

JMatch Map

JMM v 2.1

(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, 2.1 etc.)

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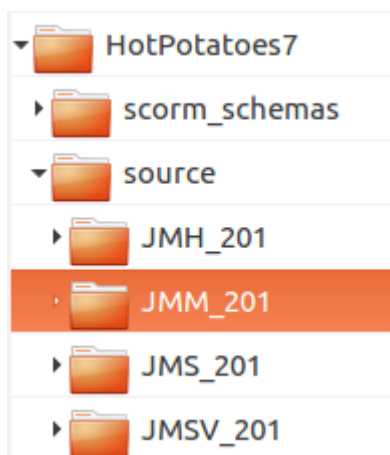
I What is a JMatch Map exercise?

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).



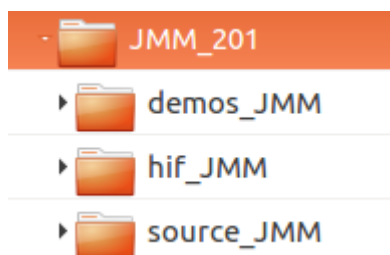
II How to install JMatch Map?

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.

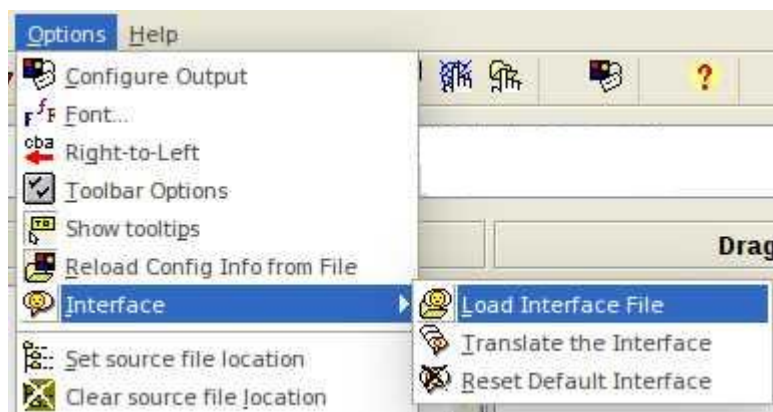
Check that the demos, hif and source folders are present:



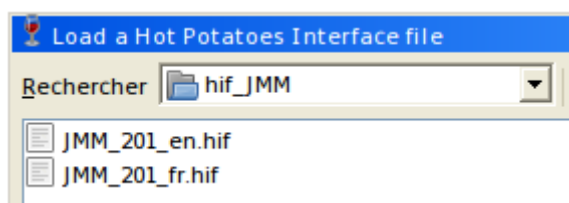
III How to load the interface file

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

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



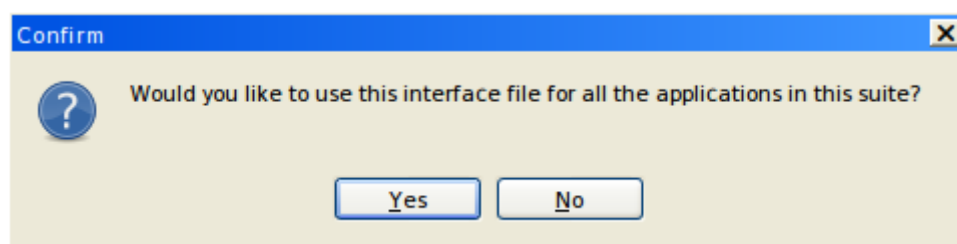
Browse to the folder JMM_201/hif_JMM and choose the **JMM_201_en.hif** (or JMM_201_fr.hif) file.



