

# Horizontal JMatch

## JMH v 2.1

(for Hot Potatoes v7)

*In memory of Glenys Hanson*

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 an JMH exercise?

It's a JMatch exercise using **drag&drop format** in which the items are displayed horizontally:

[Retour](#)

**Horizontal JMatch for HP v7**

Associer les éléments du bas avec les images du haut.

[Valider](#)










[Mouche  
\(fly\)](#)




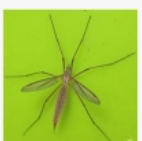



[Scarabée  
\(beetle\)](#)[Gendarme  
\(firebug\)](#)[Abeille  
\(bee\)](#)[Libellule  
\(dragonfly\)](#)

[Retour](#)

If there are a lot of items, they are displayed on different lines:



[Coccinelle](#)

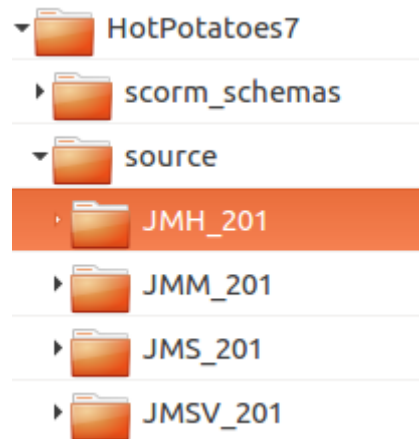


[Cétoine](#)[Libellule](#)[Abeille](#)[Guêpe](#)[Papillon](#)[Fourmi](#)[Mante](#)[Mouche](#)[Gendarme](#)

[Doriphore](#)[Criquet](#)[Tipule](#)[Scarabée](#)

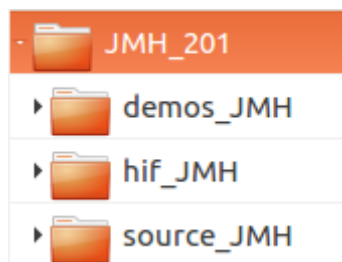
## II How to install JMH?

**Unzip** JMH\_201.zip and **copy the JMH\_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.

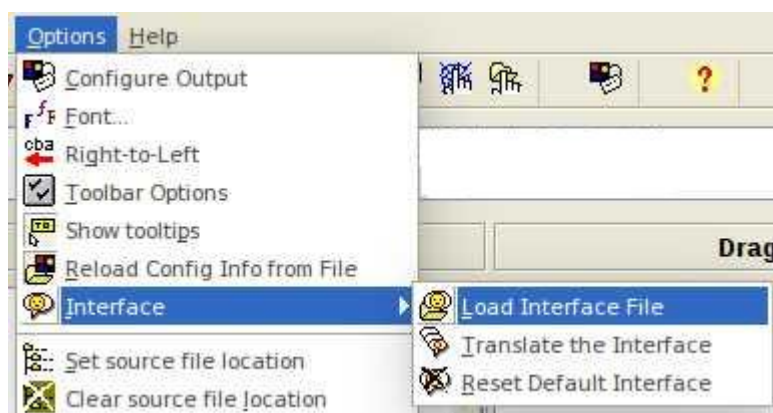
Check that the demos, hif and source folders are present:



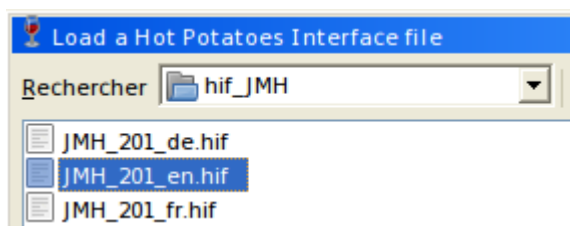
### III How to load the interface file

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

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



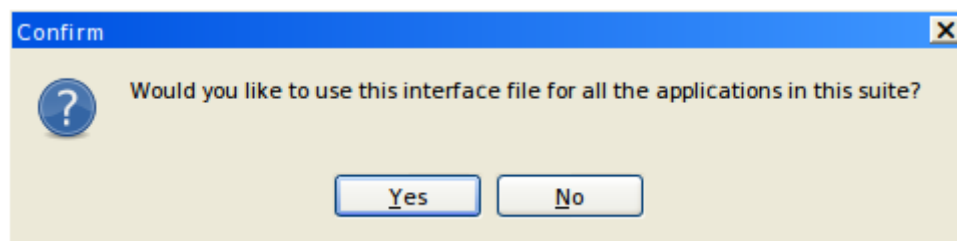
Browse to the folder JMH\_201/hif\_JMH/ and choose the **JMH\_201\_en.hif** (or JMH\_201\_fr.hif or JMH\_201\_de.hif) file.



