

## Creating a Perpetual Pull Down Help Menu

MACROMEDIA AUTHORWARE™ TRAINING SERIES  
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[For a preview of this  
tutorial, run file  
6PULDOWN.EXE]

This Tutorial is designed for Macromedia Authorware], Version 4. In this tutorial you'll create a pull-down help menu which can serve as a model or template for other lessons. The menu can be used at any point during a lesson and can be disabled, say during a quiz. As usual there are some questions at the end to help you understand why the menu works as it does. This tutorial is presented in step by step fashion. It is assumed you have a basic familiarity with the Macintosh and have at least completed Tutorial #1 in this series using Authorware™. As you follow the steps, think through what you are doing for further application on your own.

### Conventions:

- Text which you are to type in is presented in *Italics*.
- icon titles (after they have been typed) are enclosed in 'single quotes'.
- **Menu titles and commands** in the pull down menus or dialogue boxes are indicated in **Bold** text.
- To Select means to place the mouse cursor on an image and single click the button.
- To Open means to place the cursor on an image and quickly double click the button. To execute a command from the menu bar, Click and Hold the button on the menu title, Drag the cursor (which is now a vertical black bar) down to the desired command, and release the button.
- Key presses will be denoted by capital letters as in "press the RETURN key."

Enjoy this tutorial.

## Section 1

### Create the Flow Diagram for Pull Down Help Menu

#### Step 1:

##### Create an Authorware file.

Create a file entitled *XX6PULDOWN.A4P*, where *XX* are your initials, and set the Presentation Window size (Tutorial #1, Steps 1 & 2).

#### Step 2:

##### Set up the basic flowline.

Create the master lesson flow by adding five map icons and naming them as shown in Figure 1 below. (the numbers are optional)

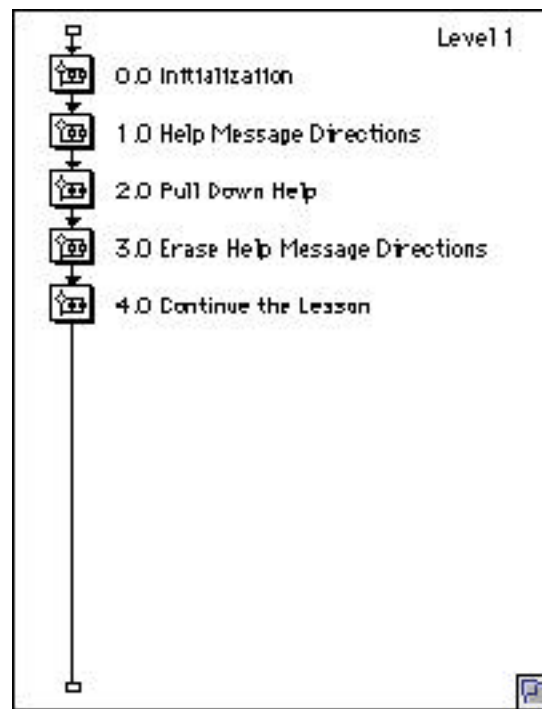


Figure 1

#### Step 3:

##### Create Help Menu directions.

To create the directions explaining how to use the **HELP** pull down menu:

- DC on the '1.0 Help Message' directions icon
- At level 2, add a display icon (*Help 1*), and a Wait icon. See Figure 2.
- Open the **Help 1** display icon and insert the following text: *During this lesson, help will be available from a pull down menu. The Help will cover how to use the mouse, a glossary of terms, and the lesson objectives.* Place the text in the upper, center part of the screen.

- d. Select the rectangle tool from the tool box and draw a rectangle around the text.
- e. With the rectangle selected, double click on the horizontal/vertical line tool (+) and choose the 3rd line thickness (see Figure 3).
- f. Center the text by selecting the text tool in the tool box, selecting the text (place the cursor on the text and click once), and selecting your choice of **Font, Style** and **Alignment: Center** from the **Text** menu.
- g. **Single Click** to close the Help 1 toolbox return to the icons.
- h. Close the **1.0 Help Message Directions** window.

