

JMatch Map

JMM v 2.0

(for Hot Potatoes v7)

The examples in this tutorial are for version 2.0.1.

You can easily adapt them for other versions (2.0.2 etc.)

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I What is a Jmatch Map exercise?

It's a JMatch exercise using **drag&drop format** where you can drag and drop items onto areas defined in an image (this kind of image with areas is called image map).

Placer les légendes sur la carte.

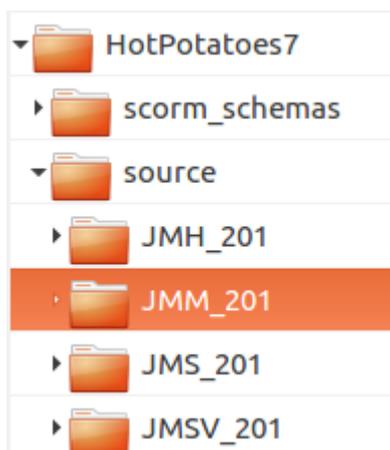
Vérifier



- Afrique
- Océanie
- Europe
- Amérique
- Asie

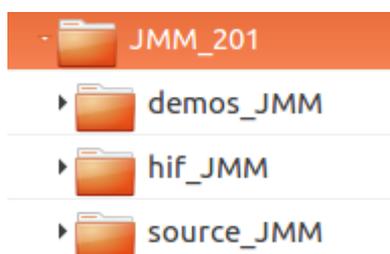
II How to install JMM?

Unzip JMM_201.zip and **copy the JMM_201 folder** where you want, for example in the source folder of Hot Potatoes:



Note: you can copy the folder anywhere on your hard disk and rename it as you like.

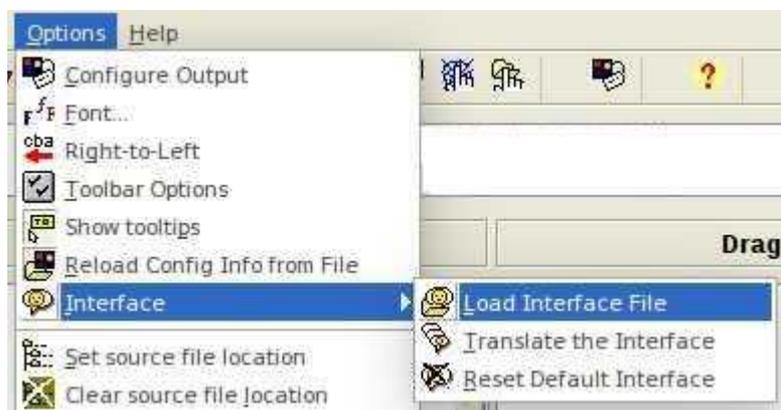
Check that the demos, hif and source folders are present:



III How to load the interface file

You don't necessarily have to do it but if you load the interface file associated with JmatchMap it will be easier for you to create your exercise and change the configuration output.

Open JMatch. Click on **Options->Interface->Load interface file**.

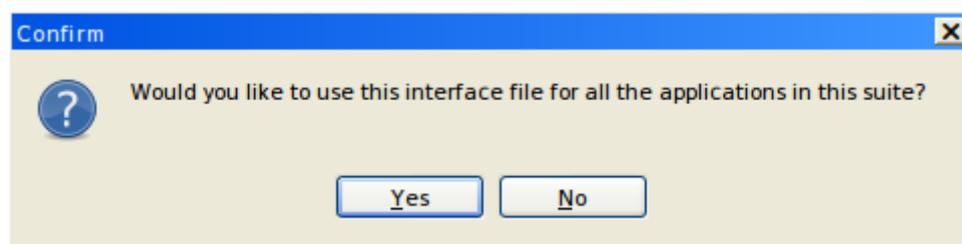


Browse to the folder JMM_201/hif_JMM and choose the **JMM_201_en.hif** (or JMM_201_fr.hif) file.



It would be great if we had interface files in other languages... There is only some sentences to translate. If anybody wants to write one, please contact me on the hotpotatoesusers Yahoo group.