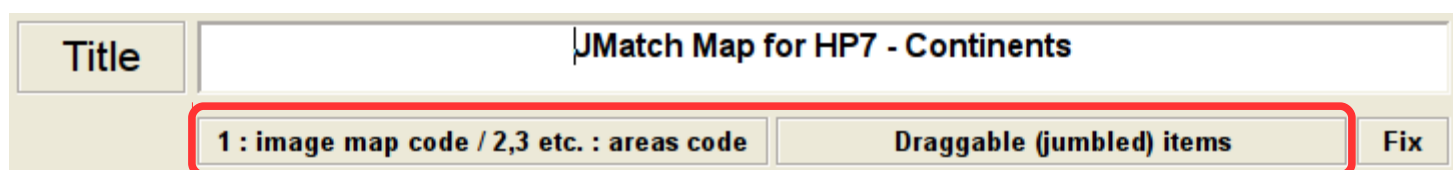
In the JMM_201/hif_JMM folder you will not find all the existing hif. You will find them, if they exist, on the [hpaddons site](#).

You can add the translation in your language, if it does not exist, on the [Paolo Cutini's site](#) or contact me on the [hotpotusers google 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.

IV How to create a JMatch Map 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. Online, [image-map.net](#) is a very good site.

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

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

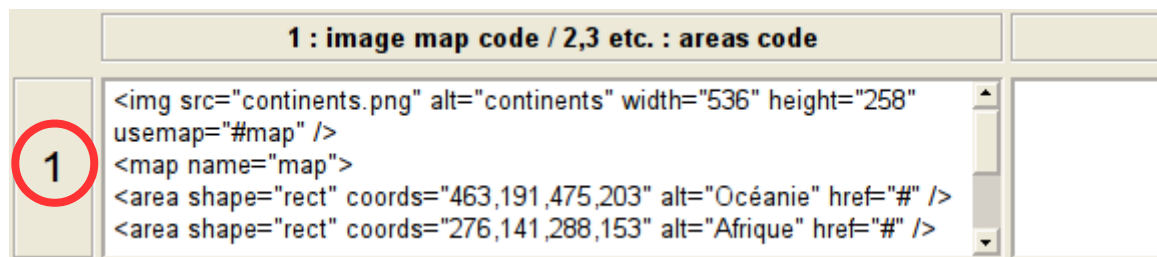
At the end you will have a text file (continents.png.map) whose content is the code for the image map:

```

<map name="map">
<area shape="rect" coords="463,191,475,203" alt="Océanie" href="#" />
<area shape="rect" coords="276,141,288,153" alt="Afrique" href="#" />
<area shape="rect" coords="268,53,280,65" alt="Europe" href="#" />
<area shape="rect" coords="60,66,72,78" alt="Amerique" href="#" />
