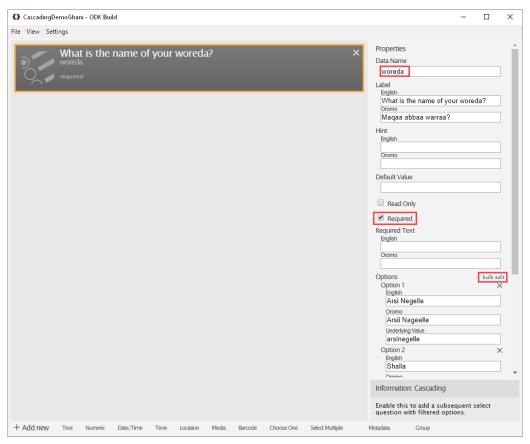


Figure 1: Choose one drag and drop

Knowing that I want to implement cascading selects with the woreda (district) level first, then the kebele (sub-district) level after, I have prepared the tables shown in *Figure 2* below in order to copy and paste each table in the appropriate preset. Please note that I have added a third level (zone) without filling in corresponding data. My purpose is just to show how a third level could be added.

¹ Why not call this widget simply **Select one** as opposed to **Select multiple**???



Figure 2: Prepared presets in Excel for cut and paste

I then clicked *bulk edit* to enter the choices list for my first level, i.e. woreda. The Options Editor shown in *Figure 3* below. I copied and pasted the woreda preset columns and saved the preset as 'woreda' the clicked *Apply* to save and exit.



Figure 3: The Options Editor screen for the woreda (first level) preset

After that I clicked Cascading in the Properties Pane. A new widget is now added to the canvas as shown in *Figure 4* below.

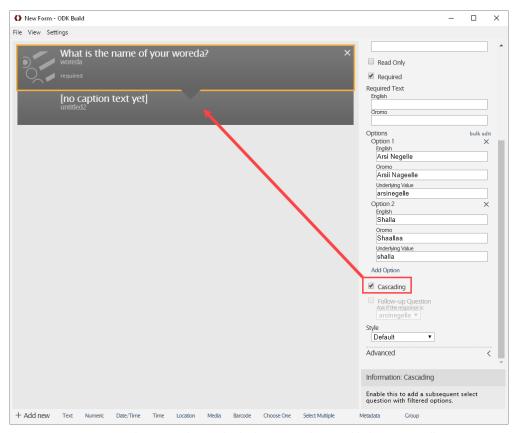


Figure 4: When Cascading is checked, a new widget is added automatically

I filled in the properties and clicked **bulk edit** as show in Figure 5 below.

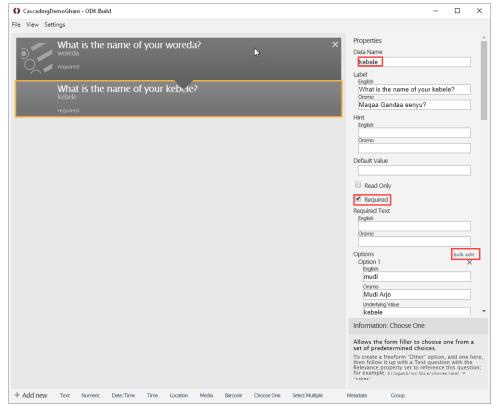


Figure 5: Opening the bulk edit of the kebele (second level) preset

The Options Editor for the second level (kebele) opened as shown in Figure 6 below.

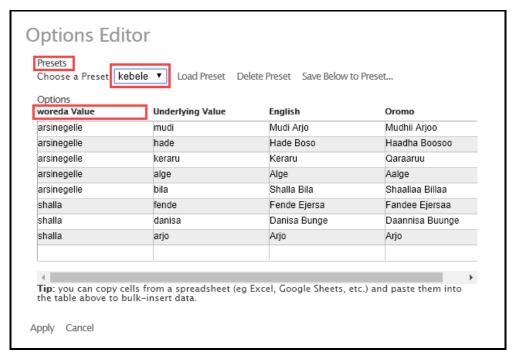


Figure 6: The Options Editor screen for the kebele (second level) preset

I could have added a third 'zone' level by checking Cascading in this new widget. The Options Editor for this third level would have opened as shown in *Figure 7* below.