A dialogue box will ask you if you would like to change the interface for all applications. Choose **No**.



You will immediately notice the change:



Other changes can be seen in Options>Configuration output.

III How to create a JMM exercise?

The example refers to the exercise continents.jmt in the demos_JMM folder.

1- **You need an image** (continents.png which must be in your exercise folder) **that you will map**. It's very easy to do and there are lots of softwares that can do it, even online. I recommend [Gimp](#) as it is a cross-platform software and very easy to use.

If you do it for the first time you will perhaps make it in half an hour but after that it will take only few minutes.

See the detailed procedure in [image_map_tutorial.pdf](#)

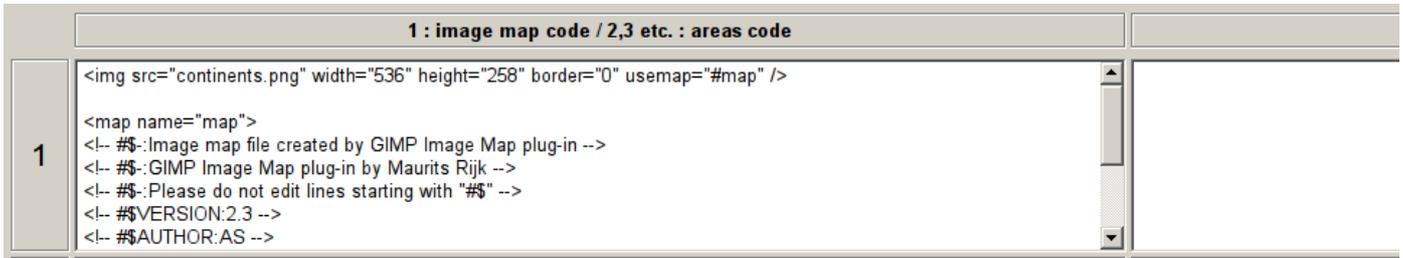
At the end you will have a text file (continents.png.map) whose content is the code for the image map:

```


<map name="map">
<!-- #$.:Image map file created by GIMP Image Map plug-in -->
<!-- #$.:GIMP Image Map plug-in by Maurits Rijk -->
<!-- #$.:Please do not edit lines starting with "$" -->
<!-- #$.VERSION:2.3 -->
<!-- #$.AUTHOR:AS -->
<area shape="rect" coords="463,191,475,203" alt="Océanie" nohref="nohref" />
<area shape="rect" coords="276,141,288,153" alt="Afrique" nohref="nohref" />
<area shape="rect" coords="268,53,280,65" alt="Europe" nohref="nohref" />
<area shape="rect" coords="60,66,72,78" alt="Amerique" nohref="nohref" />
<area shape="rect" coords="390,53,402,65" alt="Asie" nohref="nohref" />
</map>
```

2- Open JMatch.

3- Copy all the text of continents.png.map and paste it in the first left box.



Don't write anything in the corresponding right box.

Note : you can also use the cleaned code (see [image_map_tutorial.pdf](#))

4- In the others left boxes (2,3 etc.) copy and paste the code for each area.

1 : image map code / 2,3 etc. : areas code	
1	<pre><!-- #VERSION:2.3 --> <!-- #AUTHOR:AS --> <area shape="rect" coords="463,191,475,203" alt="Océanie" nohref="nohref" /> <area shape="rect" coords="276,141,288,153" alt="Afrique" nohref="nohref" /> <area shape="rect" coords="268,53,280,65" alt="Europe" nohref="nohref" /> <area shape="rect" coords="60,66,72,78" alt="Amerique" nohref="nohref" /> <area shape="rect" coords="390,53,402,65" alt="Asie" nohref="nohref" /> </map></pre>
2	<pre><area shape="rect" coords="276,141,288,153" alt="Afrique" nohref="nohref" /></pre>
3	<pre><area shape="rect" coords="463,191,475,203" alt="Océanie" nohref="nohref" /></pre>
	<pre><area shape="rect" coords="268,53,280,65" alt="Europe" nohref="nohref" /></pre>

In the corresponding right boxes type the text of the draggable cards.