<area shape="rect" coords="390,53,402,65" alt="Asie" href="#" />
</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.

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



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 as the one(s) in the alt tag for areas.

5- As it is, your exercise will be working but will not satisfy the [validator](#) (for validation, an area tag must always be associated with a map tag). So, **in the left boxes (2,3 etc.) replace <area by *area** (in fact you have to change < in any other character, so you can replace it by *, £ or & etc).

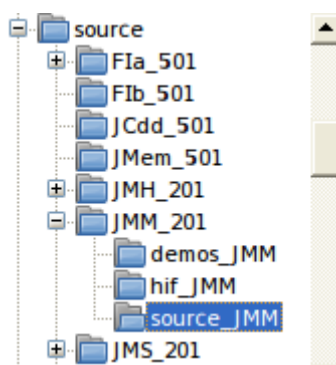
Be careful: don't change <area in the first left box.

1	<code> <map name="map"> <area shape="rect" coords="463,191,475,203" alt="Océanie" href="#" /></code>	
2	<code>*area shape="rect" coords="463,191,475,203" alt="Océanie" href="#" /></code>	Océanie
3	<code>*area shape="rect" coords="276,141,288,153" alt="Afrique" href="#" /></code>	Afrique
	<code>*area shape="rect" coords="268,53,280,65" alt="Europe" href="#" /></code>	Europe

