

MultiMemory_ML

ML pour multilingue (français, espagnol, anglais)

MultiMemory is a classic Memory game created at the request of Thierry Danigo, occupational therapist, responsible for the New Technologies Network of the A.P.F. It allows you to play with grids which can contain from 4 to 24 images.

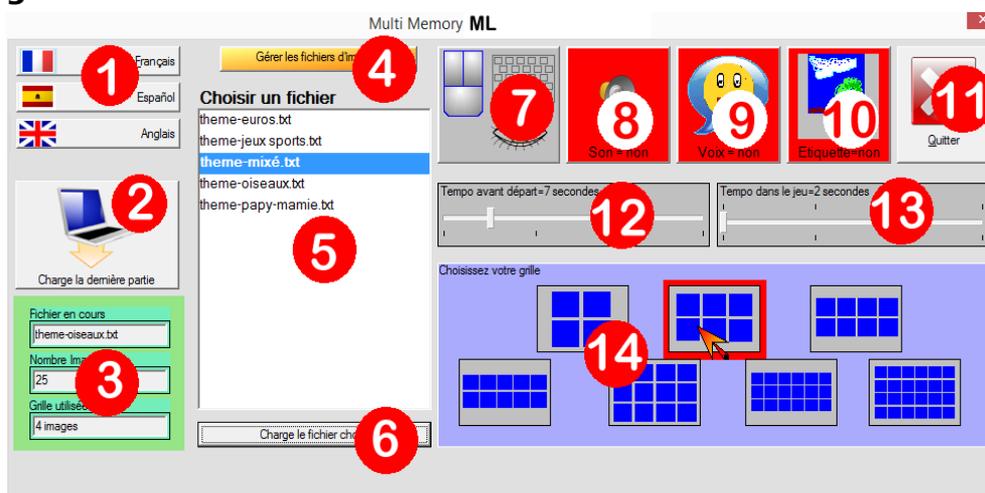
This program exists in several versions. The "MultiMemory_ML" version uses the SAPI5 synthetic voice by default in the machine. This voice must be chosen according to the language used.

The latest version of April 2020 includes access by scrolling and by keyboard arrows.

Installation

Unzip the files from the ZIP archive to a directory. The images must be in the "images-memory" directory. The files by theme (* .txt) must be in the directory of the EXE program.

Starting window



1. Language change buttons
2. button for automatic loading of the last game with the same parameters
3. display of options for the last game played
4. manage files by themes
5. load the image file by theme selected in the list
6. displays the possible game grids (right)
7. choose the access mode (normal or scrolling)
8. sound adjustment: yes, no. if yes, play music to mark success or failure
9. voice setting: yes, no. If yes, read the name of the image that has just been chosen (TTS version). This button has no action in the mute version. This button does not appear if there is an error with the computer voice.
10. option yes no: shows the label of the chosen image and reads it if the "voice" option is chosen (can read it again by clicking on it in mouse access mode)
11. exit the program (this is the only "way out")
12. setting the time delay before masking the images at the start (30 sec. Max.)
13. setting the time delay during the game before deleting the chosen images if they are the right ones
14. launches the game by choosing a display grid

The options chosen (number of images, timers, sound, voice) are saved when the language is changed and when the game is launched, allowing you to replay with the same parameters using the button

Access mode

The program can work

1. with the mouse (or head / eye control with suitable equipment and contactor)
2. using the keyboard keys (left and right arrows, ENTER key)
3. by scrolling.

Command # 7 alternates between mouse access and scrolling access.

The program starts with mouse access by default.

The access mode only works in the game, not in the window at the start.

Start a game

1. Choose the access mode
2. Choose from the options offered
3. Click in the list to choose a file by image theme to load.
4. Choose a game grid, according to the number of grids determined by the number of images, and by the level of game desired. (you can always use a grid of 4 images regardless of the number of images in the list)
5. The game window is displayed, you can start playing.

