Select Text Widget Help Contents

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

Using the Select Text question widget

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

Select Text Question Properties dialog box

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

Using the Select Text question widget

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About the Select Text question widget

Using the Select Text question widget

The Select Text question widget allows the user to select (but not to change) text from a field in response to a question. You can specify different text selections as different answers.   Embedded graphics are not supported in this widget.

Adding a Select Text question widget

To add a Select Text question widget:

1 Drag the Select Text question widget from the Widget Catalog and drop it onto the page.

2 Double-click on the Select Text widget to enter text into its text field.

3 Open the Select Text Question Properties dialog box (General tab) by choosing Question from the Object Properties submenu in the Object menu.

◆ 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 Answers tab.

◆ To define answers in the text, click Add, then select the answer text in the box. When answer text has been selected, define the selected text as correct or incorrect.

◆ Select any other appropriate options.

5 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.

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

7 To add delayed feedback (feedback that occurs later), click the Delayed Feedback 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 Select Text 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.

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 <u>immediate</u> or <u>delayed</u>. 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.

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# Select Text Question Properties (General tab)
Object menu / Object Properties / Question

Keyboard: Ctrl+Shift+W

Sets general Select Text question properties.

Note Click a tab below to see its options.

Option	Description
Name	Specifies the question name, which is used for writing information to the log file.
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. ᏣᏕᎧ When leaving the page: When the page is exited. ᏣᏕᎧ 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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Select Text Question Properties (Answers tab)

Object menu / Object Properties / Question

Keyboard: Ctrl+Shift+W

Defines answers and sets special Select Text 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
Possible Answers	Lists the defined responses for the question. Click the graphic at the beginning of each line to toggle the correctness of each response.
Add	Opens the <u>Add An Answer</u> dialog box, which you can use to select correct and incorrect text elements for possible answer(s).
Edit	Opens the <u>Edit The Answer</u> dialog box, which you can use to change the text elements for possible answers.
Delete	Deletes the selected range definition.
Cannot Change Responses	Locks individual response elements when the user selects an answer.
Snap Selection to Word Boundaries	Enables text selection to snap to boundaries between words.

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Select Text Question Properties (Scoring tab)
Object menu / Object Properties / Question

Keyboard: Ctrl+Shift+W

Defines how Select Text 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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Select Text Question Properties (Immediate Feedback tab)
Object menu / Object Properties / Question

Keyboard: Ctrl+Shift+W

Defines Select Text question immediate feedback.

Note Click a tab below to see its options.

Option	Description
Enable feedback	Causes feedback to be delivered at the time of response
Possible answers	Lists the text that has been defined as possible 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 ✦ (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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Select Text Question Properties (Delayed Feedback tab)
Object menu / Object Properties / Question

Keyboard: Ctrl+Shift+W

Defines Select Text question delayed feedback.

Note Click a tab below to see its options.

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 <u>Media Clip</u> 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 <u>Feedback Text</u> 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 <u>Send OpenScript Message</u> dialog box).
Go To Page	Specifies the hyperlink to execute for the selected response. To add or edit the hyperlink, click ✦ (opens the <u>Hyperlink</u> 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 Select Text question.

Option	Description
Feedback 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`".

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

Create a name for the answer by typing into the Name box.

Select one or more pieces of text to define a text pattern as a possible response. To change a possible response, first deselect the piece(s) of text that you would like to remove from the defined pattern; then select new text to redefine the possible response.

Use the check box at the lower left to define the response as correct or incorrect.

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