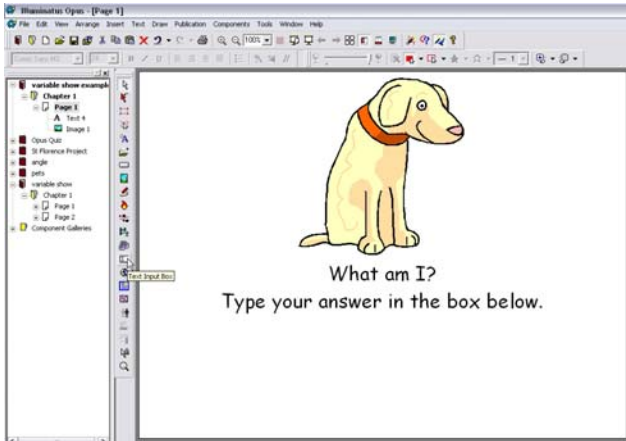
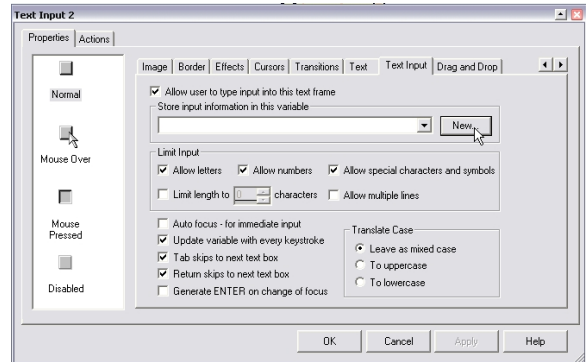


# An Introduction to Using Variables in Illuminatus Opus

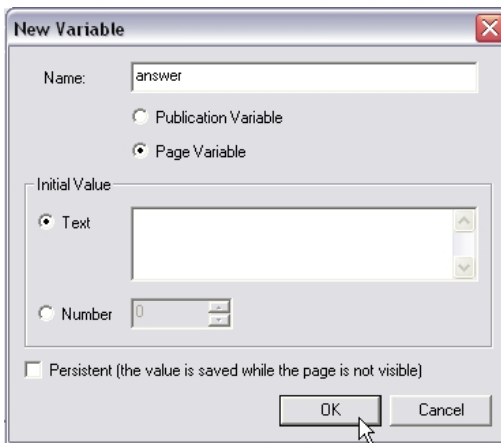
Duncan Whitehurst - ICT Advisory Teacher Pembrokeshire County Council



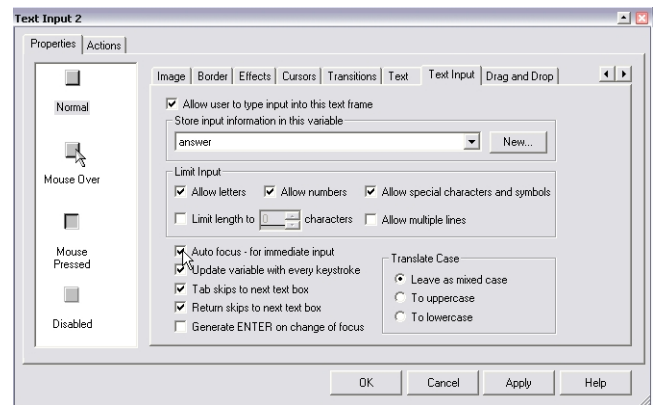
1. To start this project I have put together a page with a picture and a question. I would like to make a text box into which the user can type their answer and then get a response - correct or incorrect. Click on the **Text Input Box** tool and drag out a box on the page.