Or

- click on button 2 which automatically launches the last game played

The game window

It occupies the entire screen by default when the game is launched. The size of the images adapts to the screen size. It is recommended to play with the full screen.

Simple game progress (mouse, keyboard mode, or head or eye control, images with synthesis voice)

Access is by mouse, keyboard (arrows and Enter) or control device.



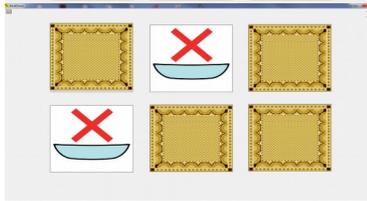
Beginning of the game: Launch of the grid.

All images are visible for the time defined as time delay before departure. This timeout appears as a red bar at the top of the screen.



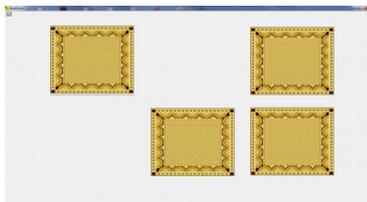
The images are then hidden

In mouse mode, an "SOS" button at the top left of the screen allows a momentary display of images (game aid)

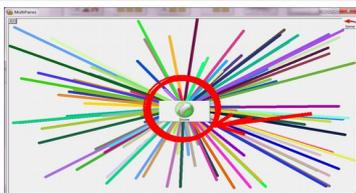


Two similar images were clicked.

If necessary, the voice synthesis has read their name (without the extension: "a vaccum cleaner.jpg" will be read "a vacuum cleaner". If the option "label" has been chosen, the name of the image will be visible and read under the clicked image. It can be replayed.



Les deux images restent visibles un moment (durée de la temporisation pendant le jeu), puis, elles sont effacées



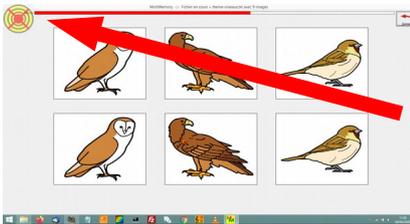
When all the images have been found, a small animation brightens the screen (with the music that goes with it if necessary), if the "sound" option has been chosen.

A "Again" button appears in the center and you can restart another game with the same parameters. The part which is restarted uses all the images of the current file. The "Close" button at the top right returns to the start window. It can be activated in mouse mode by the ESC key.

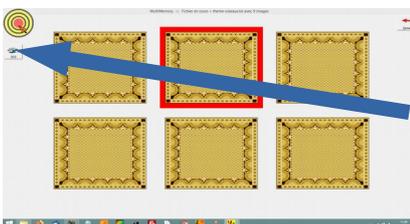
Note: In mouse mode, the "SOS" and "Close" buttons remain accessible during the game. You can therefore stop a game at any time (wait until the time delay at the top of the screen is no longer visible).

The selection of the image during play is underlined by a red frame around the image.

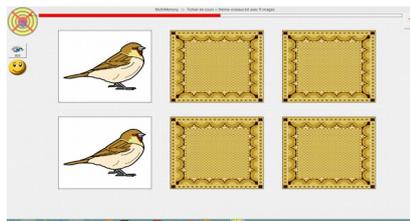
**Flow of the simple game (scroll mode images and synthesis voice)
The stages of the game are analogous to "normal" mode.**



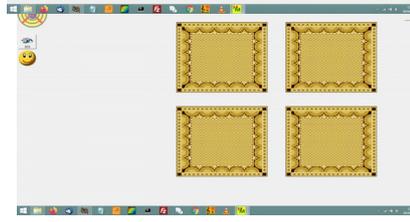
Beginning of the game: Starting the grid.
The images are visible during the time defined as the time delay before start
**A target is displayed at the top left of the screen. It is on this target that the triggering clicks will be made.
The game window, with the images, is disabled.**



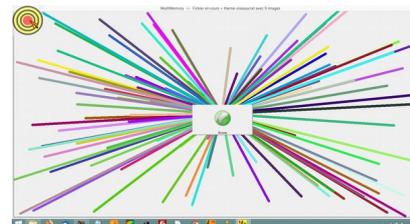
The images are then masked. The scrolling is marked by a red frame that surrounds each image in turn.
The SOS button can only be accessed by momentarily blocking the scrolling (**right click on the target**). Scrolling will then resume.



