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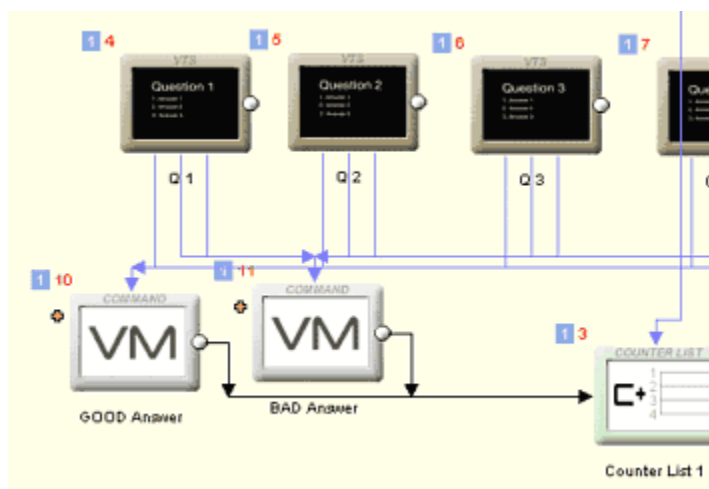
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Quiz Part2

Create a Quiz on DVD for training or testing purposes - now with some shuffle

In part 1 we build a quiz project. Now the obvious question. How to make the order of the quiz questions different (random).

Here is generally what we have now:



The trouble is that DVD doesn't really have much of a random function. Yes there is the Random generator, but the problem with this is that

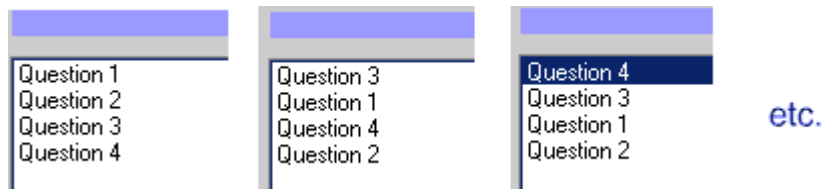
- a) it may pick the same number more than once, even one after another
- b) it is pseudo-random on many players, after each power-on of DVD player the RND generator generates the same "random" sequence.

Obviously because of the a) we cannot use RND to pick a question because it may pick the same question few times.

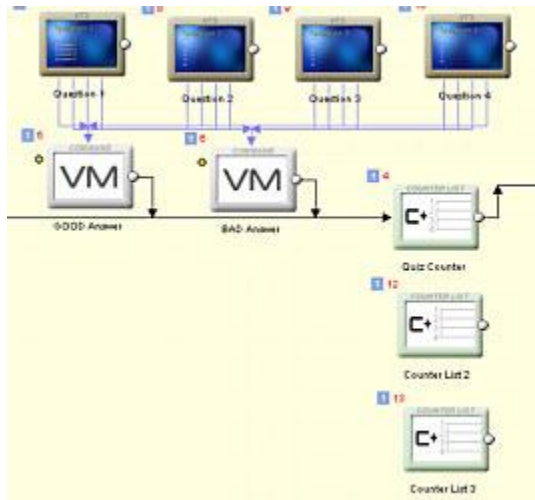
Since a pseudo-random generator is nothing more than a list of numbers, we may actually forget about the RND function and build our own pseudo-random list of numbers. Well, we already have one, on the project above it is Counter List 1.

Yes, it is true, that our counter list is a very sorry looking pseudo-random list since it uses the questions in order of 1,2,3,4,5...., but nothing prevents us from shuffling the items in that list.

And, in fact we can have many of such counter lists, each with different order where no question will repeat.

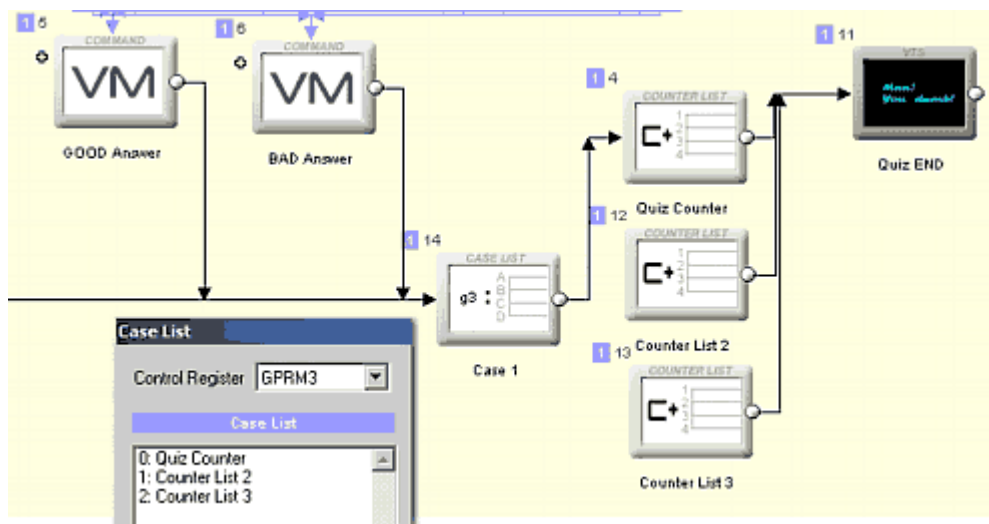


Because we learned at the end of Part 1 that PRO 1.53 has already Quiz wizard build in, we will use it to create a new quiz, just like the one before. Here we will add three more Counter Lists.



Each counter list has different order of the questions. Here I have only 3 different "random" orders, but put more different lists and it would be enough to convince viewer that the order is really random.

To determine which Counter list (and which order) we use in a session, we will put a CASE list that test GPRM3 (or whatever else is free)



Now the Start Quiz and GOOD Answer and BAD Answer previously linked to the one counter list. Now they will link to the CASE list and the CASE list will forward the flow to the correct list in the session. The Case also link itself to the first Counter, just in case our GPRM3 has none of the values captured by the case (0..2). This is to make sure it works even for bad GPRM3 values.

So far it is clear.

But now we have to set GPRM3 to somehow random value (in our case 0-2). Here we are back at the RND again. Now we cleared the problem with repeating numbers (a), but if we use RND for GPRM 3, we still have the problem (b) and that is: the sequence of random numbers is on most players the same after Power ON (however may be different for each manufacturer, model or serial number).

If that's ok with us, for example we want to use the quiz many times for many people without switching the player off, we can simply set the GPRM3 on the Start menu to a random value.

GPRM3 rnd 2

or if you come from Scenarist land type:

Rnd GPRM3,2

(the number 2 is because we have here just 0,1 or 2 counter list.)

On some players this will generate random number each time even after power ON, on some other players it will always generate the same sequence for example it will always start with 2

But if we want to have the random numbers after power ON, then we have to somehow insert user into this (pick a number, click on few buttons etc...)

We will look into this later in part 3

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