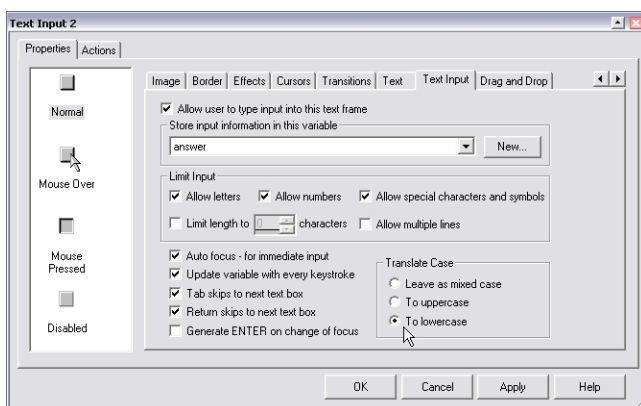
2. The properties window for the text input box opens immediately. We want to make a new **variable** to store whatever text the user types into the text input box. A **variable** is a place where information can be stored by Opus to check or use later. Beneath **Store input information into this variable** click on **New** to make a new variable.



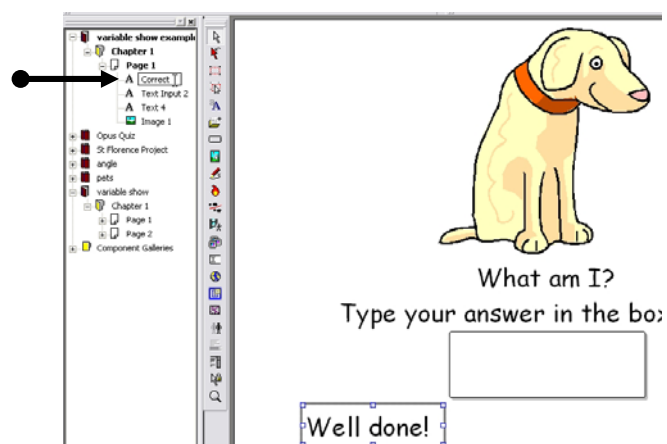
3. Type in a name for your variable like 'answer' and select **Page Variable**. Click on OK.



4. Select the box **Auto focus—for immediate input**. This puts a flashing cursor in the text input box to indicate to the user that they can type into the box.



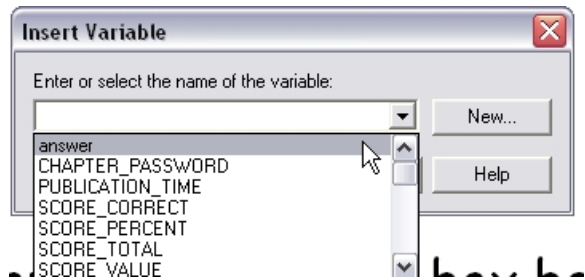
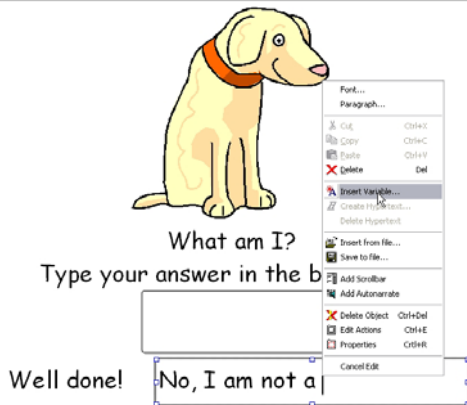
5. Also select **Translate Case to lowercase**. This forces any text the user types in to lower case. This is very useful if you need to check an answer - mixed case answers can confuse the computer!



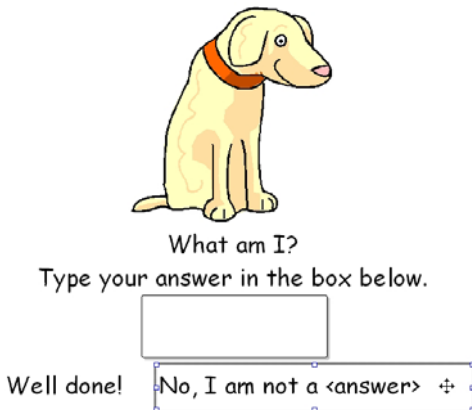
6. Next make a new text box and type in 'well done'. We want this to appear when the user types in the correct answer. Notice that I have named this text box as 'correct' in the **organiser** (this will help me identify it later).