Two similar images were clicked.
If needed, the voice synthesis read their names (without the extension: "a vacuum cleaner.jpg" will be read "a vacuum cleaner". If the "label" option was chosen, the name of the image is visible below the clicked image.



The two images remain visible for a while (time delay during the game), then they are erased.



When all images have been found, a small animation enlivens the screen (with accompanying music if necessary), if the "sound" option has been chosen.

A " **Again** " button appears in the center and you can restart another game with the same parameters by clicking on it. The game that is restarted uses all the images of the current file.

Stop scrolling



A right click in the target blocks the scrolling.. The "Close" button at the top right becomes active, it can return to the start window. The SOS button can be clicked (scrolling will then resume).

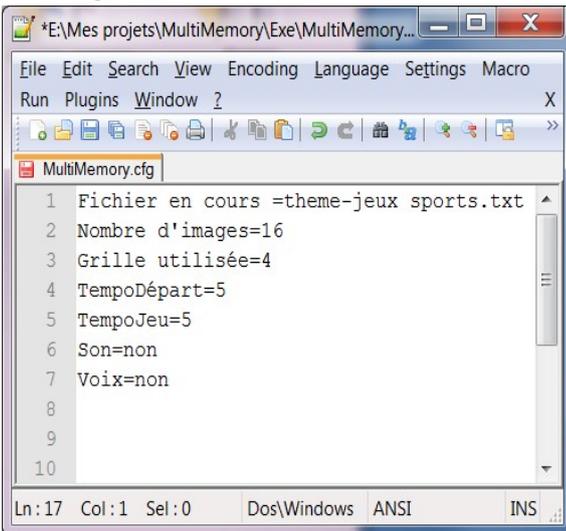
This is the only way to stop the program, or to regain control, for example by returning to the start window.

The scroll mode blocks as much as possible untimely clicks

The window that displays the images is inactive (no click on it)

Clicks on the target works only if an image is selected (red frame displayed around)

The options file



```
*E:\Mes projets\MultiMemory\Exe\MultiMemory...
File Edit Search View Encoding Language Settings Macro
Run Plugins Window ?
MultiMemory.cfg
1 Fichier en cours =theme-jeux sports.txt
2 Nombre d'images=16
3 Grille utilisée=4
4 TempoDépart=5
5 TempoJeu=5
6 Son=non
7 Voix=non
8
9
10
Ln: 17 Col: 1 Sel: 0 Dos\Windows ANSI INS
```

The options chosen when starting a grid are saved when the program stops.

The file that stores them is called " MultiMemory-ml.cfg" and is located in the EXE directory. It is a simple text.

Its reading requires no comments.

The timings are recorded in seconds.

The voice synthesis ('voice') is only functional if a SAPI5 voice is installed and works in the computer.

The images

They are all in the "images-memory" directory of the program.

The program can use "JPG" or "PNG" formats (avoid the heavier BMP format).



ARASAAC images are perfect for this program. Some of them need to be renamed for the reading of their name by voice synthesis.

"airplane.jpg" can be renamed to "an airplane.jpg", or even by a small sentence like "a toy airplane.jpg". It will then be read as "a toy airplane".

The complete ARASAAC file contains over 13,000 images, many of which are duplicates.

The program comes with some examples using images from this great distribution (thanks to the ARASSAC team).

