Using your new Drag and Drop Lite Question Widget

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Instructions for use:

1. After purchasing and downloading your widget, unzip the file to a convenient location on your computer hard drive. We recommend you copy the widget files to the same location as other widgets installed with Captivate. This will mean your new widget will appear in your **Widget** preview panel:

2. Insert the **Drag and Drop Lite Question Widget** into your Captivate project to generate a new question slide.
   NOTE: If using Captivate 4, go to **Project Preferences** and set the ActionScript version to ActionScript 3. This widget will not work in a project set to publish as AS2.

3. Add images, captions, animations, or highlight boxes to create the graphic elements you want to include in your question. (Drawn shapes such as rectangles, ovals and polygons are not supported in this version. Interactive objects such as buttons and click boxes cannot be added to a Captivate question slide. Rollover captions and rollover images also will not work.)

4. Give all of the objects a unique **Item Name** in the **Properties > Item name** field.
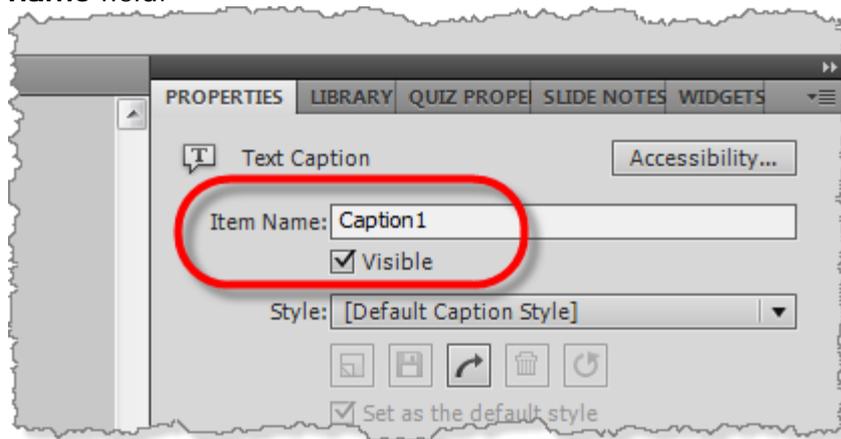
5. Open the **Widget Properties**. In Captivate 5, just double-click the widget on the question slide to open the **Widget Properties** dialog. In Captivate 4, click the **Edit Question** button on the question slide to open the Widget Question dialog.
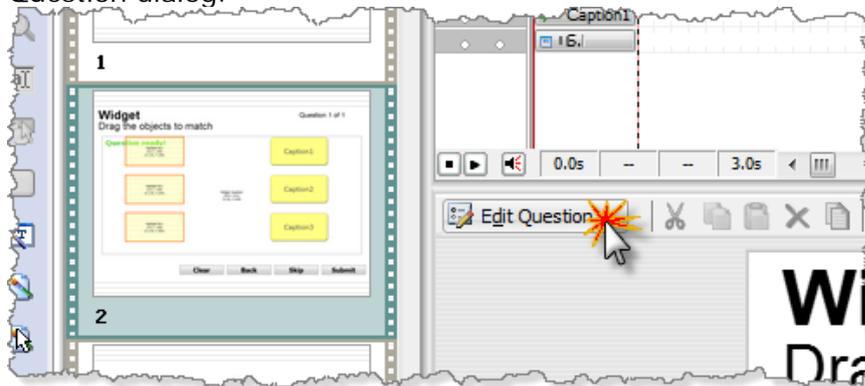
The **Widget Parameters** section in the lower part of the Cp4 dialog contains the interface for configuring the widget.