# An Introduction to Using Variables in Illuminatus Opus

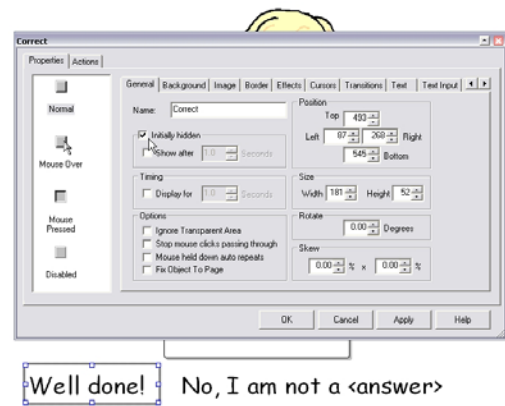
Duncan Whitehurst - ICT Advisory Teacher Pembrokeshire County Council



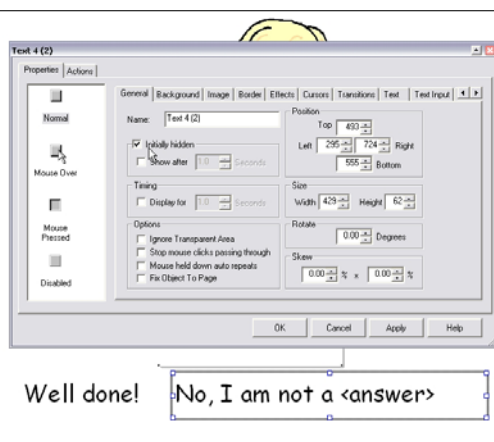
7. Make another text box which will appear when the user types in a wrong answer. Re-name this text box in the **organiser** as 'wrong'. Type in 'No, I am not a' leave a space end then **right click** and select **Insert Variable** from the menu that appears.



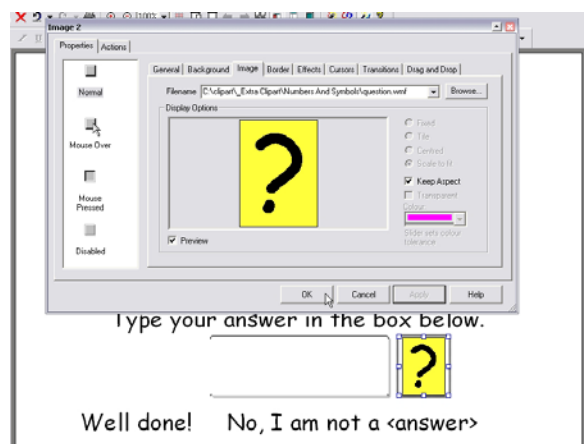
8. Select the variable **answer** from the list of variables available in the window that opens.



9. Now, if the user types in a wrong answer whatever they type in will appear in the <answer> slot.



10. Now we need to make the two responses **initially hidden** so that they are invisible to the user. To do this click twice on the correct response to open the properties window, click the **General** tab and select **Initially hidden**.



11. Repeat this action for the incorrect answer response.

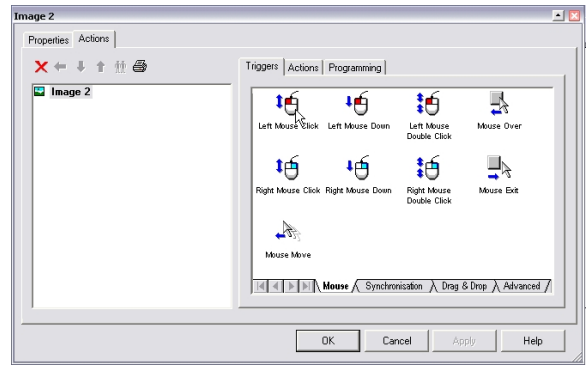
12. Now we need to make a button which the user clicks on to check their answer. Here I have made a new **image frame** and inserted the image of a question mark from my clip art folder.