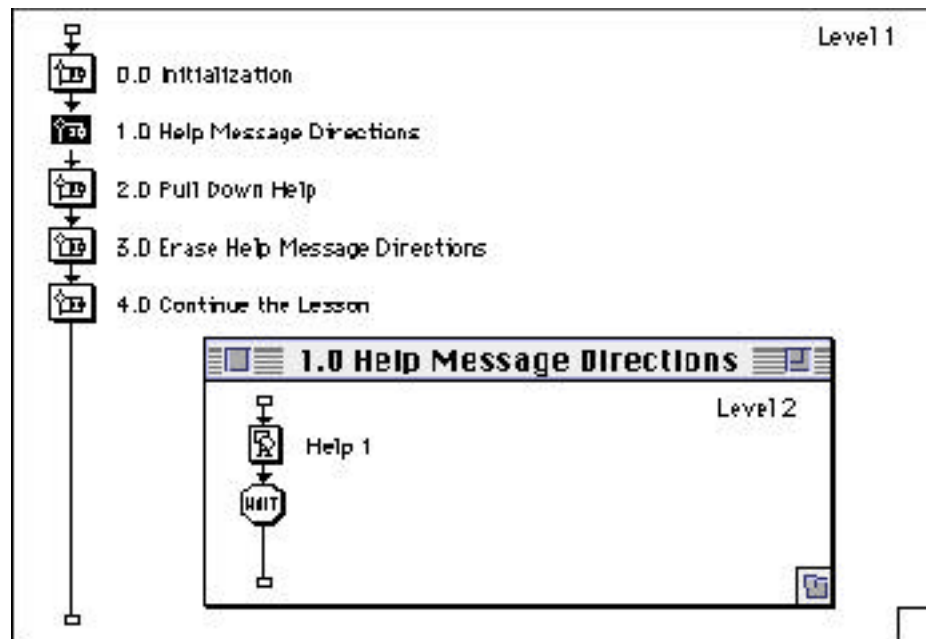


Figure 2

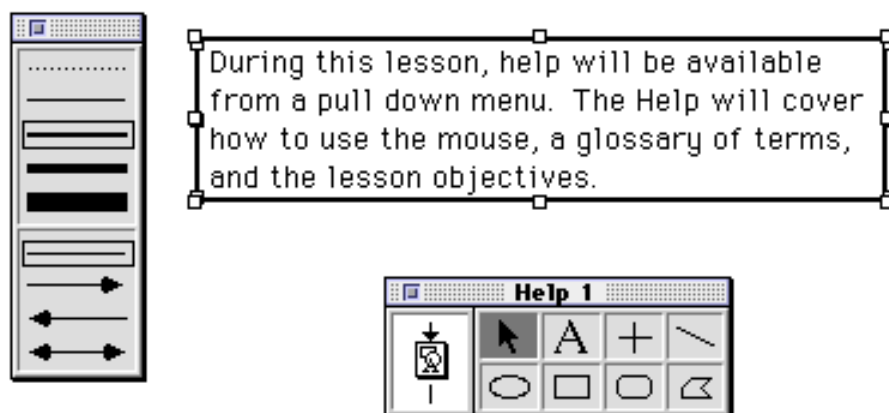


Figure 3

## Section 2

### Create the Pull Down Help Menu Features

#### Step 4:

#### Set the judging for the interaction icon.

- Open the map icon entitled **2.0 Pull Down Help** by DCing it.
- Add an interaction icon (name it *HELP* ).
- Select the interaction icon, and choose **Icon: Properties** from the **Modify** menu.. (Figure 4) Set the Interaction tab dialogue box options to **Erase: Upon Exit, Transition: None, Options: Pause Before Exiting, & Show Button**. Ignore the settings under the Display and Layout tabs. **OK**.
- To the interaction icon, attach three map icons entitled *Using the mouse*, *Glossary*, and *Lesson Objectives* to the interaction icon. These titles will appear when the student uses the pull down help menu. For each of the three new maps, set the response type to **Pull-down Menu**. See Figure 5.

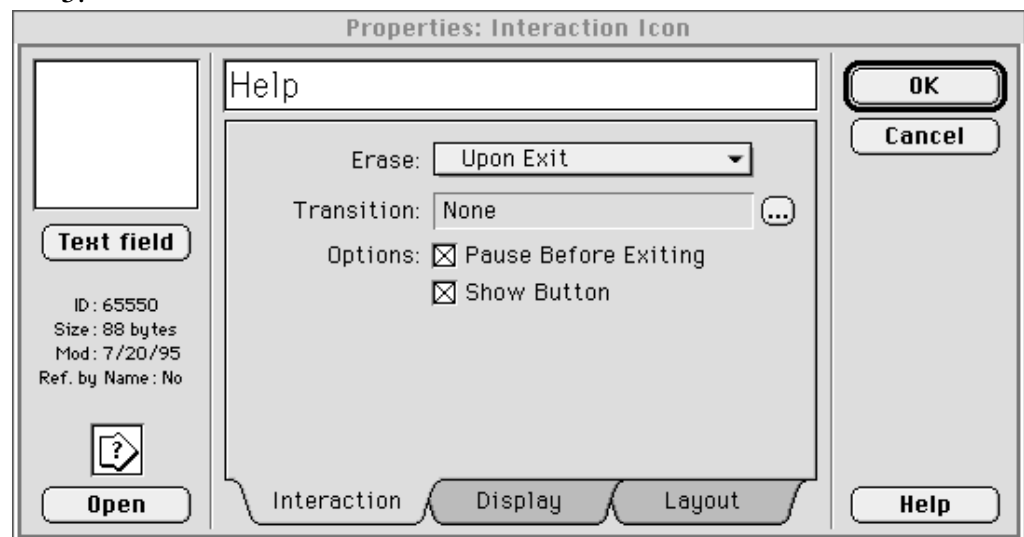


Figure 4

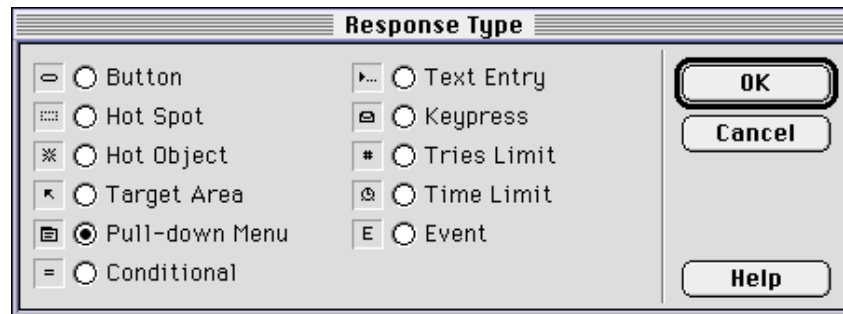


Figure 5

**Step 5:**

**Create displays for using the mouse help.**

In this step, you will create the displays the student sees upon selecting 'Using the mouse' from the **Pull Down HELP** menu.

