

Module Tracker Input

This [Module](#) allows a dialog to be opened to create new tracker items.

Parameters

Allows a dialog to be opened to create new tracker items.

*Required parameters are in **bold**.*

[Go to the source code](#)

Preferences required: feature_trackers

Parameters	Accepted Values	Description	Default	Since
trackerId	int	Tracker ID to render		
submit	text	Alter the submit button label.		
streetview	text	Include a button on the StreetView interface to create tracker items from the location. Requires upload image from URL and location parameter.		
hiddeninput	text	Hidden values to be sent over to the dialog. fieldName(value)		
location	text	Obtain the coordinates from a nearby map and send them to the location field. In addition to the field name, :marker or :viewport can be used as the suffix. Default is :marker.		
success	text	Operation to perform in the following format: operationName(argument). Current operations are redirect with the URL template as the argument. @valueName@ will be replaced by the appropriate value where valueName is itemId, status or a permanent name		
textinput	text	Multiple text fields to display as part of the main form along with the label. Field names map to the permanent names in the tracker field definitions. ex: groupName(Group Name) relatedTask(Task)		
insertmode	text	Target mode to enter after dialog closes		

Related Pages

See these pages for information that applies for all modules:

- [Module](#) — Overall introduction and overview
- [Module Admin](#) — Introduction to the module admin pages for site-wide and individual module settings
 - [Assigning Modules](#) — How to select a module to configure it
 - [Module Settings Interface](#) — Interface for configuring individual module settings
 - [Module Settings Parameters](#) — Explanation of standard parameter settings for modules
 - [Creating Custom Modules](#) — How to create user modules
- [Index of Modules](#) — Links to the documentation of individual modules
- [User Modules](#) — How (if the feature is active) users can choose and place their modules
- [Mods Type Modules](#) — Links to modules that are installed as components