# An Introduction to Using Variables in Illuminatus Opus

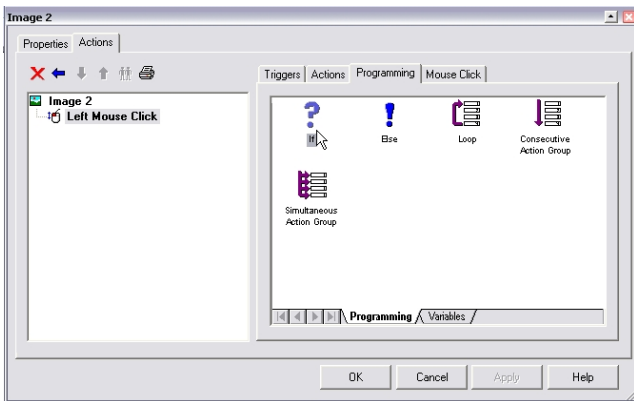
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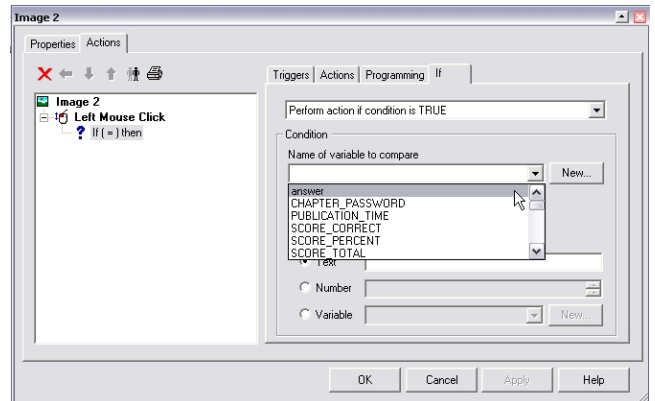
13. Right click on the image and click on **Edit Actions**.



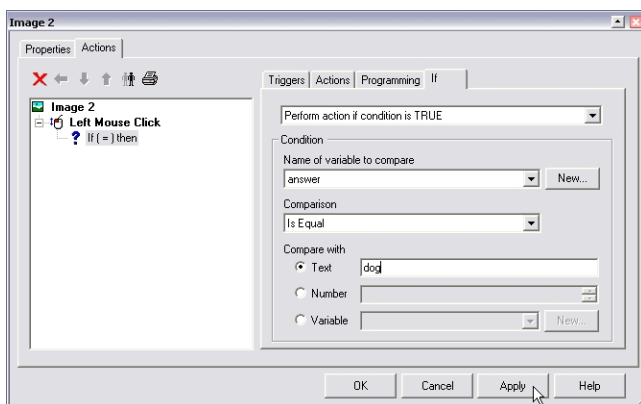
14. From **Triggers** select **Left Mouse Click** by double clicking on it.



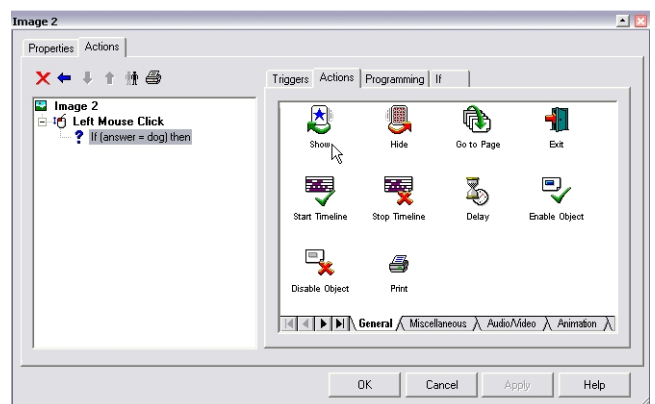
15. Click on the **Programming** tab and select **If**.



16. Choose to **Perform action if condition is true** and from **Name of variable to compare** choose the variable we made earlier called **answer**. This is the variable that holds whatever the user types into the text input box.