- a. DC on the small Menu symbol above the 'Using the mouse' icon. (Figure 6a)
- b. Set or verify the options settings in the dialogue box to **Type: Pull-down Menu, Scope: Perpetual, Erase: Before Next Entry, Status: Not Judged,** and Branch: **Return.**
- c. In the Menu tab (Figure 6b) and set **Key(s): M.**
- c. Click **Open** to open the map icon.
- d. Add, in sequence two display icons, named *Wipe Screen* and *Mouse Help* respectively, followed by a Wait icon. (Figure 7).

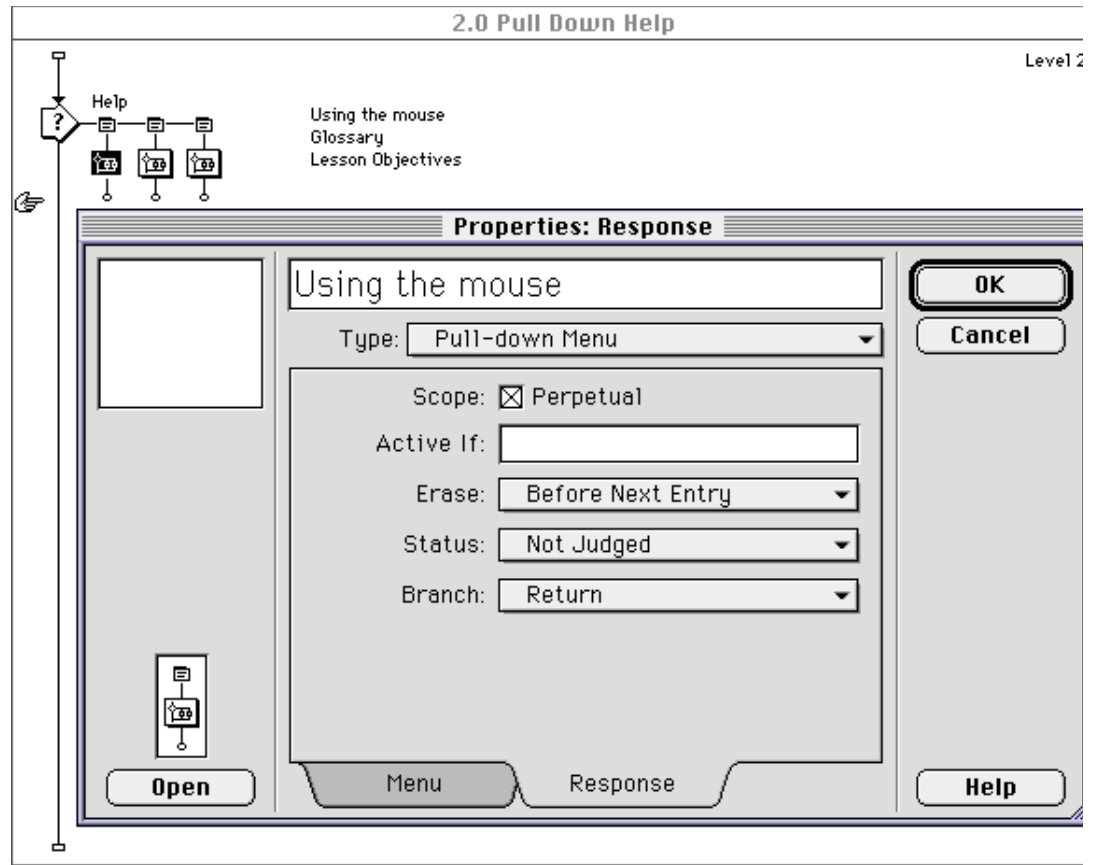


Figure 6a

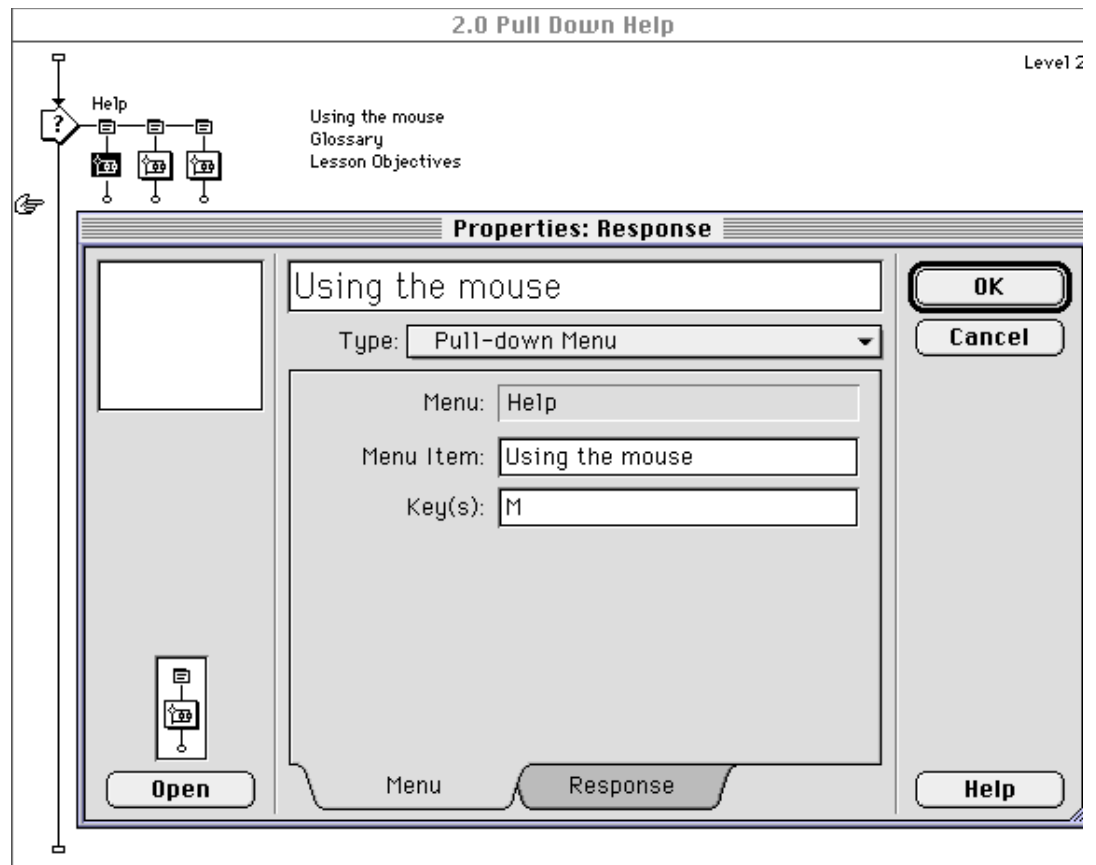


Figure 6b

**Step 6:**

**Fill wipe screen with a solid white box.**

**Double Click** on the "Wipe Screen" icon and select the rectangle tool from the Toolbox. Draw a rectangle that covers as much of the screen as possible. With the rectangle selected, double click the Lines icon in the toolbox and click on the dashed (.....) line option. Next double click the rectangle tool in the toolbox and select the white fill box which is just below the box entitled None. Close the toolbox.

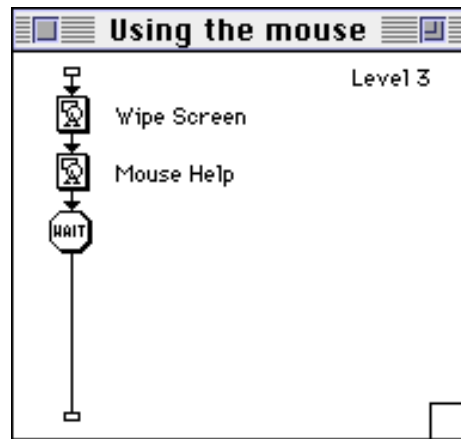


Figure 7

When the "Wipe Screen" icon is executed, it will cover everything currently on the screen so the menu option Using the Mac will appear uncluttered.

**Step 7:**

**Add the text for mouse help.**

Open the display icon 'MouseHelp' and type the Help text as shown in Figure 8. OPTION-8 creates a bullet (•). Close the toolbox and the map icon 'Using the Mouse'.

Points to remember when using the mouse

- The mouse is disabled--its head and tail are on the same end!
- When a small black triangle with a rectangular box appears, you are expected to type in a response from the keyboard and press the key labelled RETURN to have your answer evaluated.
- When you have finished studying the text materials or answering a question, press or click on the RETURN button to proceed.
