Definable Drop Target Widget Help Contents

For more help, see Multimedia ToolBook 4.0 CBT Edition Help.

Using the Definable Drop Target question widget

Information and step-by-step instructions to help you use this widget.

Definable Drop Target Question Properties dialog box

Descriptions to help you use this widgets Properties dialog box.

Using the Definable Drop Target question widget

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About the Definable Drop Target question widget

Using the Definable Drop Target question widget

The Definable Drop Target question widget recognizes when defined objects are dropped on it. You select the target object from the list of named objects in the question group; you select objects that can be dropped from a list of all named objects on the page. The objects to drop can use either the default Multimedia ToolBook drag-and-drop properties or the `ASYM_Draggable` property, which you automatically set when you choose the Draggable menu command (from the Object Properties submenu, in the Object menu).

If an unrecognized object is dropped on the target, the question widget can reject the dropped object and restore its previous position. If the object is recognized, the question widget can snap the dropped object to the center of the drop target's bounds.

The objects of definable widgets are set to be visible at Author level, but hidden at Reader level.

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Adding a Definable Drop Target question widget

Using the Definable Drop Target question widget

To add a Definable Drop Target question widget:

1 Drag a Drop Target (definable) question widget from the Widget Catalog and drop it on the page.

2 Name each of the objects to drop on the Drop Target question.

♦   Make each object draggable by choosing Draggable from the Object Properties submenu (in the Object menu) and checking Can Be Dragged At Reader Level in the Drag Object dialog box. You can also make the object draggable by setting its `ASYM_Draggable` property to `true`.

3 Open the Definable Drop Target Question Properties dialog box (General tab) by choosing Question from the Object Properties submenu in the Object menu.

♦   To restrict the drop target to a particular object, select that object name in the Drop Target Object box.

♦   To limit the amount of time or the number of attempts that are to be allowed for a question, and to define when a question is to be reset, select the appropriate options.

4 To set options for answers, click the <u>Answers</u> tab.

♦   To add objects to be dropped as responses for a target object, click Add, then select or enter the object names in the box.

♦   Select any other appropriate options.

5 To set options for scoring, click the <u>Scoring</u> tab, then select whether the question is to be scored, how the question is to be weighted, and other appropriate options.

6 To add immediate feedback (feedback that occurs at the time of response), click the <u>Immediate Feedback</u> tab, then select the appropriate options.

7 To add delayed feedback (feedback that occurs later), click the <u>Delayed Feedback</u> tab; then select the appropriate options.

8 To accept the current property settings, click OK.

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Generic question widget behavior
Using the Definable Drop Target question widget

All question widgets respond to and use the same messages and functions.

If enabled, question widgets reset their appearance and properties whenever the `ASYM_Reset` message is sent (in most cases when the page is entered and the `enterPage` message is sent). You can use the `ASYM_Reset` message to provide additional behavior within the widget. If you do write a handler for `ASYM_Reset`, you must always forward this message.

The visual appearance of the question widget is set by the `ASYM_WID_Chosen` message. You can use this message to define particular behavior for the widget.

A question widget is locked when the `ASYM_WID_Locked` property is set to `true`. This property is handled automatically by the system.

You can get the value of a question score using the `ASYM_WID_Score()` function. You can then display the score by sending the `ASYM_ShowYourScore` message to the question.

Feedback for a question widget can be immediate or delayed. If delayed, an outside object must trigger the feedback by sending the `ASYM_PlayFeedback` message to the question widget. This object could be one of the Check Response widgets from the widget catalog.

You can specify the following types of feedback for question widgets:

- Play a media clip.
- Display text in a field or record field named "`feedback`", or in a popup window.
- Send a custom OpenScript message to the question.
- Execute a hyperlink.

Using more than one Drop Target question widget

Unexpected results can occur if you place multiple Drop Target question widgets on the same page and these widgets are set to any of the following.

♦ to not allow multiple responses
♦ to reject unrecognized objects
♦ to prevent users from changing a response
♦ to provide feedback for "else" answers

Currently, no scripting method exists in Multimedia ToolBook that determines the order in which Drop Target question widgets check the same response. Another Drop Target question widget may lock or move the response object before the intended Drop Target question widget evaluates the response.

If you need to use multiple Drop Target question widgets with any of the previous settings, it may work to use the Definable Arrange Object widget to achieve the correct results.

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Definable Drop Target Question Properties (General tab)
Object menu / Object Properties / Question

Keyboard: Ctrl+Shift+W

Sets general Drop Target question properties.

Note Click a tab below to see its options.

4 - Immediate Feedback	5 - Delayed Feedback	
1 - General	2 - Answers	3 - Scoring

Option	Description
Question Name	Specifies the question name, which is used for writing information to the log file.
Drop Target Object	Specifies the object to use as the drop target.
Limit Time	Specifies the limit on the amount of time allowed for a response to the question. The count for the time begins when the question is reset, usually when the page is entered. When the time limit is reached, the question is locked and no further responses are allowed.
Limit Tries	Specifies the limit on the number of tries allowed for the question. (A try is counted when a question is scored or when feedback plays.) When the limit is reached, the question is locked and no further responses are allowed.
Automatically Reset Question	Specifies if and when the question is reset. ♦ Never: Never on page navigation. Reset occurs only when an ASYM_Reset message is sent to the page, to the book, or directly to the widget. ♦ When entering the page: When the page is entered. ♦ When leaving the page: When the page is exited. ♦ Always: Every time the page is entered and exited. Hint: You may want to use the Never option and reset the widget whenever you save and reset the book. Check the Prompt for Reset When Saving option in the Book Properties-CBT Extensions dialog box.

♦

Definable Drop Target Question Properties (Answers tab)
Object menu / Object Properties / Question

Keyboard: Ctrl+Shift+W

Defines answers and sets special Drop Target question properties.