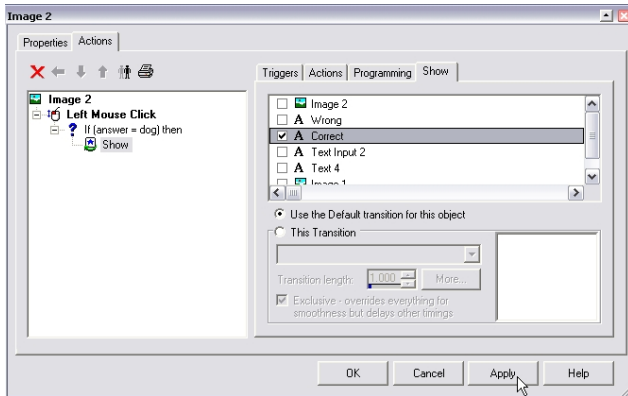
17. Under **Comparison** make sure it says **Is Equal** and under **Compare with** select **Text** and type in what should be the correct answer which, in this case, is 'dog'. Click on **Apply**.



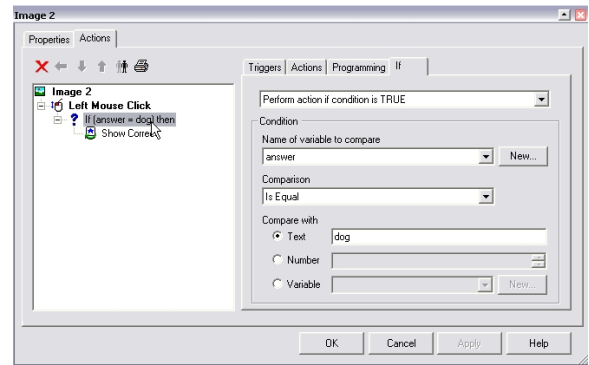
18. Next, click on the **Actions** tab and select **Show**.

# An Introduction to Using Variables in Illuminatus Opus

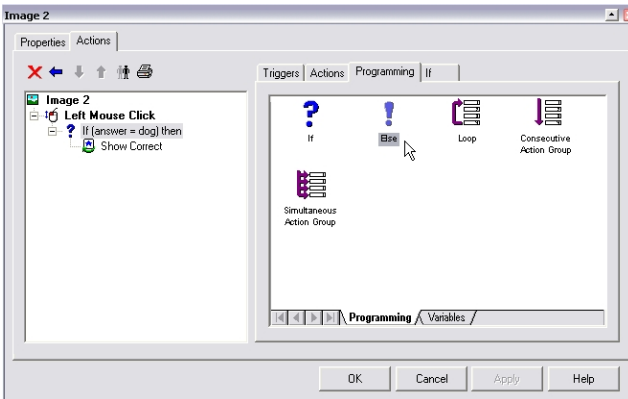
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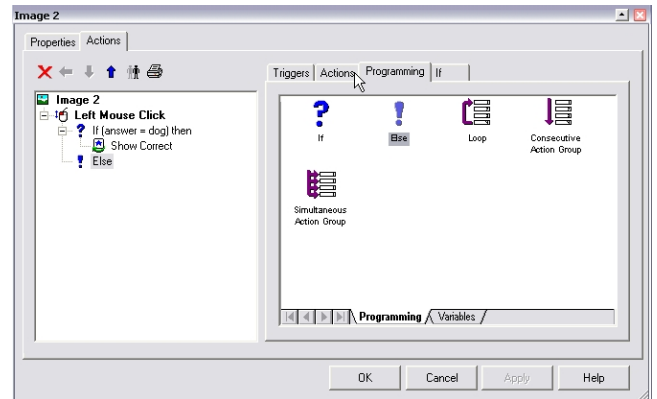
19. Select the text box named 'correct' (remember I re-named it in the organiser back in step 6 to help me later?) and click on **Apply**.