- To use a pulldown menu on a Mac, move the mouse cursor to the menu item (usually at the top of the screen), click and hold, drag the cursor down until the selection you want is darkened (light text on a dark background) and release the mouse button. On Windows, move the mouse cursor to the menu item (usually at the top of the screen), click the left button, drag the cursor down until the selection you want is darkened (light text on a dark background) and Click the mouse button.



Figure 8

**Step 8:**

**Create the Glossary pull-down help menu.**

Now edit the map icon "Glossary" and duplicate the settings in Steps 5b and c, changing **Optional Key(s)** to **G** rather than **M**.

- a. Copy display icon "Wipe Screen" from the "Using the Mouse" map icon and paste it into the "Glossary" map icon.
- b. Repeat Step 5a-g to add one display icon and a wait icon to the "Glossary" map icon. Name the display icon *Glossary*.
- c. Enter the glossary help text shown in Figure 9. When finished, close the toolbox and close the "Glossary" map icon.

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**Glossary of terms used in this lesson**

**Computer Managed Instruction (CMI):** Use of the computer to manage the instructional program of a student. Through tests, it diagnoses individual student strengths and weaknesses and prescribes learning activities.

**Computer Assisted Instruction (CAI):** Use of the computer to provide individual tutoring to students using dialogue, review and practice, or simulation.

**Electronic Messaging (EM):** The ability to communicate among groups or individuals using bulletin boards, e-mail, and conferencing.



Figure 9

**Step 9:**

**Create the Objectives pull-down help menu**

- a. **Double Click** on 'Lesson Objectives' icon and duplicate the settings in Step 5b, changing the **Optional Key(s)** to *L* rather than *M*. Click **Open**.
- b. Add the icons as Buttons and name them as shown in Figure 10. Copy the 'Wipe Screen' icon and paste as before. Note that the interaction icon has four attached icons.

