

Definable Arrange Object Widget Help Contents

For more help, see [Multimedia ToolBook 4.0 CBT Edition Help](#).



Using the Definable Arrange Object question widget

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



Definable Arrange Objects Properties dialog box

Descriptions to help you use this widget's Properties dialog box.



Using the Definable Arrange Object question widget

Click a topic below for more information.

[About the Definable Arrange Object question widget](#)

[Adding a Definable Arrange Object question widget](#)

[Generic question widget behavior](#)



About the Definable Arrange Object question widget

Using the Definable Arrange Object question widget

The Definable Arrange Object question widget allows users to reconstruct an object out of parts randomly placed on the page. The student drags the question elements to the correct location. This widget includes options for

- ♦ setting an anchor object to remain in its correct position as a hint to users.
- ♦ defining the area where users can randomly place objects.
- ♦ defining how close the object can be to the correct location before it snaps into position.

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





Adding a Definable Arrange Object question widget

Using the Definable Arrange Object question widget

To add a Definable Arrange Object question widget

- 1 Create the objects to be assembled. They can be Multimedia ToolBook objects, imported graphics, or resources. Then, place the objects in their correct locations.
- 2 Name each object that is part of the question.
- 3 To define an area that allows the user to place objects randomly, draw an object of the desired size on the page and name it. (The alternative is to use the entire page to place the objects.)
- 4 Drag the Arrange Object (definable) question widget from the Widget Catalog and drop it on the page.
- 5 Open the Definable Arrange Objects Question Properties dialog box (General tab) by choosing Question from the Object Properties submenu in the Object menu.
 - ♦ If you defined a random bounding area, select the name of the object in the box labeled Object in Which the Parts will be Randomized.
 - ♦ 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.
- 6 To set options for answers, click the [Answers](#) tab.
 - ♦ To add an object that can be moved, click Add, then select or enter the name of the object in the box.
 - ♦ To define an object to be an anchor object, click the button to the left of the object name to toggle the response setting to an anchor. To activate that object, check Use Anchor Object.
 - ♦ Select any other appropriate options.
- 7 To set options for scoring, click the [Scoring](#) tab, then select whether the question is to be scored, how the question is to be weighted, and other appropriate options.
- 8 To add immediate feedback (feedback that occurs at the time of response), click the [Immediate Feedback](#) tab, then select the appropriate options.
- 9 To add delayed feedback (feedback that occurs later), click the [Delayed Feedback](#) tab; then select the appropriate options.
- 10 To accept the current property settings, click OK.





Generic question widget behavior

Using the Definable Arrange Object 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.
- ◆



Definable Arrange Objects Question Properties (General tab)

Object menu / Object Properties / Question

Keyboard: Ctrl+Shift+W

Sets general Definable Arrange Object question properties.

Note Click a tab below to see its options.

<u>4</u> - Immediate Feedback	<u>5</u> - Delayed Feedback	
<u>1</u> - General	<u>2</u> - Answers	<u>3</u> - Scoring

Option	Description
Question Name	Specifies the question name, which is used for writing information to the log file.
Object in which the parts will be randomized	Specifies the object to use as the random bounding area for question objects.
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. <ul style="list-style-type: none">◆ 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.

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Definable Arrange Objects Question Properties (Answers tab)

Object menu / Object Properties / Question

Keyboard: Ctrl+Shift+W

Defines answers and sets special Definable Arrange Object 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
Objects to Move	Lists the defined movable objects for the question.
Anchor	When selected, defines the object to fix in place as a visual reference.
Add	Opens the Add An Answer dialog box, which you can use to add an arrangible object to the list of answers.
Delete	Deletes the selected object.
Cannot Change Responses	Locks individual response elements when the user selects an answer.
Use Anchor Object	Leaves one of the defined objects in the correct position when the question is reset. This option gives the user a visual reference for arranging the objects.
Choose Anchor Randomly	Chooses an anchor object randomly. If this option is checked, the specified anchor object is overridden.
Look For Multiple Objects With Same Name	Allows the user to place any one of the set of identical objects on a correct location. Use this option for situations where you have a group of identical objects that can be placed in more than one correct location.
Snap Objects to Closest Defined Position	Snaps the moved object into a defined position. Snap Object can snap the moved object into any defined position so long as the move brings the object within the tolerance range of that position. Thus, Snap Object will not necessarily snap to the correct position defined for the object being moved. See also Tolerance, below.
Reject Incorrectly Placed Objects	Rejects a user response if the object is not recognized as part of the question, and returns the object dropped on an incorrect location to its starting point.
Tolerance	Specifies how close an object must be to its target position to be considered correct. For a response to be considered correct, the user must position the object within a circle of a specified radius (in pixels). Enter the radius in the Tolerance box.

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Definable Arrange Objects Question Properties (Scoring tab)

Object menu / Object Properties / Question

Keyboard: Ctrl+Shift+W

Defines how a Definable Arrange Object question is to be scored and weighted.

Note Click a tab below to see its options.

<u>4</u> - Immediate Feedback	<u>5</u> - Delayed Feedback	
<u>1</u> - General	<u>2</u> - Answers	<u>3</u> - 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.
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 Arrange Objects Question Properties (Immediate Feedback tab)

Object menu / Object Properties / Question

Keyboard: Ctrl+Shift+W

Defines Definable Arrange Object 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 at Time of Response For	When checked, causes feedback to be delivered at the time of response. Select feedback for Every Object Moved, Correctly Placed Object Only, Incorrectly Placed Objects Only, or None, in the adjacent selection box.
Possible answers	Lists the defined objects that can be arranged as responses for the question. Click the graphic at the beginning of each line to define the object as an anchor object.
Select All Except Anchor	Selects all correct responses except the anchor object, allowing you to specify the same feedback for all correct responses without having to define feedback for each correct response separately.
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.

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Definable Arrange Objects Question Properties (Delayed Feedback tab)

Object menu / Object Properties / Question

Keyboard: Ctrl+Shift+W

Defines Definable Arrange Object question delayed feedback.

Note Click a tab below to see its options.

<u>1</u> - General	<u>2</u> - Answers	<u>3</u> - Scoring
<u>4</u> - Immediate Feedback	<u>5</u> - 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.

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Feedback Text (dialog box)

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

Defines the text to display as feedback for the Definable Arrange Object 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. <ul style="list-style-type: none">♦ 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 "<i>feedback</i>".

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Send OpenScript Message (dialog box)

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

Defines the OpenScript message to send as feedback for the Definable Arrange Object 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.

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Add An Answer (dialog box)

Object menu / Object Properties / Question / Answers tab / Add

Adds the name of an object to use as a response to the question. Select a name from the list of available objects, or enter the name in the box.

To designate the response as an anchor object, check Use as Anchor.