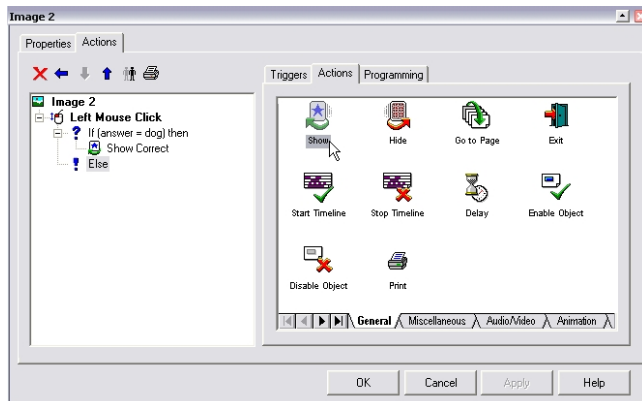
20. Next click once on **If {answer = dog} then** in the left hand frame so that the command is highlighted.



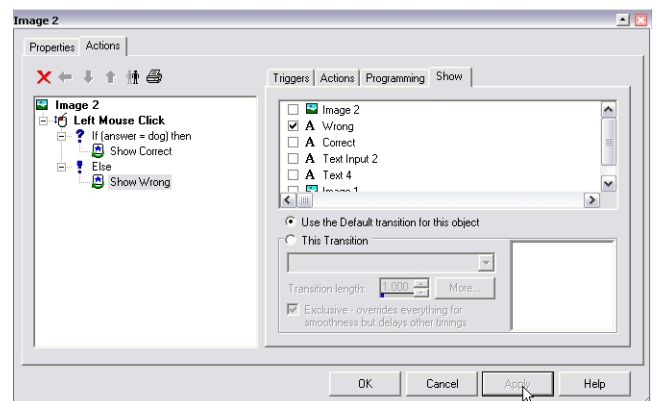
21. Click on the **Programming** tab then select **Else** by double clicking on it.



22. Click on the **Actions** tab.



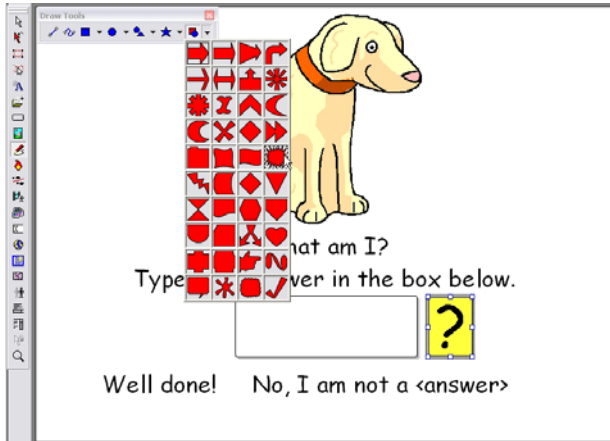
23. Select **Show** by double clicking on it.



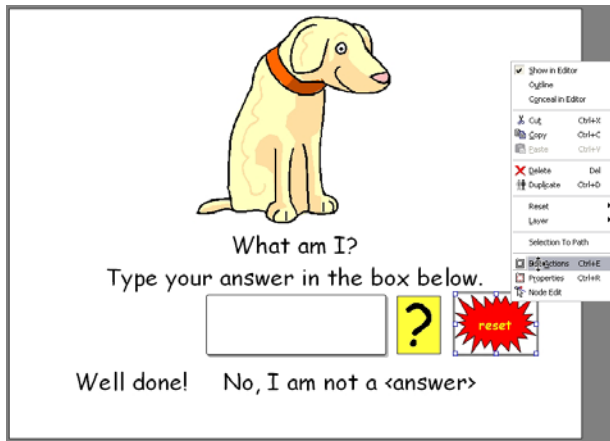
24. Select the text box for the wrong answer (which we re-named 'wrong' in step 7 earlier). Click on **Apply**. Now survey your masterful piece of programming—when the user has typed in an answer, if they click on the question mark Opus checks to see if the text is 'dog'. If it is the 'Well done' text shows, if it is anything else the text saying 'No I am not a \_\_\_\_' shows.

