The `ChooseOne` Control Files

Christian von Schultz

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The `ChooseOne` module displays a series of images and choices. For instance, it may show you an image containing a rectangle and a question ("What is this?" or similar), and a set of choices. If you choose the right answer, you might be presented with the next image or go through a door. Which images to display, which answers are supported and what they result in, is controlled 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 `ChooseOne` 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`", "`triangle`" and "`circle`". 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 number of answers to choose between. These are called "A", "B", "C", and so on. There must be so many answers as you said there would be (e.g. by saying "`number=3`"). The first one must be "A", the second one "B", and so on. But don't worry, the user will not see these letters anyway (unless you do something like "`A = "A. Circle"`").

The `_goto` attributes say what will happen if the user chooses the corresponding answer. If the `_goto` attribute for a given choice is missing, the window will keep its current contents. 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 = "addition1"`", which means that specifying "`A_goto =

```
first(
     images = [ "rectangle_en.jpg",
                "rectangle_en_512x512.jpg" ],
     number = 3,
     A = "Rectangle",
     B = "Triangle",
     C = "Square",
     A_goto = "triangle",
     B_goto = "failure",
     C_goto = "failure"
   ).

triangle(
     images = [ "triangle_en.jpg",
                "triangle_en_512x512.jpg" ],
     number = 3,
     A = "Rectangle",
     B = "Pyramid",
     C = "Triangle",
     A_goto = "failure",
     B_goto = "failure",
     C_goto = "circle"
   ).

circle(
     images = [ "circle_en.jpg",
                "circle_en_512x512.jpg" ],
     number = 3,
     A = "Circle",
     B = "Ellipse",
     C = "Sphere",
     A_goto = "success",
     B_goto = "failure",
     C_goto = "failure"
   ).
```

Table 1: A typical `ChooseOne` control file

`"success"`" in the control file will make us go to the "`addition1`" clause in the room list when choice "A" is activated.