Note Click a tab below to see its options.

Option	Description
Possible Answers	Lists the defined objects that can be dropped as responses for the question. Click the graphic at the beginning of each line to toggle the correctness of each response.
Add	Opens the Add An Answer dialog box, which you can use to add an object to drop.
Edit	Opens the Edit The Answer dialog box, which you can use to change the object to drop. Hint: Double clicking on an answer in the Possible answers box will also open the Edit the Answer dialog box.
Delete	Deletes the selected object from the list of possible answers.
Cannot Change Responses	Locks individual response elements when the user selects an answer.
Allow Multiple Responses	Allows the user to select more than one response.
Reject Incorrect Answers	Rejects a user response if the dropped object is incorrect.
Snap Dropped Objects To Center Of Target	When a valid response is made, objects snap to the center of the target object.

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Definable Drop Target Question Properties (Scoring tab)

Object menu / Object Properties / Question

Keyboard: Ctrl+Shift+W

Defines how a Drop Target question is to be scored and weighted.

Note Click a tab below to see its options.

4 - Immediate Feedback	5 - Delayed Feedback	
1 - General	2 - Answers	3 - Scoring

Option	Description
Score this question	Specifies if the question is to be scored.
Possible answers	Displays the possible answers that were defined under the Answers tab. Hint: Double click on an answer to go to the Edit the Answer dialog box under the Answers tab.
Weight of Answer	Specifies the percentage of the maximum score to be applied to the answer. Select Automatic for automatic weighting of the question.
Lowest possible score	If the question is to be scored, set a minimum score for the question by typing a number in the Lowest Possible Score box.
Highest possible score	If the question is to be scored, set a maximum possible score by typing a number in the Highest Possible Score box.
Partially correct response	Select how a partially correct response is to be scored.

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Definable Drop Target Question Properties (Immediate Feedback tab)

Object menu / Object Properties / Question

Keyboard: Ctrl+Shift+W

Defines Drop Target question immediate feedback.

Note Click a tab below to see its options.

1 - General	2 - Answers	3 - Scoring
4 - Immediate Feedback	5 - Delayed Feedback	

Option	Description
Enable feedback	Causes feedback to be delivered at the time of response
Possible answers	Lists the defined objects that can be dropped as responses for the question. Click the graphic at the beginning of each line to toggle the correctness of each response. Double click to go to the Edit the Answer dialog box under the Answers tab.
Select All Correct	Selects all correct responses, allowing you to specify the same feedback for all correct responses without having to define feedback for each correct response separately.
Select All Incorrect	Selects all incorrect responses, allowing you to specify the same feedback for all incorrect responses without having to define feedback for each incorrect response separately.
Play Media Clip	Specifies the clip to play for the selected response. To choose a clip, click ![icon] (opens the Media Clip dialog box).
Feedback Text	Specifies the text that is to be displayed for the selected response. To add or edit the text, click ![icon] (opens the Feedback Text dialog box).
Send OpenScript	Specifies the OpenScript message to send to the question for the selected response. To add or edit the message, click ![icon] (opens the Send OpenScript Message dialog box).
Go To Page	Specifies the hyperlink to execute for the selected response. To add or edit the hyperlink, click ![icon] (opens the Hyperlink dialog box).
Of Book	Specifies the book that owns the specified hyperlink page.

Definable Drop Target Question Properties (Delayed Feedback tab)
Object menu / Object Properties / Question

Keyboard: Ctrl+Shift+W

Defines Drop Target question delayed feedback.

Note Click a tab below to see its options.

| 1 - General | 2 - Answers | 3 - Scoring |
| 4 - Immediate Feedback | 5 - Delayed Feedback | |

Option	Description
Feedback to execute on request...	Allows you to deliver different types of delayed feedback depending on the number of correct responses to the question.
Play Media Clip	Specifies the clip to play for the selected response. To choose a clip, click (opens the Media Clip dialog box).
Feedback Text	Specifies the text that is to be displayed for the selected response. To add or edit the text, click (opens the Feedback Text dialog box).
Send OpenScript	Specifies the OpenScript message to send to the question for the selected response. To add or edit the message, click (opens the Send OpenScript Message dialog box).
Go To Page	Specifies the hyperlink to execute for the selected response. To add or edit the hyperlink, click (opens the Hyperlink dialog box).
Of Book	Specifies the book that owns the specified hyperlink page.

Feedback Text (dialog box)

Object menu / Object Properties / Question / Feedback tab / Feedback Text

Defines the text to display as feedback for the Drop Target question.

Option	Description
Text field	Specifies the text to display when a response matches the current item.
Show Only If Media Will Not Play	Displays text only if the assigned clip will not play. If no clip is assigned, this option is ignored.
Display Method	Controls the method by which the text is displayed.

Note When text is displayed in a popup window, the first textline is displayed as the title in bold text and the remaining textlines are displayed with normal text.

 Auto (Use Popup If No Field Exists). Uses a field, if present; otherwise, uses a popup window.

 Use Popup Window. Displays text in a popup window.

 Use Feedback Field. Puts the text into the text of a field or record field named `"feedback"`.

Send OpenScript Message (dialog box)

Object menu / Object Properties / Question / Feedback tab / Send OpenScript

Defines the OpenScript message to send as feedback for a Drop Target question. Add or enter the text you want to use, then click OK.   Checking Add message to hotlist saves your message in the combo box for later use.

Add An Answer / Edit The Answer (dialog box)
Object menu / Object Properties / Question / Answers tab / Add or Edit

Adds or edits the name of an object to drop on the target as a response. Select a name from the list of available objects, or enter the name in the box.

To designate the response as a correct answer, check This Is A Correct Answer.