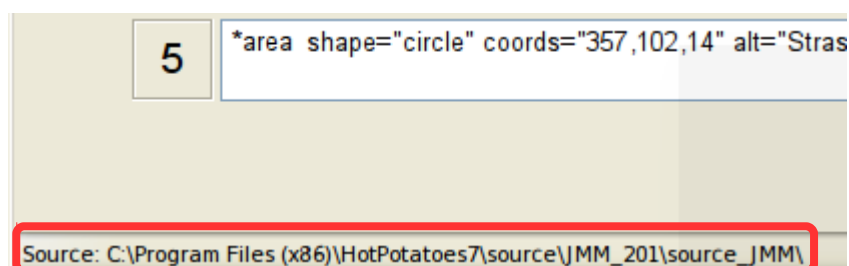
6- Now it's time to tell JMatch that instead of using the original source files, the special source files have to be used.

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:



7- 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.

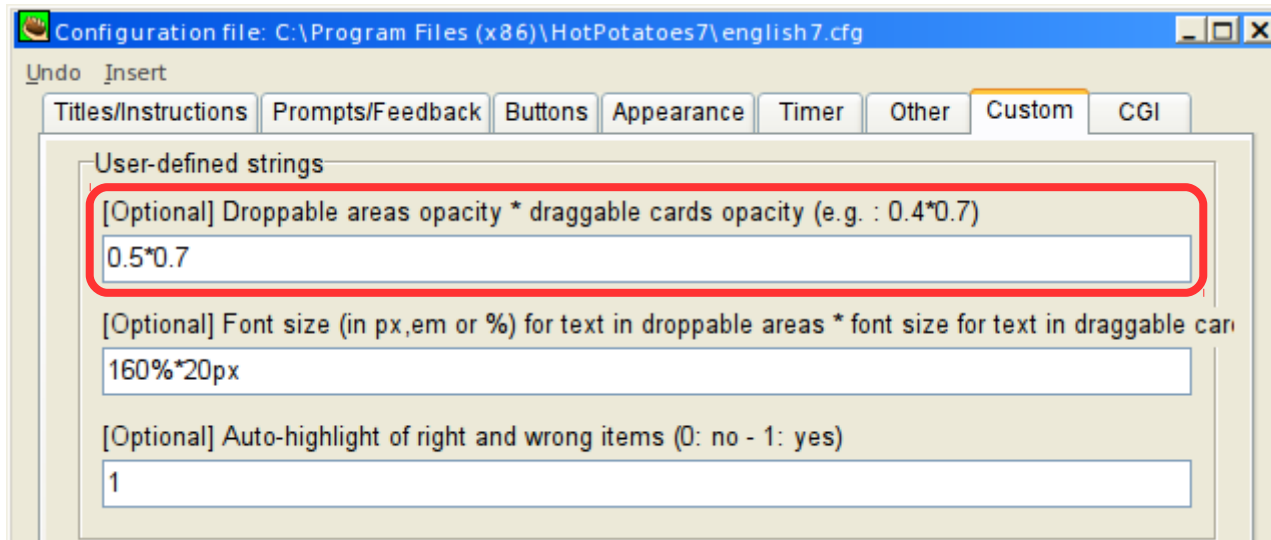
If you want to create another type of JMatch exercise (using another add-on), press the Shift + Control + ALT + S keys simultaneously and choose the adequate source folder.

V 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.

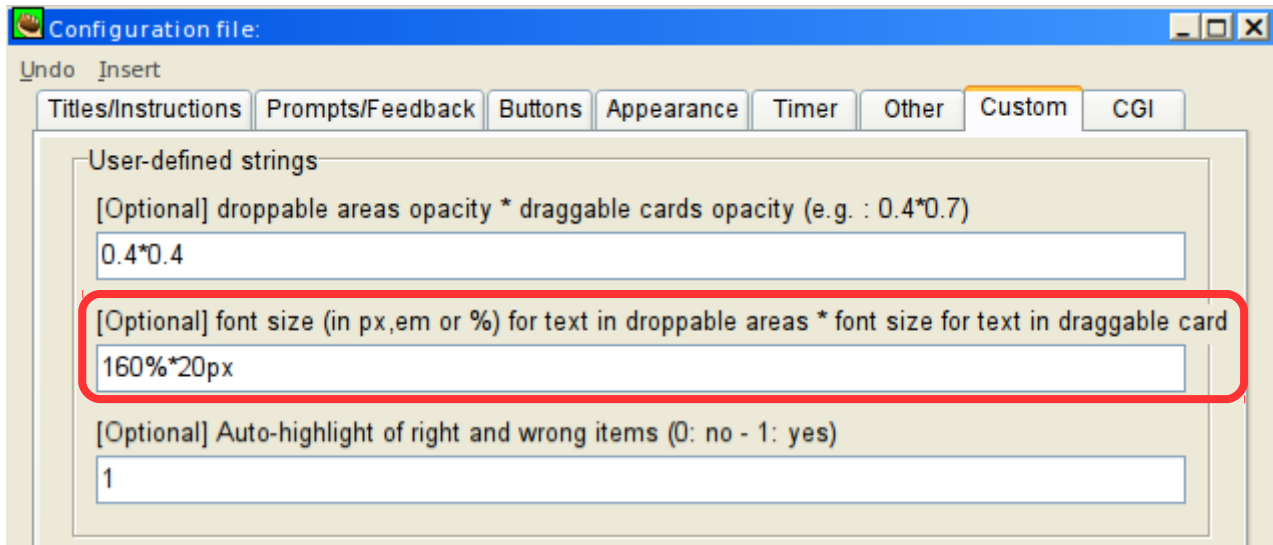
You can define a value for the **opacity of the background of the droppable areas** and another one **for the opacity of draggable cards**.



- 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 (Amérique).
- 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**.



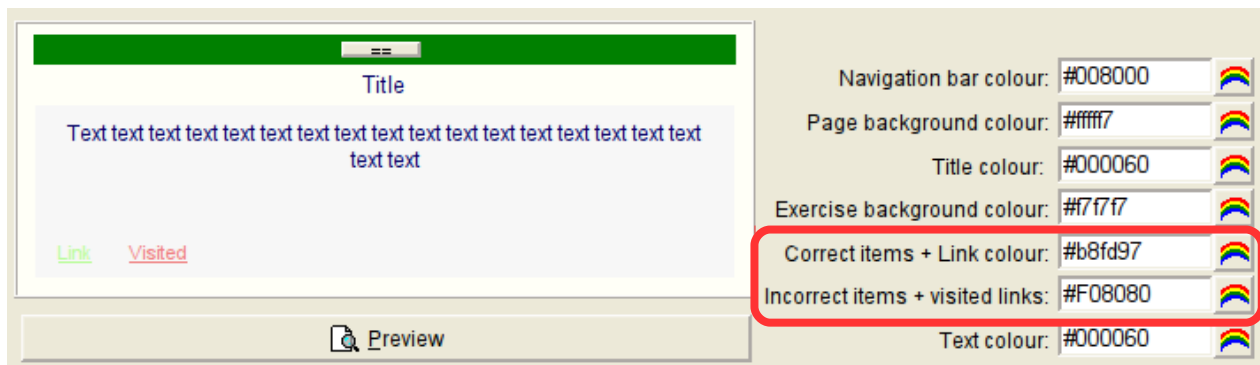
- The first value (160%) is for the font size of the text in the areas ("?")
- The second value (20px) is for the font size of the text in the draggable cards.