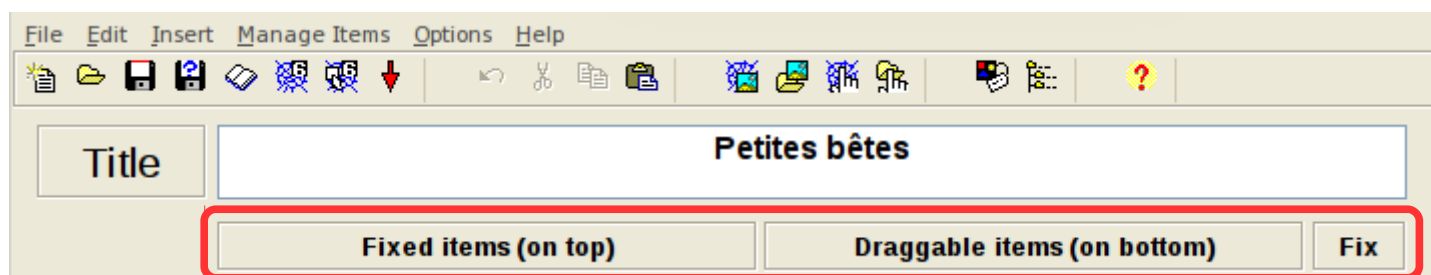
*In the JMH\_201/hif\_JMH folder you will not find all the existing hif. You will find them, if they exist, on the [hpaddons site](#).*

*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 JMH exercise?

1- **Start JMatch** and use it as you are used to with the original version.

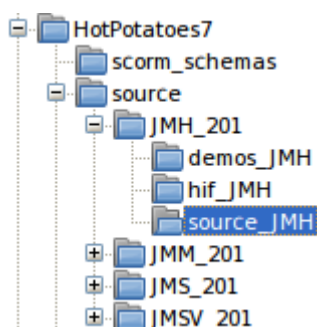
For more information on how JMatch works, check out the **Help file** -- just press the **F1** key (it will open hotpot.chm which is in The HotPotatoes folder).

To configure the output see below (page 6).

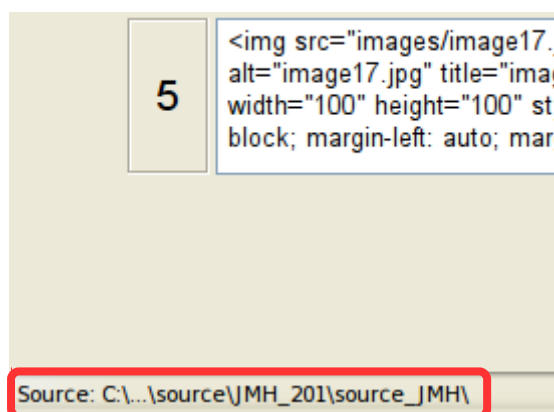
2- Now it's time to tell JMatch that instead of using the original source files, **the special source files have to be used**.

Press the **Shift + Control + ALT + S** keys **simultaneously** or the appropriate file menu item (Options>Set source file location  ).

Choose the special source folder where the needed files are located:



You will see which source folder is in use:



*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.*

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

## V Configuration

In the interface, some options have been added or modified. The other ones are left unchanged. If you have loaded the interface file (page 4) it will be easier to change the configuration output.