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6. In the **Widget Properties > Objects** tab, add drag objects on the left side and target objects on the right side. You must enter each object's unique **Item Name**. This is how the widget knows which objects to manipulate at runtime. If you need to edit the name of any item at a later date, just double-click the selected item and make required changes.
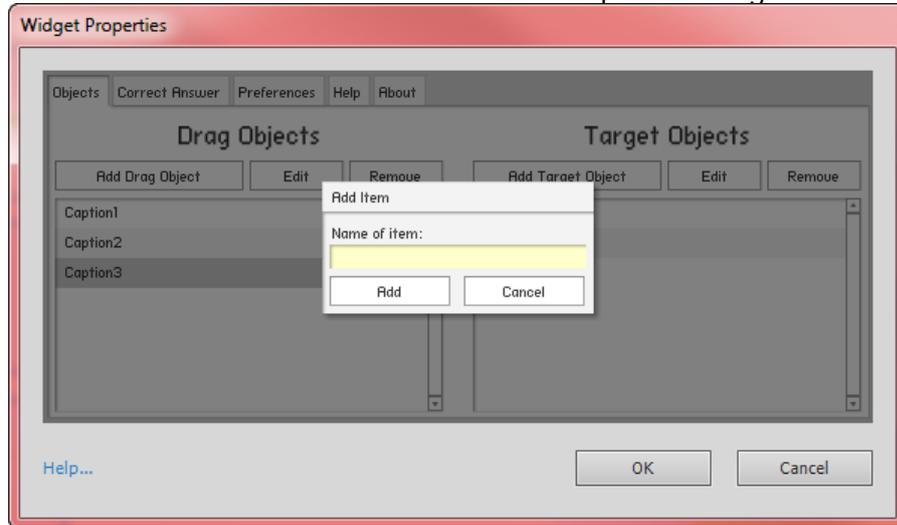

7. On the **Widget Properties > Correct Answer** tab, drag the named objects from the top level onto their relative target objects on the bottom level. Scroll left and right if necessary to find drag objects or target objects.
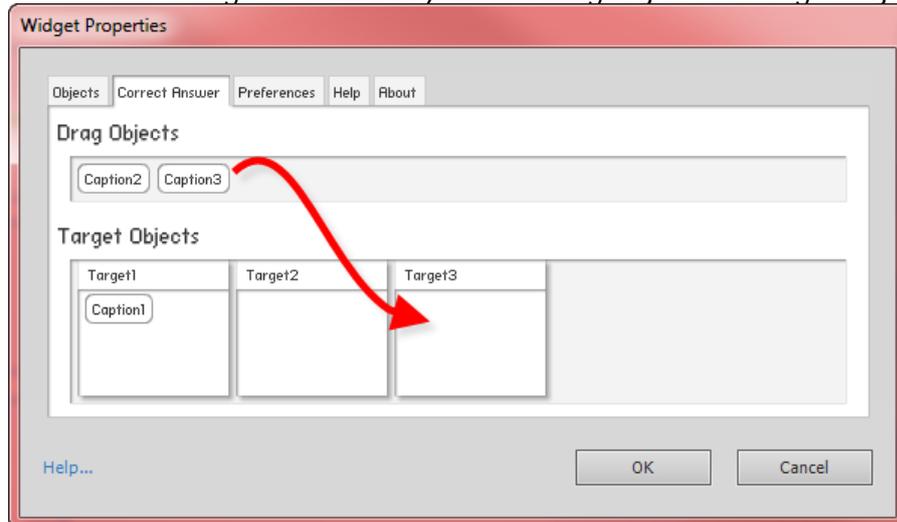
8. On the **Widget Properties > Preferences** tab, configure how you want the widget to work. (See the preferences section below.)

9. Publish your movie to test your drag and drop question. The widget will display error message text in red to warn you if it cannot find the named items. Check the spelling of objects to see if you have mis-spelled any names. Change preferences to modify the behaviour.

Widget Preferences Explained

Your drag and drop widget can be configured to work in a wide variety of ways by changing the combination of settings found on the Preferences tab.
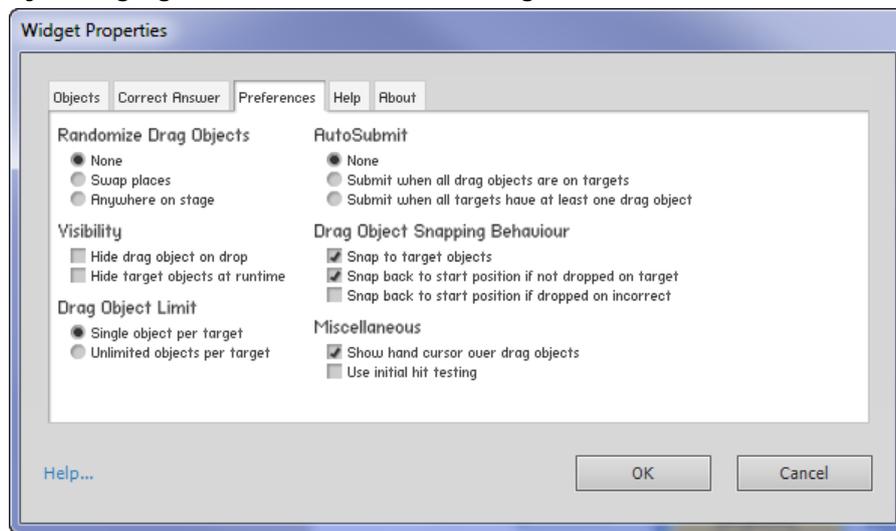
The specific combination you need to use depends entirely on the type of question you are creating and how you want it to work.