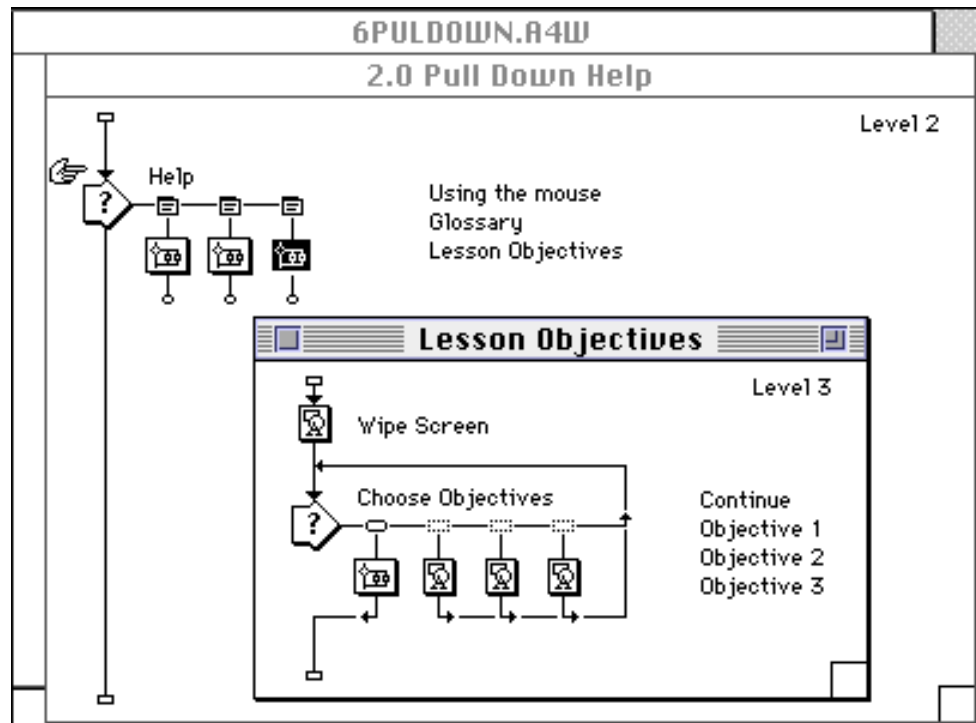


Figure 10

- c. **Double Click** on the small push-button above the map icon named "Continue" and set options in the Button tab as in Figures 11a and 11b. With Response tab selected, verify settings **Erase: After Next Entry**, **Status: Not Judged**, and **Branch: Exit Interaction**. **OK**.