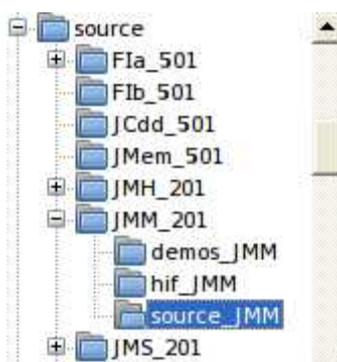
Note 1: you don't have to use all the areas defined in the first left box.

Note 2: you don't have to use the same word(s) in the right boxes that the one(s) in the alt tag for areas.

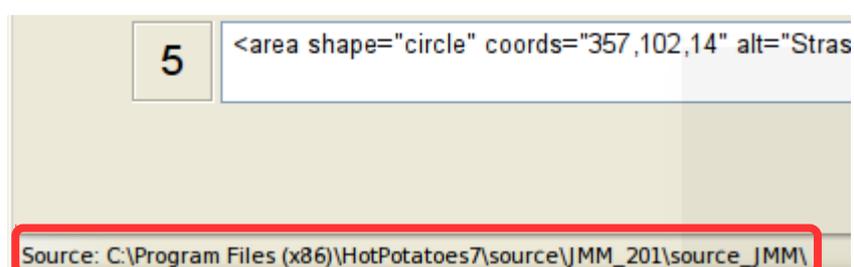
5- Now it's time to tell JMatch that instead of using the original source files, the special source files have to be used.

Press the **Shift + Control + ALT + S** keys **simultaneously**.

Choose the special source folder where the necessary file(s) are located



You will see which source folder is in use :



6- Create your web-exercise using **CTRL + F6** or the appropriate file menu item 

Be aware that the next time the JMatch program is loaded, it will use this special source files folder.

If you want to create another exercise with the original Jmatch, press the Shift + Control + ALT + T keys simultaneously.

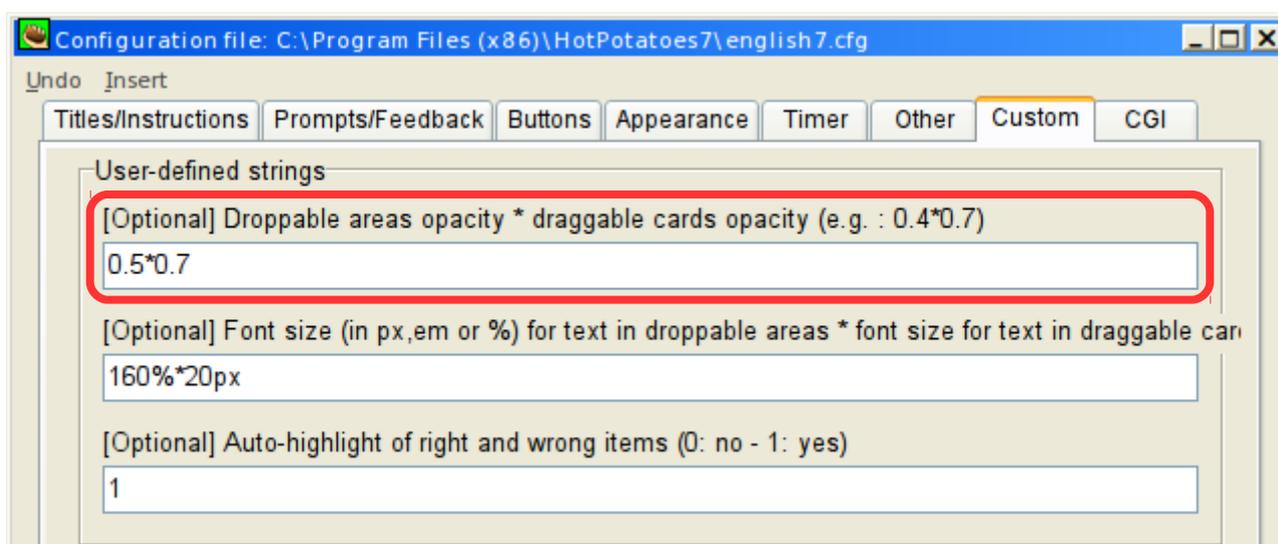
If you want to create another type of JMatch exercise (using another add-on), press the Shift + Control + ALT + S keys simultaneously and choose the adequate source folder.

