Using Stamps in a Matching Game
Custom Messaging, Part 1

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The source file for this article is attached to this PDF. Click here to open/close the attachments panel. Within the attachments panel, you can save the source file for the example presented in this article.

Important: This document needs to be viewed using Adobe Reader XI, or later; otherwise, the functionality of the game presented here is lost. The document will behave as designed when viewed using Adobe Acrobat, any version. Also, for the drag and drop matching to work, this file needs to be viewed *outside a browser.*

1. Introduction

The mkstmpdad bundle (www.ctan.org/pkg/mkstmp_pro) consists of two packages, along with supporting files:

- mkstmp_pro: A package for creating custom stamps that Acrobat uses to create stamp annotations.
- aeb_dad: A package that uses the stamps created by mkstmp_pro to build a Drag and Drop Matching Game.

Both packages require Adobe Distiller as the PDF creator, which means Adobe Acrobat is required.

The demo file that comes with aeb_dad is reproduced below.

| John Quincy | Thomas | James | George | John Adams |
| Adams | Jefferson | Madison | Washington | |

You play the 'game' by dragging a presidential picture and dropping it into a rectangle corresponding to that president's name. As you do so, alert boxes appear with a message indicating your are right or wrong. The messages in the alert boxes are the default ones, and are the same for each of the presidential choices.

The purpose of this article, and the ones that follow, is to provide instruction on how to create custom messaging.

2. Custom messaging

For this next 'game' using the same players, we add a modest change in the alert boxes.

John Quincy Adams	**Thomas Jefferson**	**James Madison**	**George Washington**	**John Adams**

There are four customizations: (1) new correct message; (2) a new wrong message; (3) a new title for the alert box; and (4) a dynamic message appended to the static messages indicating the score, for example '(5 out of 8)'.

Figure 1 shows the document JavaScript used for this Presidential game. The ddName variable you see there is assigned the name of the game from the calling event. Lines (2)–(4) is a way of customizing the alert box titles, as a function of what game is active, in the case of a document that has multiple games.

To create custom actions to the dropping of a stamp in the correct or incorrect rectangle, you must define two JavaScript functions,

```
ddCustomCorrectAction(event,ddName)
ddCustomWrongAction(event,ddName)
```

where, as just mentioned ddName is the name of the game and event is the event object that contains information about what is going on following the 'drop'.

We comment only on ddCustomCorrectAction, as the other function is similar. The app.alert() method, lines (6)–(10), has several properties that are used:

- cMsg is the actual message that is displayed in the alert box. The message consists of two parts, a static message ("That's right Out of site!") and a dynamic part that produces the score (5 out of 8). The property ddStats.nCorrect is the number of correct choices made so far, and ddStats.nTries is the number of tries. Both of these properties are defined by the aeb_dad package.

- nIcon determines the type of icon that appears in the upper left corner.

- cTitle determines the message that appears in the title bar of the alert box. Here, we say,

```
1   \begin{insDLJS}{dad}{Custom Notifications}
2   var oAlertTitle=new Object();
3   oAlertTitle["Presidents"]
4       = "The Presidents of the United States";
5   function ddCustomCorrectAction(event,ddName) {
6       app.alert({cMsg: "That's right! Out of sight! ("
7           + ddStats.nCorrect
8           + " out of "+ddStats.nTries+")",
9           nIcon: 3, cTitle: "AeB Drag and Drop: "
10              +oAlertTitle[ddName]});
11  }
12  function ddCustomWrongAction(event,ddName) {
13      app.alert({cMsg: "Ding, Dong, that is Wrong! ("
14          + ddStats.nCorrect
15          + " out of "+ddStats.nTries+")",
16          nIcon: 0, cTitle: "AeB Drag and Drop: "
17              +oAlertTitle[ddName]});
18  }
19  \end{insDLJS}
```

Figure 1: JavaScript to customize alert box messages

```
cTitle: "AeB Drag and Drop: "+oAlertTitle[ddName]
```

The results of these definitions are seen in the second matching game seen on page 2. The source file to this second game is attached to this PDF; it assumes you have installed the mkstmpdad bundle (www.ctan.org/pkg/mkstmp_pro) correctly[1] on your computer and that you have Adobe Acrobat.

Now, back to my retirement. ᗡAƧ

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[1] As well as all required packages and bundles