Memory

Memory is a fun game in which you must find the pairs.

Columns number : In order to arrange the game structure you can set the number of columns, that is to say the number of images horizontally disposed.

Turned off color : When an image is turned off, it is not visible and you can see either a colored rectangle (then set this parameter) or an image (then set the **turned off image** parameter).

Add/Remove :   Here you choose the images and images names. Each image is associated with one image name. Click **Browse** to browse and choose the image location. Then click **Add** to add these image and image name. Add other images and images names. If you want to remove a image/image name, select it and click **Remove**.

Turned off image : When an image is turned off, it is not visible and you can see either a colored rectangle (then set this above parameter **turned off color**) or an image (then set this parameter).

Winning link parameter :   When the visitor wins, the browser can point to a Web page. Enter the link here. If no link is set, nothing happens. It can be an absolute URL, like 'http://www.taijisofware.com', or a relative one like a page name from your site, 'home.html', for instance

Target : You have 4 defined choices ('_self', '_blank', '_top', '_parent', for instance select '_self' to open the linked page in the same window or '_blank' to open it in a new window; see the Help for further details). If you use frames you can select 'frame_name' and enter the destination frame name instead of 'frame_name'.