IV Configuration

1- How to modify the opacity?

For some exercises (as continents.htm) you don't want the cards to hide the image. For others (such as JMM_203_demo2.htm) opaque cards are not a problem.

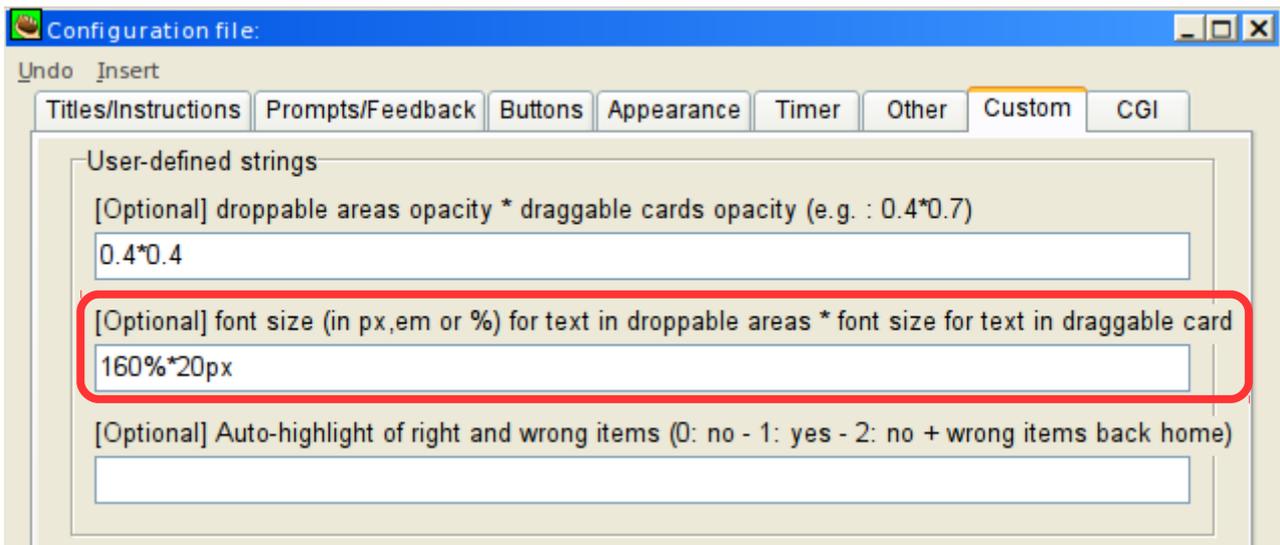
You can define a value for the **opacity of the background of the draggable cards and droppable areas**.