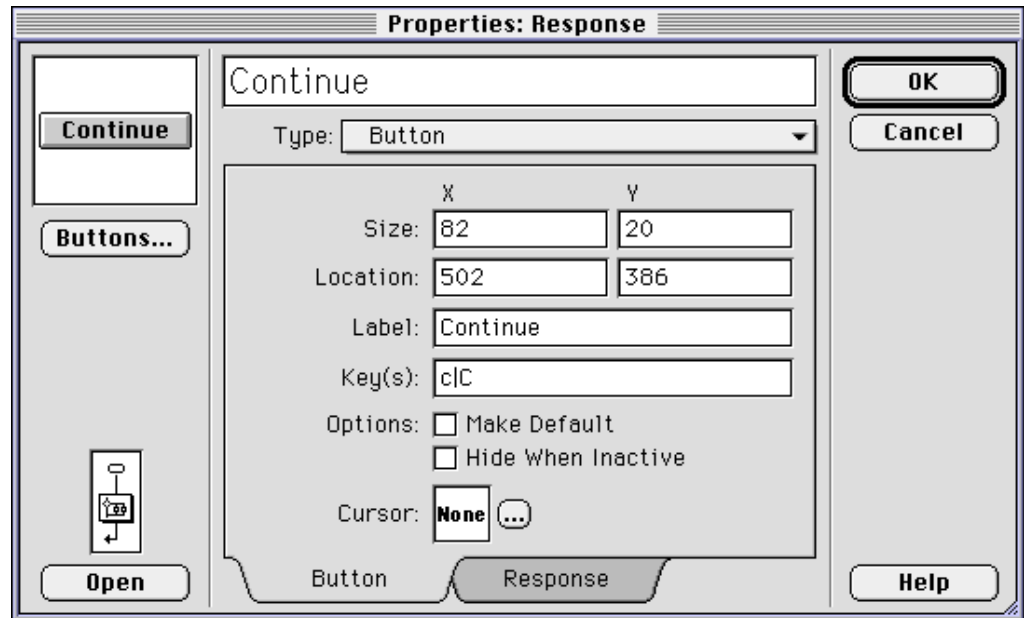


Figure 11a

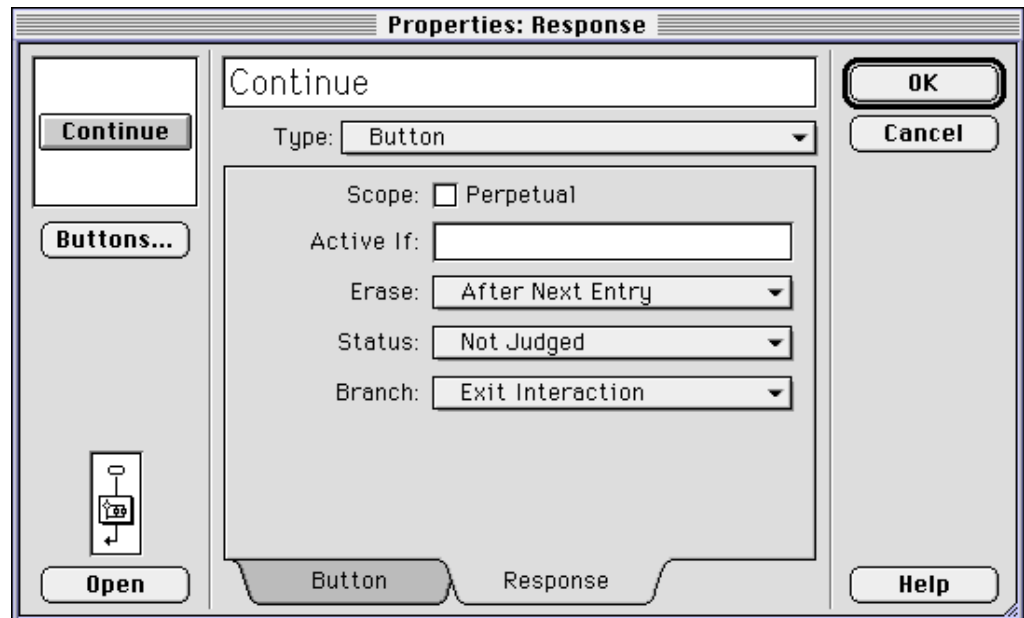


Figure 11b

## Step 10

### Set up help menu for Objective 1.

- a. Double click the Button symbol above the second icon 'Objective 1'.  
With Response tab selected, set **Type: Hot Spot, Erase: After Next**

**Entry, Status: Not Judged, Branch: Try Again.** (See Figures 12a and 12b). With the Hot Spot tab chosen, turn on **Match: Single Click, Highlight on Match, Keys = 1**. Click **Open**. Type the feedback message #1 shown below, then close the toolbox.

1. *Given 5 actual CBI lessons, classify them according to whether they are Computer Managed or Computer Assisted Instruction with 80 % accuracy.*

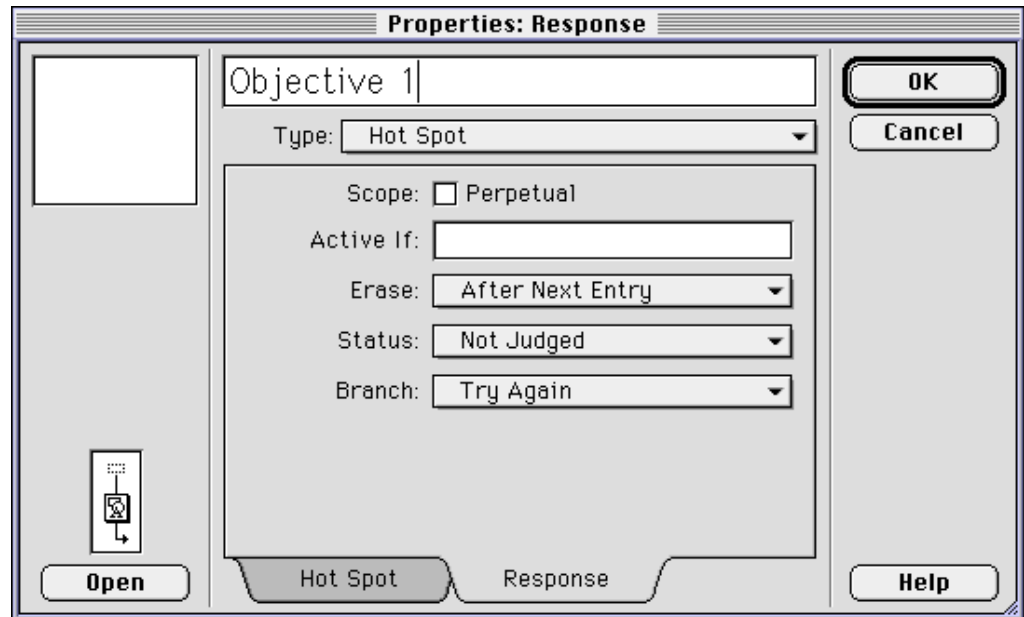


Figure 12a

## Step 11

### Set up help menu for Objective 2

Repeat step 12 for display icons 'Objective 2' and 'Objective 3', changing the **Keys** to 2 and 3 respectively and changing feedback to, respectively:

2. *Given 10 CAI lessons, classify them as tutorial, simulation or review and practice with 80% accuracy.*

3. *List the major features and functions in which pairs of the following are similar AND different: CAI, CMI, tutorial, simulation or review and practice.*