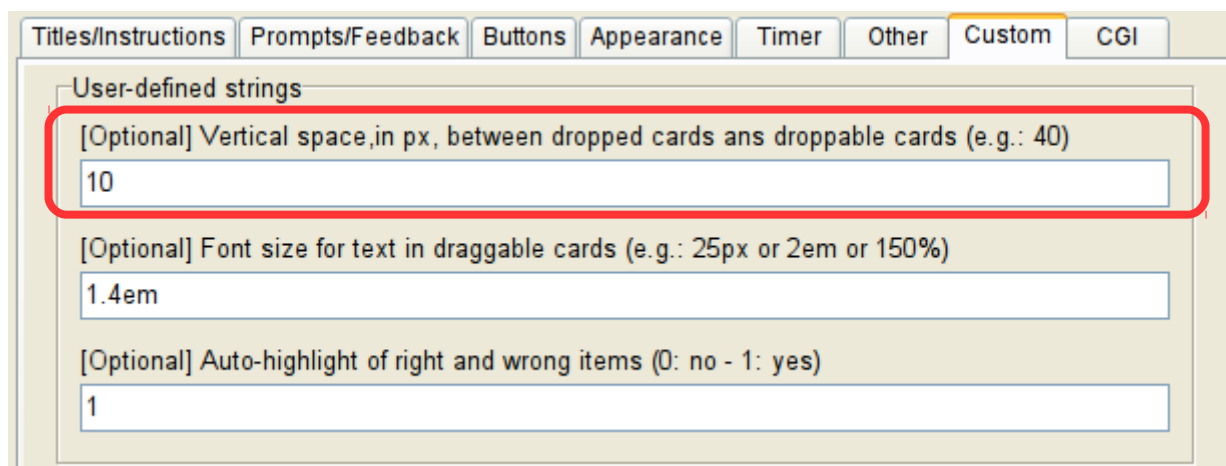
### 1- How to change the distance between fixed cards and mobile cards?

The default value is 25 (meaning 25px).

It can be useful to increase this value so that the dropped items are clearly separated from the draggable items.

On the other hand, on touch devices, you may want to decrease this distance.

**Options>Configuration output>Custom:**

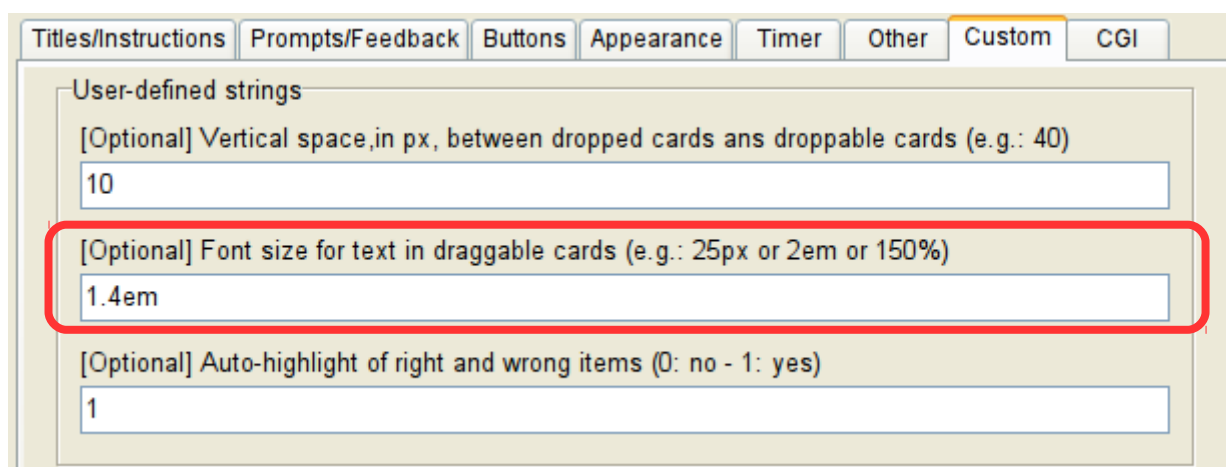


The screenshot shows a web interface with several tabs: Titles/Instructions, Prompts/Feedback, Buttons, Appearance, Timer, Other, Custom (selected), and CGI. Under the 'Custom' tab, there is a section titled 'User-defined strings'. The first input field is labeled '[Optional] Vertical space, in px, between dropped cards and droppable cards (e.g.: 40)' and contains the value '10'. This field is highlighted with a red rectangular box. Below it, there are two more input fields: '[Optional] Font size for text in draggable cards (e.g.: 25px or 2em or 150%)' with the value '1.4em', and '[Optional] Auto-highlight of right and wrong items (0: no - 1: yes)' with the value '1'.