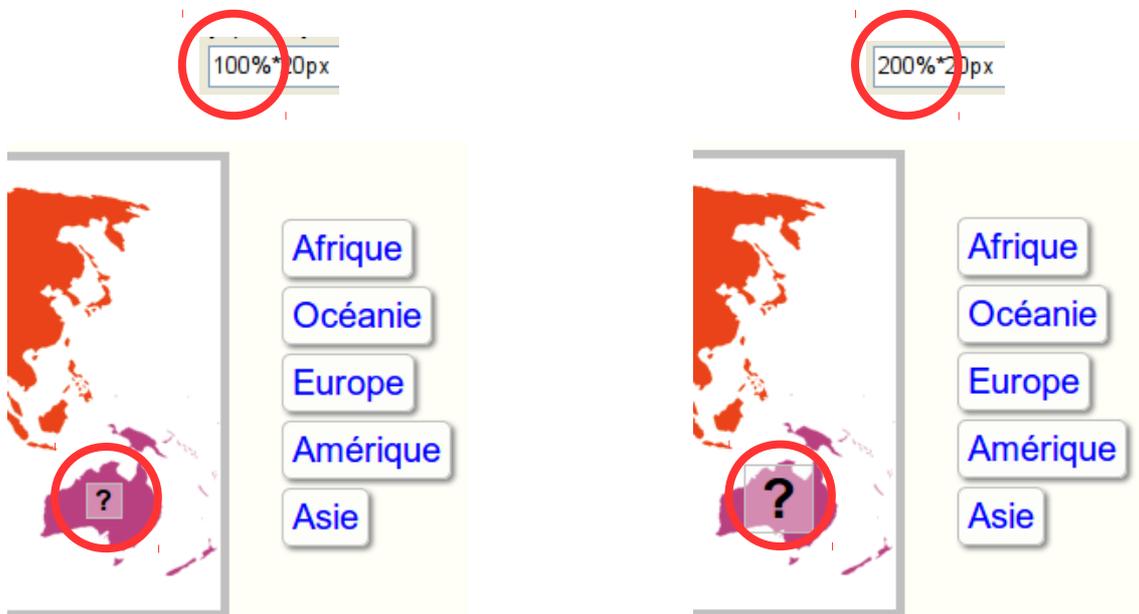
- The first value (0.5) is for the opacity of the areas ()
- The second value (0.7) is for the opacity of the draggable cards.
- Both values must be **between 0 and 1**:
 - a value of 1 means that the background will be totally opaque.
 - a value of 0 means that the background will be totally transparent
- The values must be **separated by an asterisk (*)**
- If you keep the box empty the default opacity values will be 1 (totally opaque).
- If you use values higher than 1 the opacity values will be set to 1 (totally opaque).

2- How to modify the font sizes?

You can use a font size for the **text in droppable areas** and the font size for the **text in draggable cards**.



- The first value (160%) is for the font size of the text in the areas ("?")
- The second value (20px) is for the font size of the text in the draggable cards.
- The values must be **separated by an asterisk (*)**
- You need to **specify the unit** (px, em or %). For example, if you want a value in px, type "100px", don't type "100".
- The font size for the text ("?") in the droppable areas determines the height and width of the droppable area.



- If you keep the box empty the default font size will be the one defined in hp7.cs_

3- How to choose the colors for wrongly and rightly positioned items?

You can choose the border color for wrong and right items in Options>Configuration output>Appearance:

Navigation bar colour: #008000

Page background colour: #ffff7

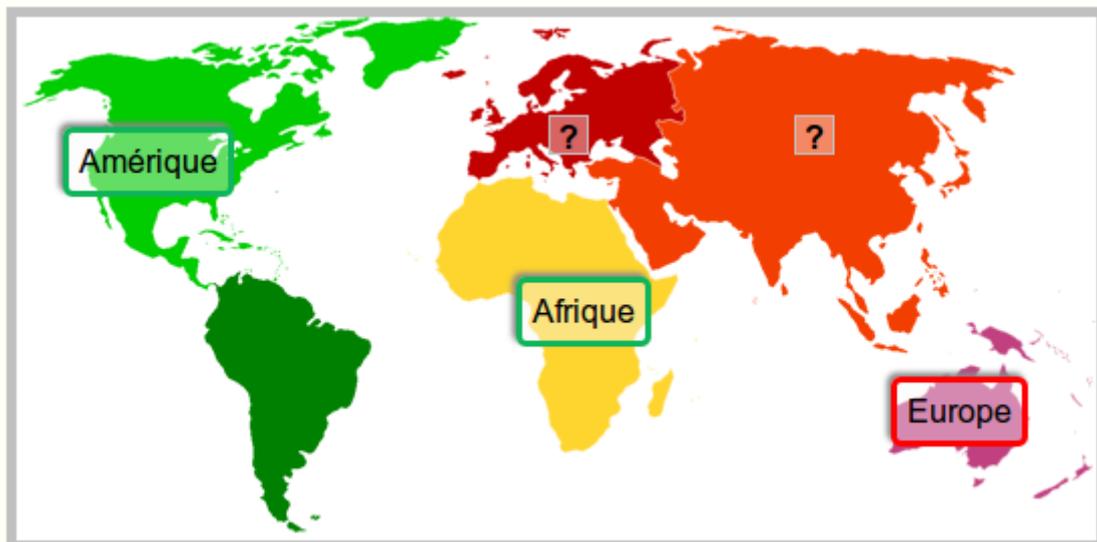
Title colour: #000000

Exercice background colour: #9f9f9

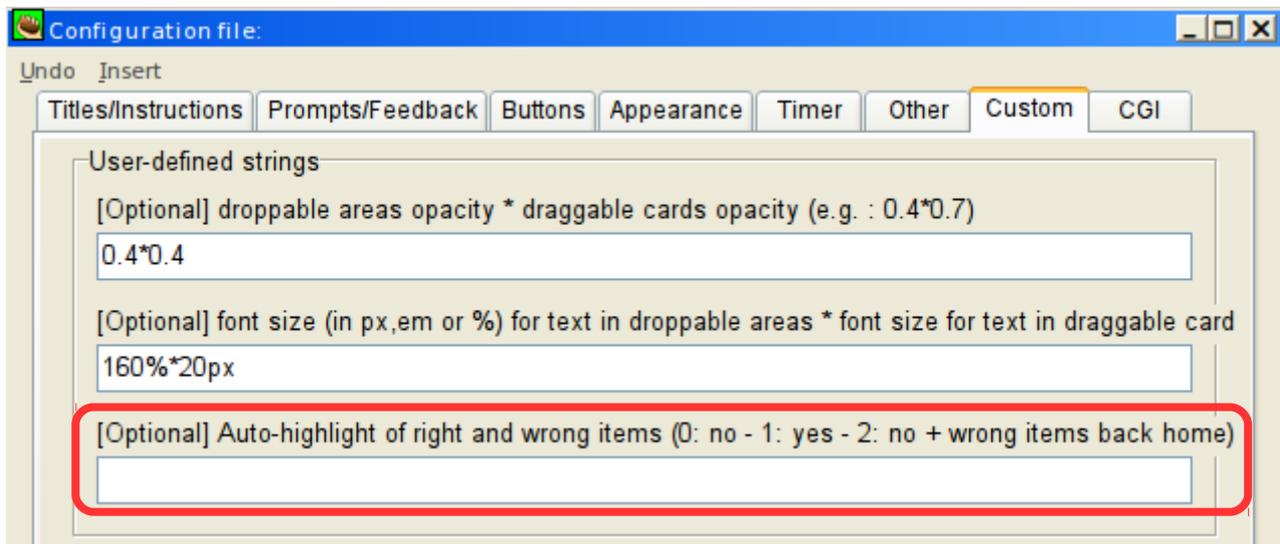