These are the preference options:

Randomize Drag Objects

- *None* - No randomization. Objects will appear exactly as you placed them on the slide.

- *Swap places* - Shuffles the order of drag objects in existing locations. Useful for teaching learners to reorder or restructure objects in a pattern.

- *Anywhere on stage* - Distributes the drag objects over the stage area. Useful if you do not want to give any clues as to the correct location where an object should be dropped.

AutoSubmit

- *None* - The **Submit** button must be clicked by the user for the question to be evaluated and scored.

- *Submit when all drag objects are on targets* - Automatically triggers submit (as if the user had clicked the Submit button) when all drag objects are placed over target objects. If all target objects are the correct ones, the question is marked as correct. If any drag object is incorrectly matched with a target object, the question is marked incorrect. This setting is useful when you want to create a "frame game" question.

- *Submit when all targets have at least one drag object* - Automatically triggers submit when all target objects have at least one drag object, regardless of whether or not multiple objects could be placed on some targets. Useful for questions where the learner is required to know which specific items from an available pool should be matched to target objects.

Visibility

- *Hide drag object on drop* - The drag object will disappear when dropped on a target object. You could use this when you want it to appear as if the target object 'swallows' or absorbs the drag object. E.g. if the question related to dropping waste items into rubbish bins, the objects would disappear when dropped on the bin.

- *Hide target objects at runtime* - Makes the target objects invisible at runtime. This may be necessary so that you do not give the user clues as to the correct location of targets. Useful when highlight boxes are used as targets.

Drag Object Snapping Behaviour

- *Snap to target objects* - When a drag object is dropped on any part of the target object it will snap into place.
  NOTE: By default, the snapping behaviour aligns the top-left corner of both drag object and snapping object.

- *Snap back to start position if not dropped on targets* - If a drag object is dropped at a location where it does not intersect with any part of a target object it will snap back to its original starting position. (Remember that the actual hit area of an object is usually a rectangle or square even though the visible object might look like a circle. So a drag object moved near to a circular hit area might snap into place when dropped even though it did not look like it touched the circle.)

- *Snap back to start position of dropped on incorrect* - If a drag object is dropped on an incorrect target it will snap back to its starting position. This setting is useful for questions/interactions that are intended as training exercises rather than tests. The learner can experiment with the answer possibilities to find the correct solution.

Drag Object Limit

- *Single object per target* - Allows only one drag object to be placed on each target object. An error message will trigger in Widget Preferences if you attempt to add multiple drag objects to the same target object. You will have the option of changing this setting to allow multiple objects.

- *Unlimited objects per target* - Allows any number of drag objects to be placed on targets.

Miscellaneous

- *Show hand cursor over drag objects* - Changes the default arrow cursor to a hand cursor when placed over drag objects. Use this setting if you want users to know which objects are draggable. Leave it unselected if you want to make it harder for learners to find the draggable objects.

- *Use initial hit testing* - The preference is useful for questions where all drag objects are set up in position on their relevant hit targets and the **Randomise Drag Objects > Swap places** preference is used to mix up the objects. These questions require the use of **Initial hit testing** to give correct answers reliably. This is because normal hit testing is performed *after* a drag object has been dropped on a target, not before it is moved. In questions where objects are randomly positioned over targets, some objects may already be sitting on their correct targets. If learners do not drag or reposition these objects, no hit test is performed, and the question is marked wrong, even though all objects are in correct positions. To ensure the question is marked correctly, you need to switch on **Initial hit testing**. If the same question were set up so that all drag objects must be dragged (e.g. **Randomise Drag Objects > Anywhere on stage**), initial hit testing should be turned off. **This setting must be used with caution as it can result in undesirable question behaviour if used in combination with certain other preferences.** In particular, use of this setting in combination with **AutoSubmit** preferences can sometimes cause questions to immediately submit without user intervention if all drag objects are positioned on targets when the question opens. If using, test your questions thoroughly before release.