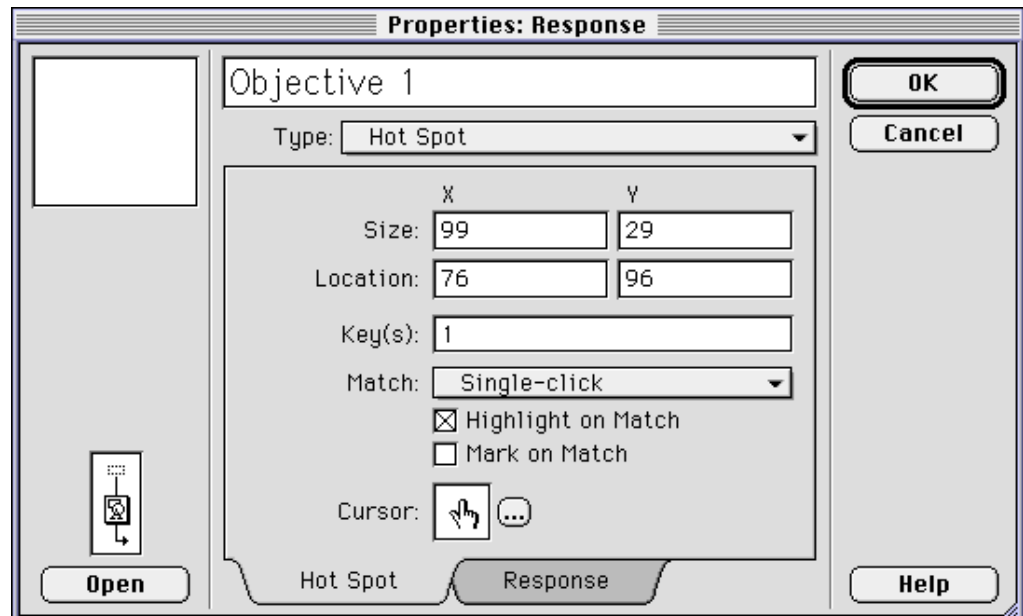


Figure 12b

## Step 12

### Set up controls for the Interaction icon 'Choose Objective'..

- Select the interaction icon and choose **Modify: Icon: Properties**. Set the interaction icon dialogue box options to **Erase: Upon Exit, Transition: None. Single Click Open**.
- Enter the text of the interaction icon as shown in Figure 13 and locate (move) the three 'hot spots' behind the three choices. Close the 'Choose Objectives' toolbox.

Which objective would you like to review? Select one below by clicking on it or pressing the number on the keyboard.

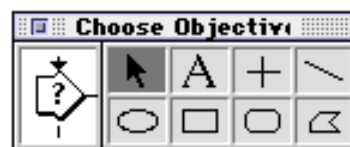
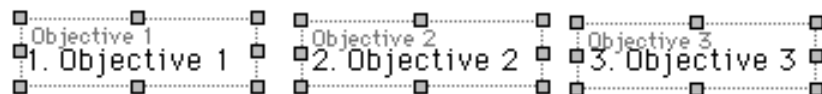



Figure 13

**Step 13: Set lesson to run from upper left hand corner of screen**

- a. **Double Click** on the '0.0 Initialization' map icon.
- b. Add a calculation icon entitled *Position Window*.
- c. **DC** the calculation icon.
- d. Type *MoveWindow (39,01)*
- e. Close the window

 This step sets it up so the lesson screen will appear with its upper left hand corner 39 pixels from the left edge of the monitor and 1 pixel down from the top of the monitor. When you draw the arrow in the next step, it will consistently point to the file pull-down menu.

**Step 14: Add more instructions.**

- a. Return to the maps icon labeled '2.0 Pull Down Help'.
- b. Add a display icon entitled *Help 2 & Arrow* and a wait icon below the interaction icon. (Figure 14)
- c. **Double Click** display icon named *Help 2 and Arrows*. and create a simple box with text inside as shown in Figure 15.
- d. Double click the line tool from the tool box, draw an arrow from the box to the **Edit** menu above. With the line still selected, choose the third thickness and a double headed arrow. See Figure 15.
- e. Close the toolbox.