- For example, if you want a value of 70px, don't type "70px" but type "70".
- If you keep the box empty, the default value (25) will be used.

### 2- How to use a different font size for text in draggable items?

**Options>Configuration output>Custom:**



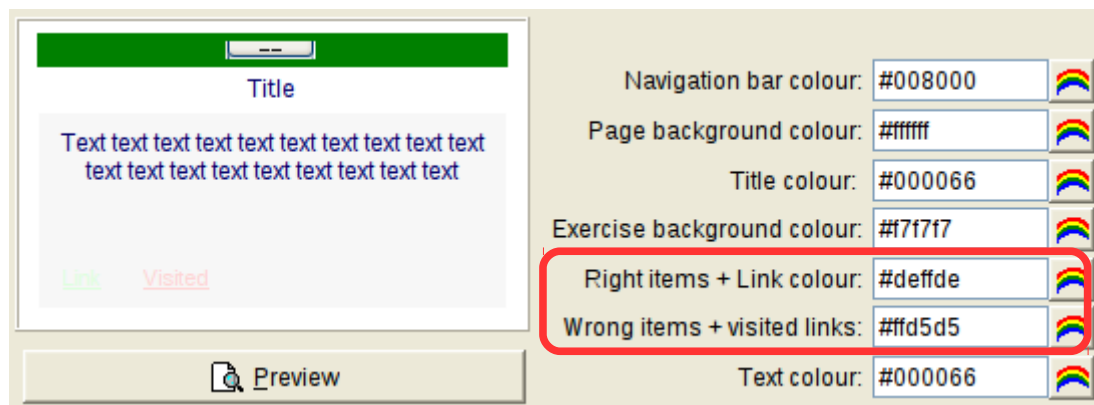
The screenshot shows the same web interface as before. In the 'User-defined strings' section, the second input field is labeled '[Optional] Font size for text in draggable cards (e.g.: 25px or 2em or 150%)' and contains the value '1.4em'. This field is highlighted with a red rectangular box. The other fields remain the same: the first field has '10' and the third field has '1'.

- You need to **specify the unit** (px, em or %). For example, if you want a value in px, type "100px", don't type "100".
- If you keep the box empty the default font size will be the one defined in hp7.cs\_ (search for div.DcardStyle).

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

The colors are the same as the links and visited links colors.

Options>Configuration output>Appearance:



Navigation bar colour: #008000

Page background colour: #ffffff

Title colour: #000066

Exercise background colour: #f7f7f7

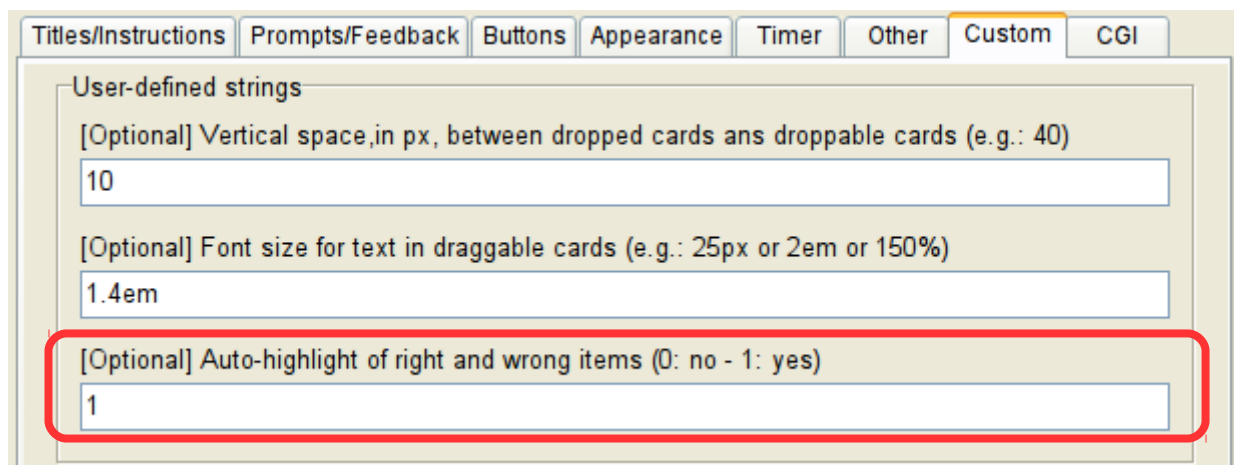
Right items + Link colour: #deffde

Wrong items + visited links: #ffd5d5

Text colour: #000066

### 4- How to enable Practice mode and Test mode?

Options>Configuration output>Custom:



Titles/Instructions Prompts/Feedback Buttons Appearance Timer Other Custom CGI

User-defined strings

[Optional] Vertical space, in px, between dropped cards and droppable cards (e.g.: 40)

10

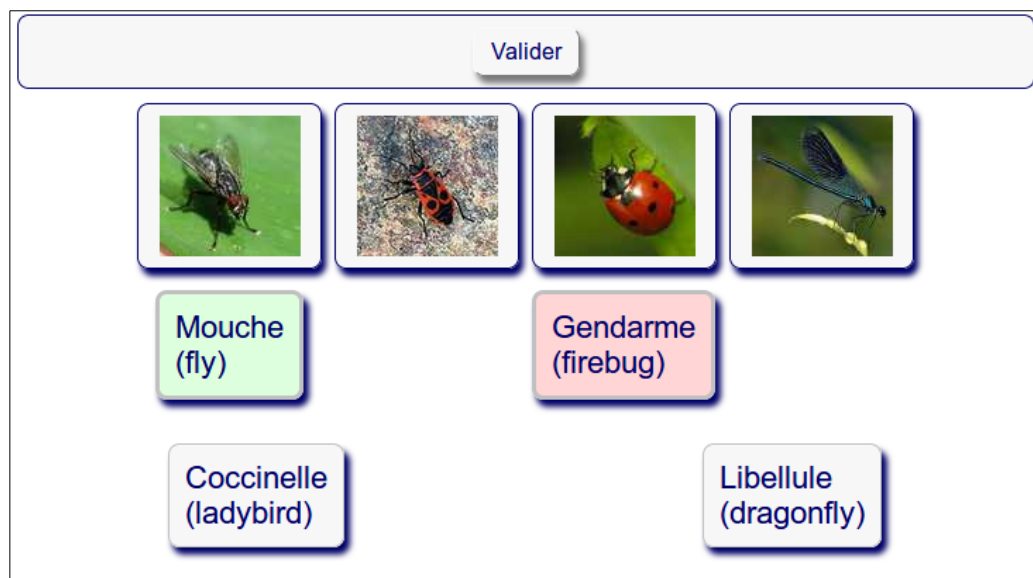
[Optional] Font size for text in draggable cards (e.g.: 25px or 2em or 150%)

1.4em

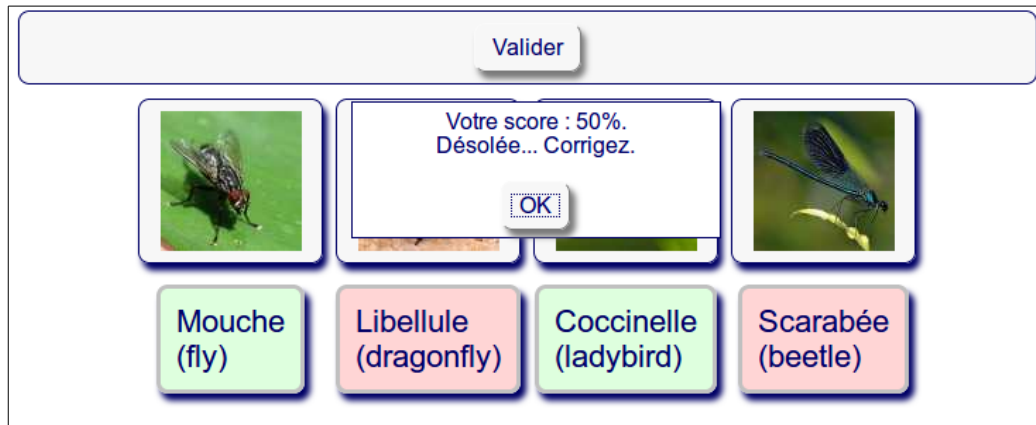
[Optional] Auto-highlight of right and wrong items (0: no - 1: yes)

1

- Type "1" to enable the **Practice mode**: in Practice mode the items are automatically highlighted as soon as they are dropped, using the defined colors (see 3-)



