

XML Quiz Editor

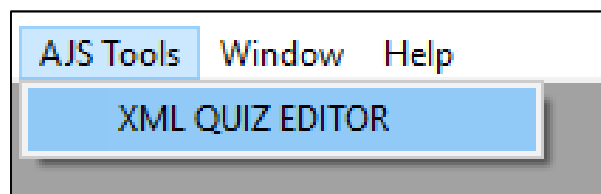
HOW TO...

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LITTLE INTRODUCTION AND HOW TO OPEN THE WINDOW

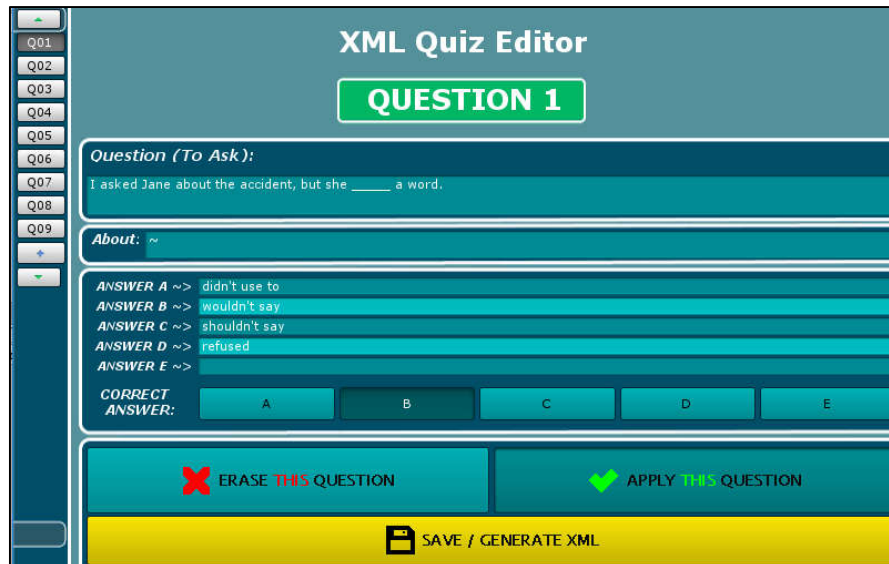
This asset is really simple and easy to use. With it you can create/generate a XML file directly from the editor. And of couser, access the *xml* file by code. To create or edit your's questions, all the effort you need to make is locate the "AJS Tools" and inside it click in "XML Quiz Editor" as shown in the image bellow.



"How to open the Editor Window?" – Image 01.

When you open the window, this will appear (*Image 02*). And if there is any question in the "[AJS]XMLQuizEditor.xml" file located in some *Resources* folder, it will be loaded instantly. **BUT** if you edit the *xml* file as the this window is open, there is a little chance that not load the modifications made outside the editor, **SO PLEASE**, close the window and open it again.

CREATING AND BROWSING THROUGH THE QUESTIONS



The screenshot shows the 'XML Quiz Editor' window. On the left is a vertical list of question IDs from Q01 to Q09, with a '+' button at the bottom and up/down arrows at the top. The main area is titled 'QUESTION 1' and contains the following fields:

- Question (To Ask):** A text box containing 'I asked Jane about the accident, but she _____ a word.'
- About:** A text box containing '~'.
- ANSWER A ~>** A text box containing 'didn't use to'.
- ANSWER B ~>** A text box containing 'wouldn't say'.
- ANSWER C ~>** A text box containing 'shouldn't say'.
- ANSWER D ~>** A text box containing 'refused'.
- ANSWER E ~>** A text box containing '_____'
- CORRECT ANSWER:** A row of five buttons labeled A, B, C, D, and E. Button B is highlighted.
- Actions:** Two buttons: 'ERASE THIS QUESTION' (with a red X icon) and 'APPLY THIS QUESTION' (with a green checkmark icon).
- Footer:** A yellow button labeled 'SAVE / GENERATE XML' with a floppy disk icon.

"XML Quiz Editor Window" – Image 02

If you want to **CREATE** a new question, just press the "+" button located in the left column of the window. To **NAVIGATE** when you have more than 20 questions, simply use the "up" and "down" arrow in the same column.



"Button to create a new question" – Image 03



"Button to navigate through the questions" – Image ?



When you do that (create a new question) a **BLANK** question will appear to you fill all in. Starting from the "Question", passing through an "About", the "Answer Options" and finalising with what is "The Correct One".

WRITE, SAVE AND EDIT

Question (To Ask):	
I asked Jane about the accident, but she _____ a word.	
About: ~	
ANSWER A ~>	didn't use to
ANSWER B ~>	wouldn't say
ANSWER C ~>	shouldn't say
ANSWER D ~>	refused
ANSWER E ~>	
CORRECT ANSWER:	<div><div>A</div><div>B</div><div>C</div><div>D</div><div>E</div></div>

"Fields to fill in" – Image 04

So, if you have filled all the fields that you will use, don't forget to save ("Apply") the question, so it can be saved in the *Questions Array*. Now, you make all the questions you want in the game, be comfy to Add and Erase many questions you want, **BUT** when all the editions be finished, press the button to **SAVE/GENERATE** your *xml* file. **ALL THE CHANGES WILL ONLY BE IN THE XML IF YOU GENERATE THE FILE** using the super big yellow button on the bottom of the window.

 ERASE THIS QUESTION	 APPLY THIS QUESTION
 SAVE / GENERATE XML	

"Editing Buttons" – Image 05

NOW THE CODE - ACCESSING THE QUESTIONS

To **LOAD** the XML inside your Game Play all you need to do is call "`XML_Manager.Load()`";. And than when the load were finished all the *xml* file questions will be accesseble inside an array, using "`XML_Manager.QUEST[index]`" or "`XML_Manager.Q[index]`".

So the fields that you can acess will be:

- `XML_Manager.QUEST[index].about`
- `XML_Manager.QUEST[index].text`
- `XML_Manager.QUEST[index].answer[0].text`
- `XML_Manager.QUEST[index].answer[1].text`
- `XML_Manager.QUEST[index].answer[2].text`
- `XML_Manager.QUEST[index].answer[3].text`
- `XML_Manager.QUEST[index].answer[4].text`
- `XML_Manager.QUEST[index].correctAnswer`

TIPS AND SUGGESTIONS

To finish here goes some **RECOMENDATIONS**. If you whant to acess some question always use "`XML_Manager.QUEST[index]`", it will be more readble. And if you need other attributes directly from the questions array, than so, you use "`XML_Manager.Q`" (Exemples: `XML_Manager.Q.Count`, `XML_Manager.Q.Add(...)`, `XML_Manager.Q.RemoveAt(...)`).

IDEA: If you don't like to use the load from the resources folder, after generate the *xml* file using the "*XML Quiz Editor Window*", just crop or copy and paste inside an *StreamingAssets* folder or any other you'd like. **BUT** remember, **THIS** asset editor, does not have any Loading options if you remove ou rename the final *xml* file.

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