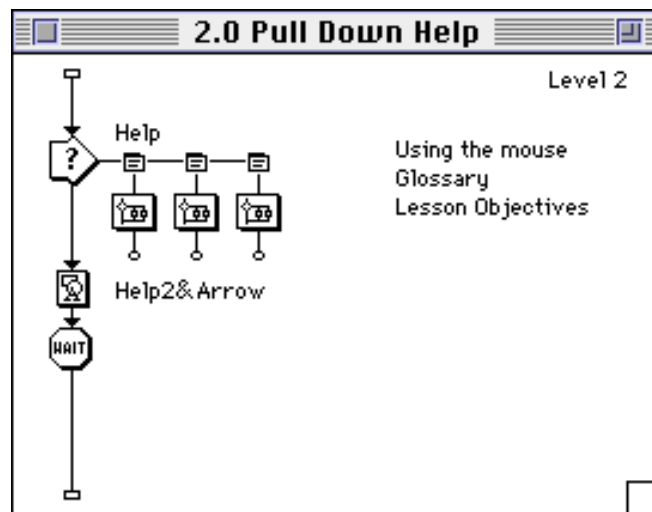


Figure 14

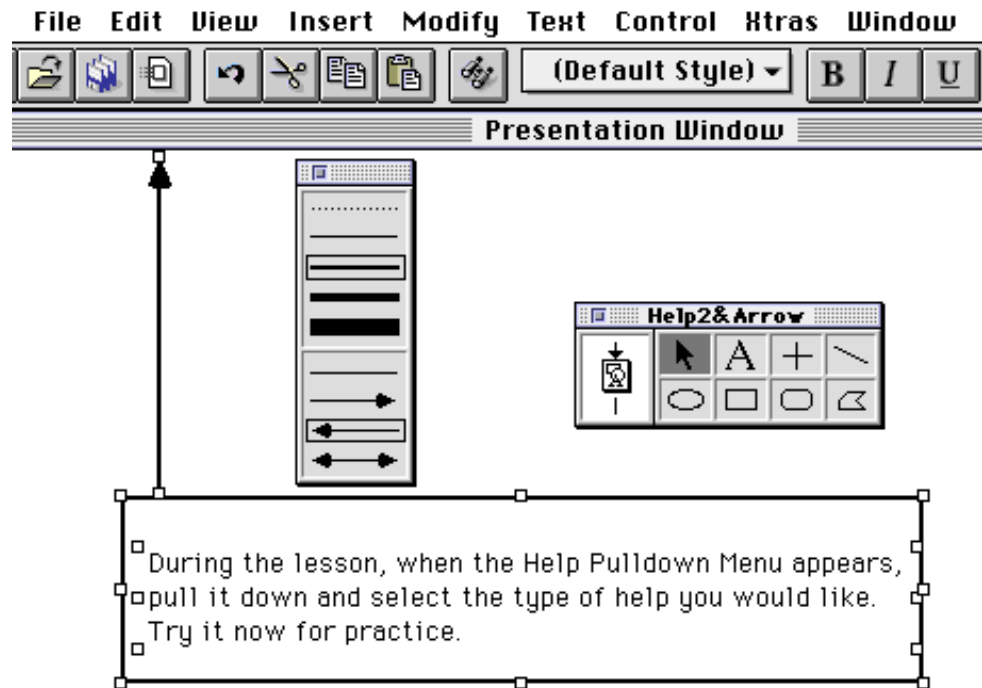


Figure 15

### Section 3

#### Erase the Student Directions Icons, Create Transition to Rest of the Lesson.

##### Step 15:

##### Add review and continue message.


- Return to the Main map (Level 1 display) and **Double Click** on the 4th maps icon "4.0 Continue the Lesson".
- Add a display icon named *Welcome to Lesson*, followed by a wait icon and an erase icon. Open the display icon and enter the text:  
*Now that you know how to use the HELP menu, you are ready to proceed in the lesson. The HELP menu is available whenever HELP appears at the top of the screen. Press RETURN to begin the lesson.*
- Return to the main menu (Level 1)

##### Step 16:

##### Erase messages in preparation for subsequent lesson to begin.

- Return to the Main map (Level 1 display) and DC on " 3.0 Erase Help Message....."
- Add one Erase icon, named *Erase Help*.

- c. Select **Restart** from the **Control** menu. When the erase icon named *Erase Help* opens, choose to erase both boxes by clicking on them. You may have to move the erase icon to do this.
- d. Continue the lesson and erase display icon 'Welcome to Lesson'.

 This completes Tutorial 6. Your lesson should now run with the HELP menu on throughout. After a student selects the HELP menu from any point in the lesson, pressing the RETURN key will return the student to the place in the lesson where the HELP menu was selected.

## Enrichment Exercise

### Turn Off the Help Options

There may be times when you wish to turn off the Help sequence and make it unavailable to the student (for example when a quiz is being given). The off/on status can be controlled through a variable. At the beginning of the lesson, create a logical variable (you might call it *Helpstatus*) and initialize it to be True. In the help menus (display icons attached to the Help interaction icon, set the display to be active when 'Helpstatus' is true. Do this for all the options in the Help menu. To turn off the Help Menus Options at a particular point in the lesson, add a calculation icon in which you enter the calculation *Helpstatus:= False*.

A variation on this exercise is to selectively turn off different Help options under different conditions (different user variables) and at different points in the lesson.

## Review Questions

### What did You Learn?

To increase your understanding of this tutorial, answer the following questions.

1. What effect does selecting the Perpetual option (page 4) have on the operation of the lesson?
2. If the Perpetual option is not selected, is the Return option available?
3. Suppose you wanted to add another pull-down menu which appears next to Help in the pull-down menus. How would you do it?

4. What is the purpose of the "Wipe Screen" icon placed inside the pull-down menu maps?
5. The Button Options dialogue box (page 8) has different button types. What's the difference between them?
6. In the Hot Spot Options dialogue box, there is a button called Size and Location. Try this out and describe what it does.

### Review Questions

### Suggested Answers-Tutorial 6

If your answers do not include most of the following points, you may want to review this section before proceeding to the next Tutorial.

1. What effect does selecting the Perpetual option (page 4) have on the operation of the lesson?

This renders the pulldown menu active throughout the lesson, starting at the point where it is encountered in the flowline.

2. If the Perpetual option is not selected, is the Return option available?

Nope.

3. Suppose you wanted to add another pulldown menu which appears next to Help in the pulldown menus. How would you do it?

One way would be to copy an existing pulldown menu icon and attach it to the Interaction Icon serving the pulldown menu. Change the name of the icon and edit its contents to reflect its function or purpose.

4. What is the purpose of the "Wipe Screen" icon placed inside the pulldown menu maps?

The wipe screen covers up the display currently active to focus attention upon the contents of the pull down menu.

5. The Pushbutton Options dialogue box (page 8) has different button types. What's the difference between them?

One permits activation only by clicking on the pushbutton. The other may be activated by clicking or pressing the return key as well.

6. In the Hot Spot Options dialogue box, there is a setting called Size & Location. Try this out and describe what it does.

This allows exact placement of the hot spot, as well as its width and height, in pixels.

This button allows you to specify the height, width, and distance from the left edge and top edge of the screen. If you have multiple hot boxes, you can set the first, copy it for the second, and edit its location appropriately. That way, the boxes will be of uniform size and location.

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