

The SayOne Control Files

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The **SayOne** module displays a series of images (each typically containing some question, e.g. “What is the circumference of the triangle?”) and presents the user with an input box. If you answer correctly you will be presented with another image or go through a door. If you answer incorrectly, you will typically go to a different image or through a different door.

What images are used and what answers are permissible are specified in a control file. The module will probably support one or more doors; that is regulated in the control file.

To see how to add a **SayOne** room, see the room list documentation. This file will only show how to make control files.

For a given room, there will typically be one control file per language supported by the program. These are listed in the room list. The control files will have a similar, Prolog-like syntax (see the room list documentation for details). Table 1 shows a typical control file.

As you can see, the file is divided into one or several clauses, in this example called “**first**” and “**triangle**”. There must always be one clause named “**first**”.

Only one of the clauses control the window at any given moment. It specifies which images to choose from (the best one given the size of the window will be chosen) and the correct answers. The user is *not* shown which answers there are, if you want the user to choose between several answers, use the **ChooseOne** module. If the user enters any of the values listed as possible answers, the program will look at the `correct_goto` attribute. If anything else is entered, the program will look at the `incorrect_goto` attribute. If it can't find the appropriate attribute, no action will be taken.

The `_goto` attributes say what will happen if the user chooses the corresponding answer. If it is set to the name of an other clause, that clause is activated and fills the window. If it is something else, the program will try to “go through that door”, i.e. look it up in the room list. The corresponding room list clause will have an attribute looking like this: “`success =`

```
first(
    images = [ "g2_rectangle_en_256x256.jpg",
               "g2_rectangle_en_512x512.jpg" ],
    answers = [ "30" ],
    correct_goto = "triangle",
    incorrect_goto = "failure",
).

triangle(
    images = [ "g2_triangle_en_256x256.jpg",
               "g2_triangle_en_512x512.jpg" ],
    answers = [ "16" ],
    incorrect_goto = "failure",
    correct_goto = "success",
).
```

Table 1: A typical SayOne control file

"addition1", which means that specifying "correct_goto = "success"" in the control file will make us go to the "addition1" room in the room list when the user answers correctly.