- The values must be **separated by an asterisk (*)**
- You need to **specify the unit** (px, em or %). For example, if you want a value in px, 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.



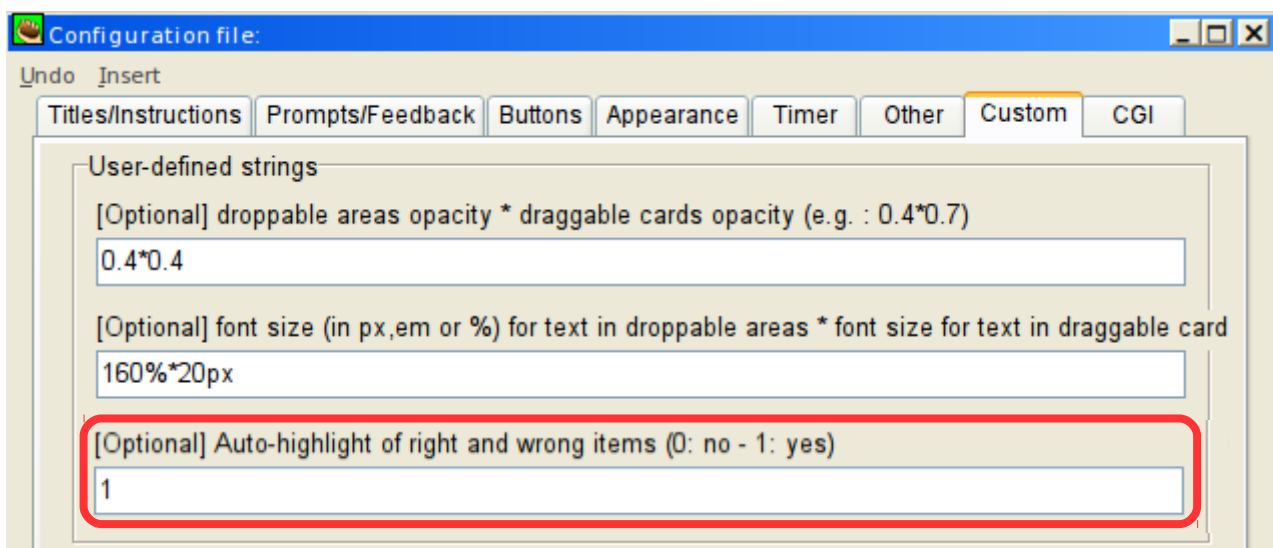
- If you keep the box empty the default font size will be the one defined in hp7.cs_ (usually 100%).

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

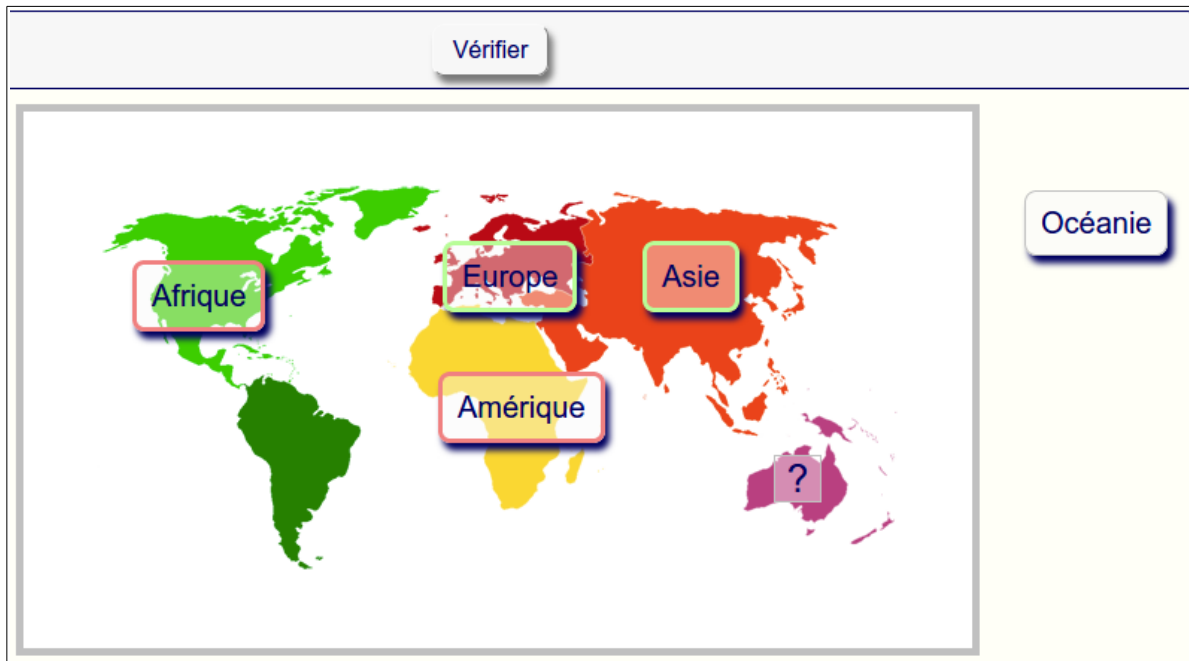
You can choose the border color for wrong and right items in **Options>Configuration output>Appearance**:



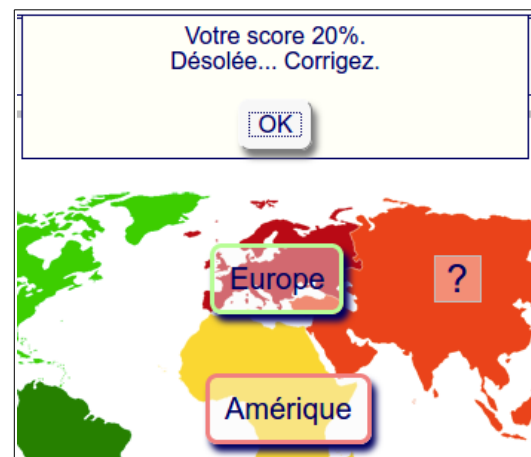
4- How to enable Practice mode and Test mode?



- 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 p 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 for HP7, 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 ExerciseContainer: 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

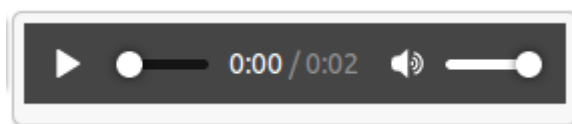
<style>
div.ReadingContainer{flex-grow: 40;}
div.ExerciseContainer{flex-grow: 60;}
</style>
```