# An Introduction to Using Variables in Illuminatus Opus

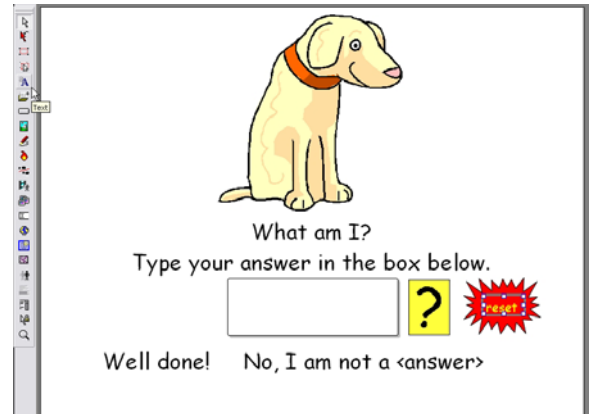
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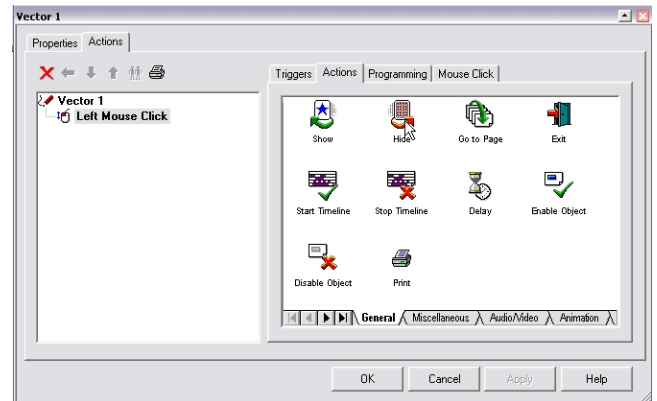
25. Finally, we need to make a **reset** button that clears the text input box and the right/wrong answer responses from the screen so that the user can have another go if they get the answer wrong. Click on the **Draw tool** and select a ready made shape from the menu.



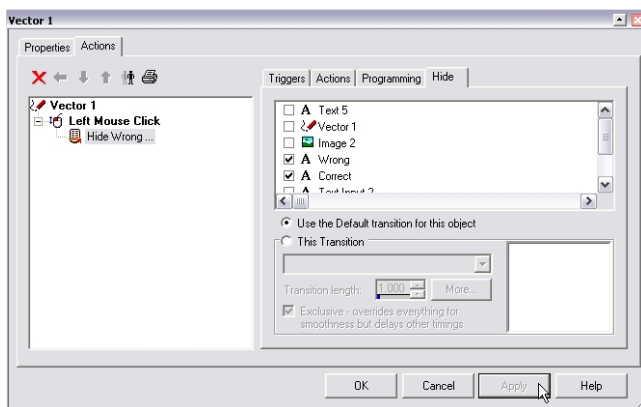
27. **Right click** on the shape and select **Edit Actions**.



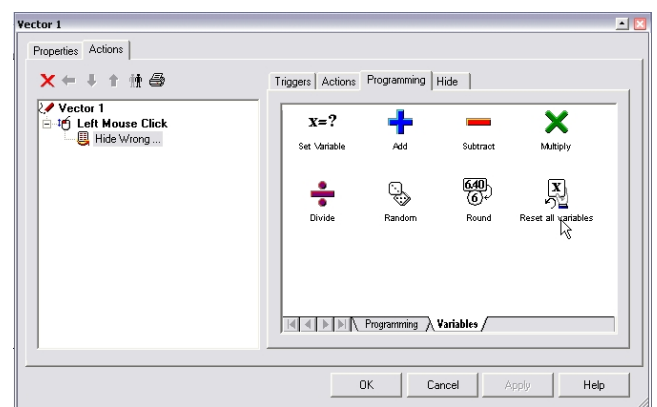
26. Click, hold and drag out the shape to the size you want on the screen. Next make a **text box** and type in 'reset'. Choose a colour for the text that shows up well and move the text so it is layered above the shape.