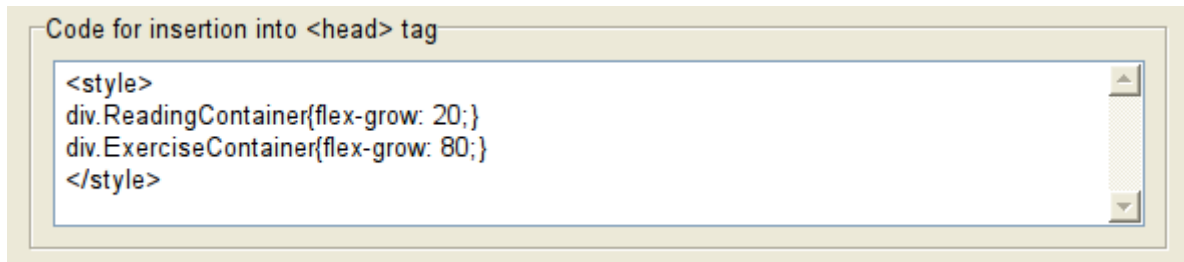
- If **empty** or if you type "0" the default mode is **Test mode**. Answers will be highlighted after validation.



## 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:**

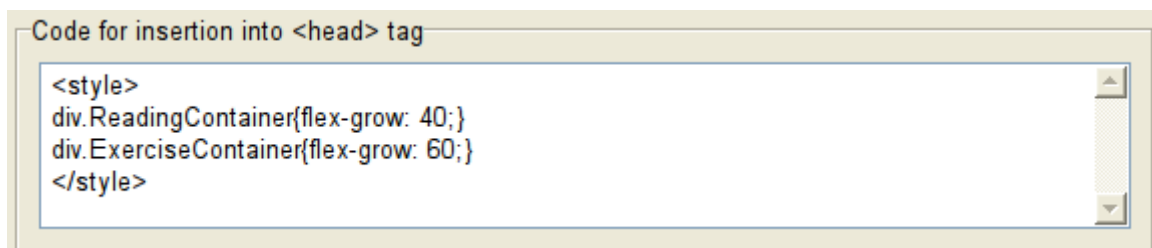


The logic is

- 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>
```



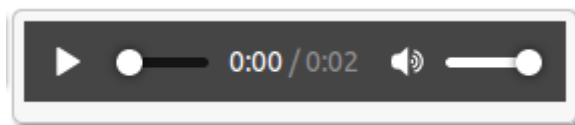
If empty, the widths will be 50% for ReadingContainer and 50% for ExerciseContainer.



## 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 JMH\_201.zip.

Note : **from version 2.1** the tutorial is called **audio\_tutorial\_4.pdf** (use of player4.js).

### 2- Borders of draggable items

They are defined at the beginning of **hp7.cs\_**.

Search for `--strBorderWidth_IfDropped`:

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

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

**Don't forget to save the modified files.**

### 3- Spaces

They are defined at the beginning of the **djmatch7.js\_** file.

```
// *****
// variables
// *****
// -----
// variables : valeurs modifiables ; you can modify these variable values
// -----
// entre les cartes d'une ligne
// between fixed cards on a row
var spacerH = 5;

// entre carte mobile placée et carte à placer (valeur par défaut)
// between dropped cards and droppable cards (default value)
var spacerV_DRIC_RIC_std = 25;

// entre carte fixe et carte mobile placée
// between fixed cards and their dropped cards
var spacerV_LIC_DRIC = 10;

// entre le div des boutons et les cartes fixes (1ère ligne)
// between the button div and the first cards
var spacerV_topButtonDiv_LIC = 10;
```

```
// entre {carte fixe + carte mobile placée} et carte fixe (ligne suivante)
// between {fixed card+ dropped card} et fixed card (next line)
var spacerV_LIC_DRIC_LIC = 15;

// entre les lignes des cartes mobiles à placer (si plusieurs lignes)
// between the lines of draggable items (if several lines)
var spacerV_RIC_RIC = 10;

// entre le bas de l'exercice ou du reading text et la barre de navigation du
// bas
// between the lowest of exercice or reading text and the bottom navbar
var spacerV_bottomNavbar = 30;
```

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

**Don't forget to save the modified files.**

#### **4- 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.