Link / border if right: #0fb55a

Visited link / border if wrong: #ff0000

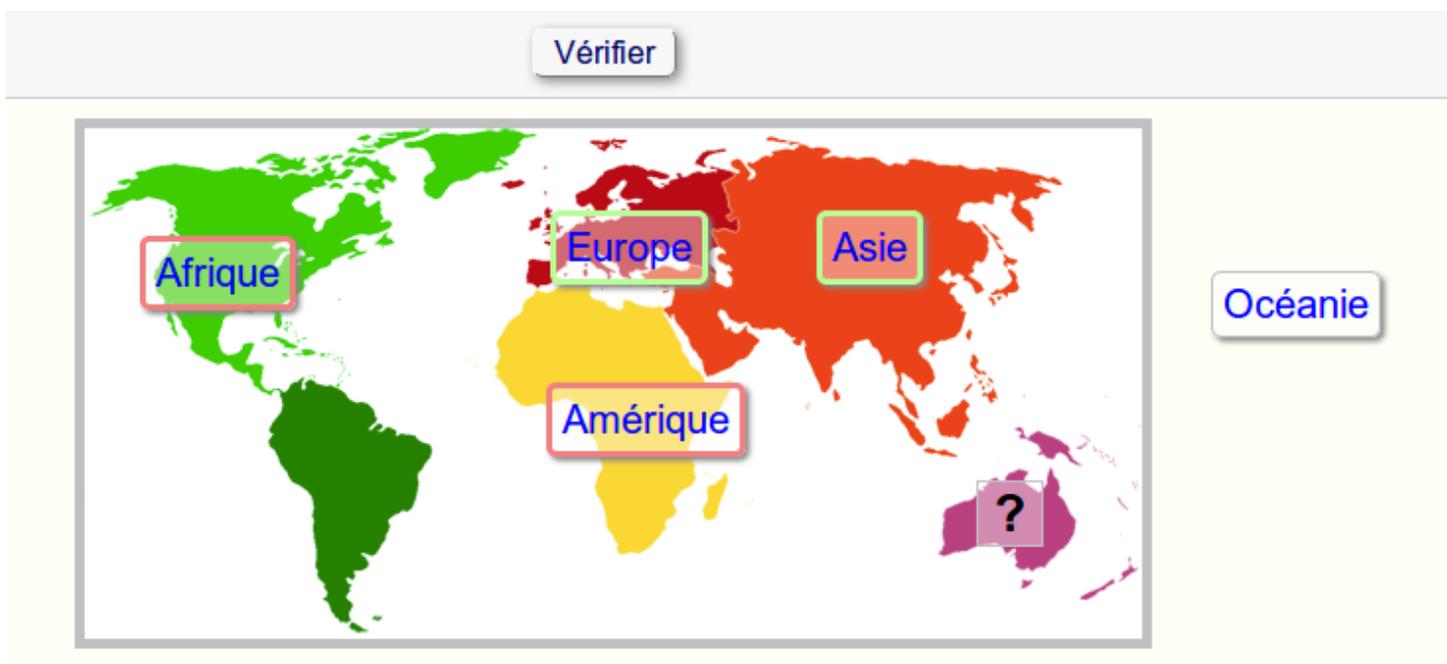
Text colour: #000000



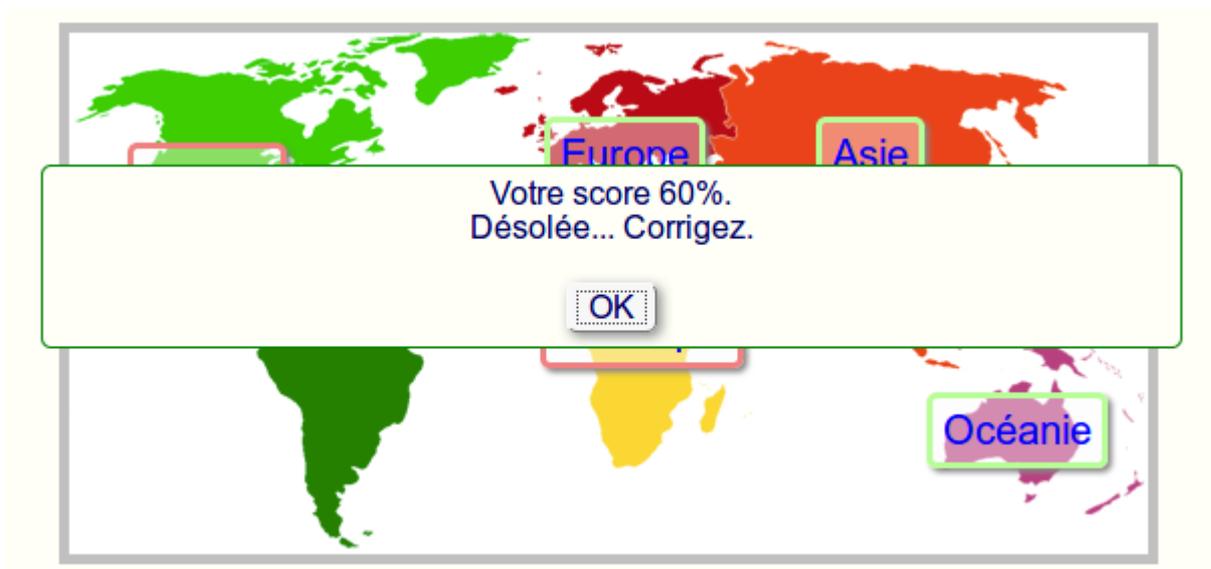
4- How to enable Practice mode and Test mode?