28. Select **Left Mouse Click** as the trigger and select **Hide**.



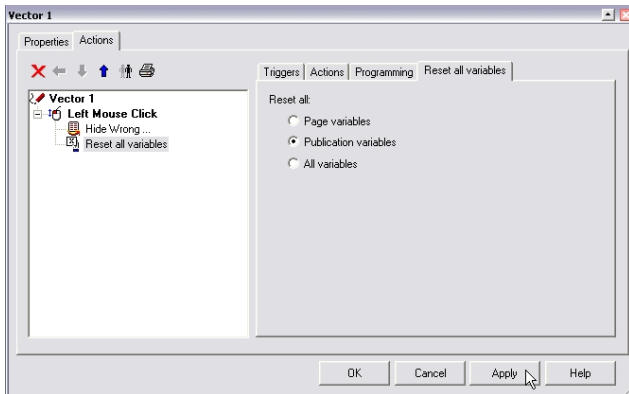
29. Select 'Wrong' and 'Correct' from the list that appears.



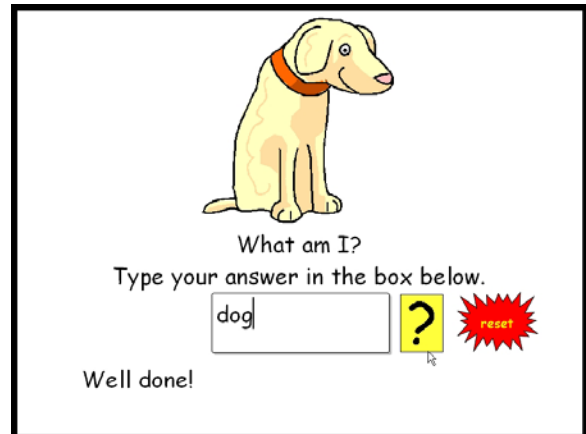
30. Click on the **Programming** tab then select **Reset all variables**.

# An Introduction to Using Variables in Illuminatus Opus

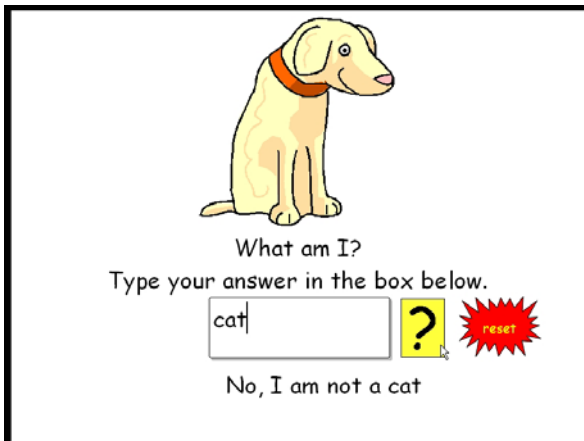
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31. Select **reset all publication variables** and click **Apply** and **OK**.



32. Now test your page clicking on **Preview** (the screen symbol) at the top of the screen. Type in the correct and click on the question mark and the 'Well Done' message should appear. Click on the reset button and the text should clear.



33. Now type a wrong answer like 'cat'. Click on the question mark to check the answer and you should see the message 'No, I am not a cat'. Press **Esc** to exit preview.

If you wanted to, you could add a navigation button to take you to the next page, duplicate this page, change the image, edit the actions on the question mark as we did on step 13 and change the correct answer that Opus checks for from 'dog' to something else and quickly add more pages like this one. As always with Opus, it takes some time to set up your first page but if you duplicate it you can make other similar pages very quickly.

This is just one way of using variables to add interactivity to an Opus presentation. The Opus manual and the Opus Forum online have lots of other ideas you could use. If there is a specific task you want done you can e-mail Digital Workshop's technical support which is free, they usually reply within 48 hours and often send you an example Opus showing you what to do.