Known Issues

At time of writing, the following issues and general recommendations apply:

- Though this widget allows most types of objects in Captivate to be used as drag objects and target objects, certain objects are not supported at this time. The main exceptions are drawn shapes such as polygons, rectangles, and ovals or circles created using the Captivate drawing toolbar. If you want to use one of these shapes in your widget, we suggest you create the shape as a graphic using another software package first and then add it to your project as a GIF, PNG, or JPG file. If you do not have a graphics application, Microsoft PowerPoint's drawing tools are very useful. Simply draw a shape, then right-click the object and choose **Save as Picture** from the context menu.

- This widget is programmed using ActionScript 3. It will not work if added to Captivate 4 projects with the default publish setting of ActionScript 2. So Cp4 users must always remember to publish as AS3. Cp5 users do not need to remember this since it supports only AS3.

Helpful Tips

Here are some suggestions that might make using this widget easier:

- Take careful note of the 'stacking order' of your drag objects and target objects. Normally you would want the drag objects to be located on upper layers in your timeline so that they sit on top of their relevant target objects. If your target objects are located on top of your drag objects, you may find you cannot select the drag objects to move them.

- It is important to carefully think through the logic when you design your drag and drop questions. Remember, you can only achieve either **success** or **incomplete** question status if you have a question with one drag object and one target object. **Incorrect** is not an option under these circumstances. To have the possibility of getting a question marked as incorrect, you need at least two targets or two drag objects, one of which is not matched correctly. Then if the wrong drag object is placed over the single target, or the single drag object is placed over the wrong target, you will get the question marked as incorrect.

Updating Your Widget to a Newer Version

*Your **Infosemantics_DragAndDropLite_AS3.zip** file contains two versions of the same widget. One is a .swf file and the other is a .wdgt file. There are important reasons why you might prefer to use .swf in your Captivate projects.*

Captivate widgets can be either .wdgt or .swf files. The .wdgt type widget is really a zipped .swf and .xml file. The .zip file ending has been simply changed to .wdgt to turn it into a format that Captivate recognises as a widget. Captivate also readily recognises .swf widgets as well.

In Captivate 4, if you create a question with a question widget, and you want to update that widget to a newer release version one day, the only way to do it is by inserting the new widget version (which creates a new question slide) and then moving all of your drag and target objects over to the new question slide. Unfortunately, this means Captivate will rename all of your objects and your newly inserted widget won't know anything about how the previous widget was configured. This happens regardless of whether the original widget was a .wdgt or a .swf file.

However, there is an important difference in the way question widgets can be updated in Captivate 5 which can at least save you part of this pain.

In Cp5, SWF objects inserted as Flash animations and widgets show a small green ball in the top left corner to indicate that the original object file has not changed. This ball will change to red if Captivate detects that the inserted file has a new version and requires updating.

If you inserted the widget as a .swf file, and you see this red ball, you can right click on the widget and select **Update** from the context menu. This imports the new version widget into the same slide as the old one and replaces it. Unfortunately, this still wipes out the configuration setting you had in your previous widget (because there is no way of knowing whether or not the new widget will have the same options) but at least it retains all of the names for your objects because they can stay on the same question slide. The objects only get renamed by Captivate if you move them from one slide to another.

If you inserted your question widget in Cp5 as a wdgt file, this update feature does not seem to work, which means your only choice when updating to new versions is to recreate the question slide again (as you have to do with Cp4).

So, if you've invested significant time in creating and tweaking a very complex question slide, it might be better to use the .swf form of the widget rather than the .wdgt format. Hopefully later versions of Captivate will address this issue to make updating question slides much easier.

The version number of the widget is shown on the **About tab**.

Thank You!

We hope this document provides all the information you require. If you have any further queries, please check the relevant information pages on our website for this widget, or contact us directly via support@infosemantics.com.au

We would love to see examples of how you use this widget to create learning experiences. If you have a drag and drop question created with our widget that you would like to show us, send it to us. We'll be creating a special "Brag Book" page on our website to showcase good examples of question widgets…with appropriate credit to you as the author of course!

Also, watch our website, Widget King's Blog, and the widget forums for further tips on how to use our widgets to create innovate e-learning.

We sincerely hope that this widget gives you much enjoyment and enables you to create truly engaging e-learning experiences with Adobe Captivate.

Again, thank you for purchasing our widget!

Rod Ward (Director - Infosemantics)

Dated: Friday, 5 November 2010

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