- Type "1" to enable the **Practice mode**: in Practice mode the items are automatically highlighted as soon as they are positioned, using the defined colors (see above, page 8)



- If **empty** or if you type "0" the default mode is **Test mode**. Answers will be highlighted after validation.



5- How to define the width of the reading text container?

If you use a reading text (it's now available with JMatch drag and drop, thanks to Martin) you can easily choose the width of the reading text container.

Options>Configuration output>Custom:

```
Code for insertion into <head> tag
<style>
div.ReadingContainer{flex-grow: 20;}
div.ExerciseContainer{flex-grow: 80;}
</style>
```

The logic is :

- width of {ReadingContainer + ExerciseContainer} : 20 + 80 =100
- width of ReadingContainer : 20/100 (20%)
- width of ReadingContainer : 80/100 (80%)

So if you want the width of the reading text container to be 40% of the width of the page, use 40 for ReadingContainer and 60 (=100-40) for ExerciseContainer. So type:

```
<style>
div.ReadingContainer{flex-grow: 40;}
div.ExerciseContainer{flex-grow: 60;}
</style>
```

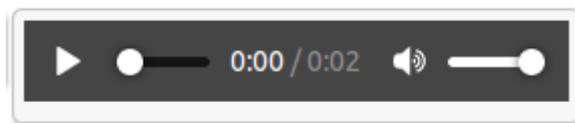
```
Code for insertion into <head> tag
<style>
div.ReadingContainer{flex-grow: 40;}
div.ExerciseContainer{flex-grow: 60;}
</style>
```

If empty, the widths will be 50% for ReadingContainer and 50% for ExerciseContainer.

V- Other tips

1- Mini audio button

With Hot Potatoes v7, via "Insert> Insert a media object", you can insert a classic HTML5 audio player:



You can also use the HTML5 audio player button created for my Hot Potatoes add-ons:



See [audio_tutorial.pdf](#) in the tutorials folder that you got when you unzipped JMM_201.zip.

2- Borders of checked cards

They are defined at the beginning of **hp7.cs_**.

Search for `--strBorderWidth_IfChecked`, near line 58:

```
/* added by AS */
--strBorderWidth_IfDropped: 3px; /* for JMH */
--strBorderWidth_IfUnDropped: 1px; /* for JMH, JMM */
--strBorderColor_IfUnDropped: silver; /* for JMH, JMM */
--strBorderWidth_IfChecked: 3px; /* for JMM */
```

You can modify the values in relation with JMM.

Don't forget to save the modified files.

3- Areas and map

The styles of the map and the areas are defined at the beginning of **hp7.cs_** near line 61.

```
--strAreaBGColor: white; /*for JMM */
--strAreaBorderColor: silver; /* for JMM */
--strMapBorderWidth: 5px; /* for JMM */
--strMapBorderColor: silver; /* for JMM */
--strMapPadding: 50px; /* for JMM */
```

You can modify these values (you can find the names or the HTML hexadecimal codes for colours on [wikipedia](https://en.wikipedia.org/wiki/List_of_colors)).

Don't forget to save the modified files.

4- Spaces

They are defined at the beginning of the **djmatch7.js_** file.

Search for this part near line 51:

```
// -----
// variables : valeurs modifiables ; you can modify these variable values
// -----
// entre les cartes d'une colonne
// between draggable cards
var spacerV = 5;

// entre les colonnes de cartes mobiles
// between lines of draggable cards
var spacerH_RIC_RIC = 10 ;

// entre image et carte mobile
// between image and draggable cards
var spacer_IMG_RIC = 30;

// entre div des boutons et image
// between checkbuttondiv and the image
var spacerV_topButtonDiv_IMG = 10;

// alpha pour la couleur quand on drag (permet une transparence)
// alpha for color when dragging (transparency)
var alphaDragging = '0.4';
```

You can change the values (5, 25 etc.).

Don't forget to save the modified files.