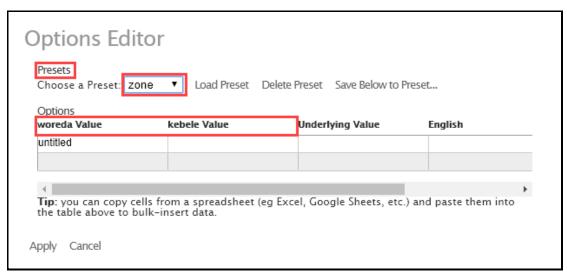


Figure 7: The empty Options Editor screen for the zone (third level) preset

But I didn't since I am interested only in the first two levels.

I have exported the Build form as an Excel workbook file to see what it contains. It contains 4 worksheets:

survey: (see Figure 8 below) Everything is OK except for a strange couple of empty
parentheses () under relevant which prevented the form from being valid. This is clearly a
bug. I had to delete it for the form to be validated;

- **choices**: (see *Figure 9* below) For each preset, the *list name* is choices_presetname. Everything is OK;
- **settings**: (see *Figure 10* below) the form-id column contains 'build_Untitled-Form_1520078572' which is not normal (<u>a bug?</u>) as it should use the form_title by default;
- warnings: this sheet contains only 'message' a column title. It would better that if there are no messages, this worksheet is not created at all.

Apart from the little imperfections mentioned above, cascading works perfectly in ODK Build Offline as shown in *Figure 12* below. Many thanks to **Clint Tseng**.

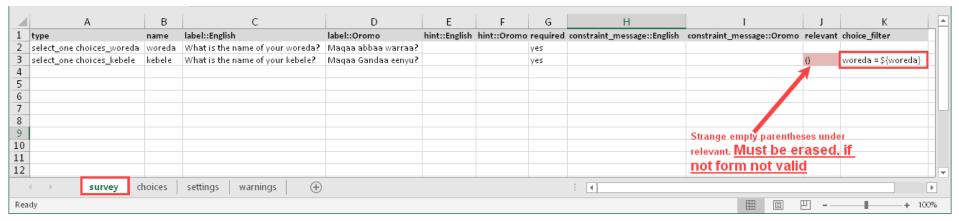


Figure 8: The survey worksheet

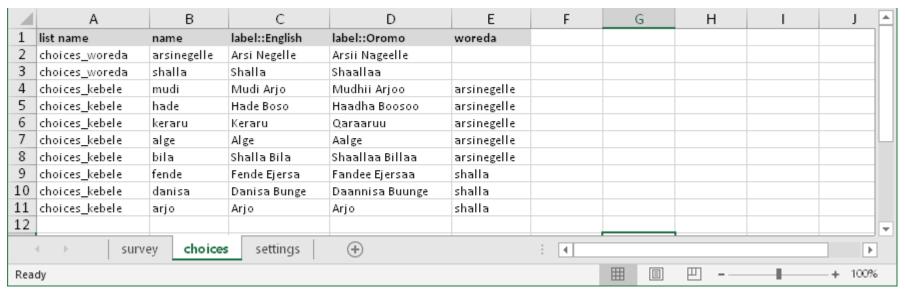


Figure 9: The choices worksheet

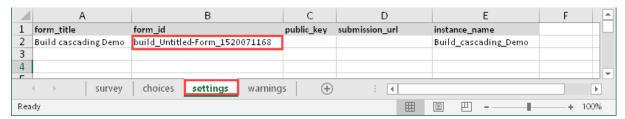


Figure 10: The settings worksheet

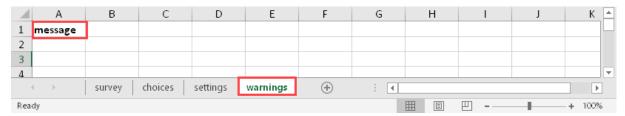


Figure 11: The warnings worksheet

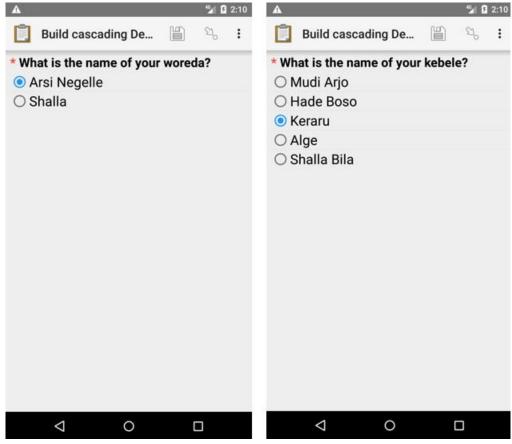


Figure 12: The form opened in ODK Collect