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

VI 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:



You can use it everywhere: in the draggable cards, in the reading text, the title etc.

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

Note: **from version 2.1** the tutorial is called **audio_tutorial_4.pdf** (use of player4.js).

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 (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 hp7.cs_.

3- Areas and map styles

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 hp7.cs_.

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 rows 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 fait glisser (permet une transparence)
// alpha for color when dragging (transparency)
var alphaDragging = '0.4';
```

You can change the values (5, 10 etc.).

Don't forget to save the modified djmatch7.js_.

5- How to change the text in areas

By default the text is a question mark (?).

You can change this, for example use a round (○ or ●) or any other symbol.

Open . Near line 710 you will see

```
// Affichage des left items (areas)
for (i=0; i<this.LeftItems.length; i++) {
    CurrentItem = this.LeftItems[i];
    CurrCard = CurrentItem.Card;
    CurrCard.style.fontSize = LIC_fontSize;
    CurrCard.style.backgroundColor = LIC_BkgColorRGBA;
    CurrCard.innerHTML = '?';
```

Change *CurrCard.innerHTML = '?'*; in *CurrCard.innerHTML = '○'*; or *CurrCard.innerHTML = '●'*;

Don't forget to save the modified `djmatch7.js_`.

6- Modifications of hp7.cs_ and djmatch7.ht_

My modifications of the original hp7.cs_ and djmatch7.ht_ files are described at the beginning of these files.

So the users who would have modified the original hp7.cs_ and djmatch7.ht_ files can transpose my modifications in their own files.

hp7.cs_ is the same for all my JMatch add-ons (JMH, JMS and JMM). So if you modify one you just have to copy your modified files in the source folder of the other add-ons.