ARASAAC images are available at the following address :

http://www.arasaac.org/pictogramas_color.php

You can also use images you can make yourself. Beware, however, of images that are too big

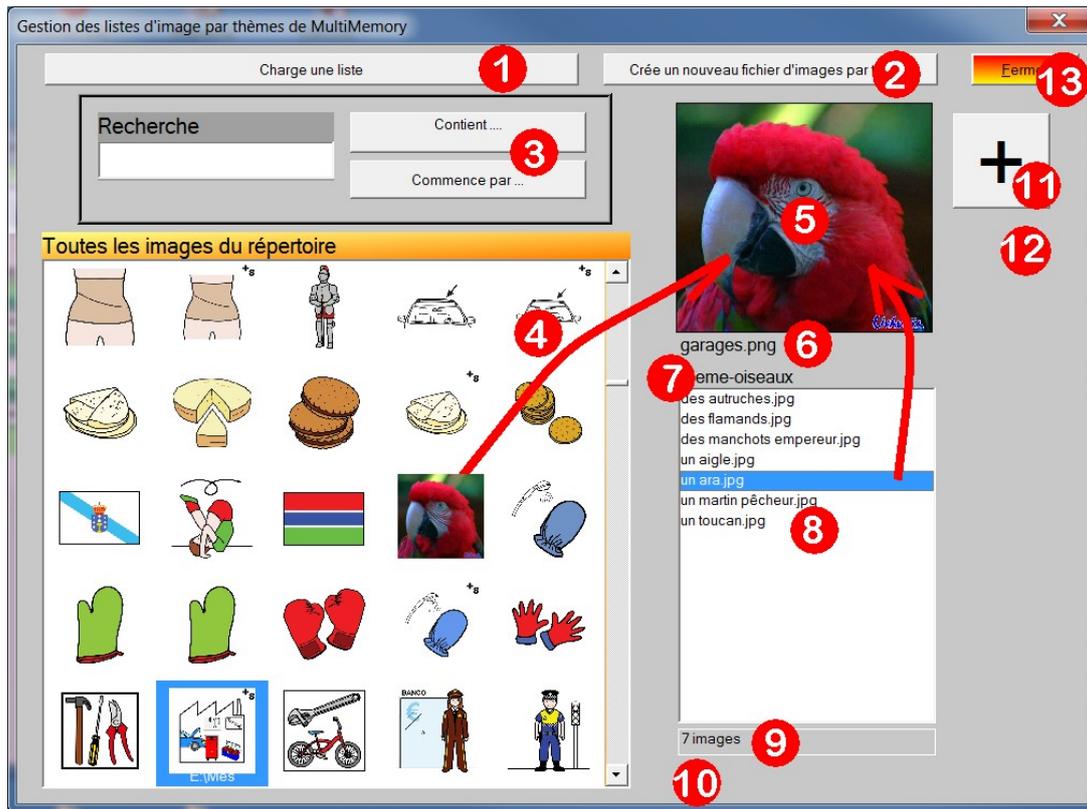
Les sons

On peut mettre dans le répertoire « images-memory » des fichiers de sons divers , aux formats courants WAV ou MP3. Certains utilisateurs pourront également utiliser des fichiers musicaux au format MIDI (si leur machine contient le codec adéquat).

Ces fichiers sons sont utilisables quand on crée un thème basé sur des couples image-son Si l'image est la même dans toute la grille, mais les sons différents, on a un memory sonore.

The window for managing images files by theme

It opens from the program start window (command no. 4).



1. button to load an image file by existing theme, which must be present in the EXE directory
2. button to create a new file by theme
3. search for an image among all the images present in the "images-memory" directory
4. list of images in the directory, with all the images in the directory present
5. Enlarged image, either by clicking in the list of images (4) or in the list of the loaded file (8)
6. image name
7. name of the loaded file
8. list of images in the loaded file
9. number of images in this file
10. button to save the file (not visible on this image) in the EXE directory
11. button to add the selected image to the current file in the image directory (4)
12. button to remove the image chosen in list 8 from the current file (not visible on this image)

The save file button (10) is visible when making changes in the list.

The "add" button (11) is visible when an image to be added, enlarged in (5), is selected from the list of all images.

The "remove" button (12) is visible when an item has been selected from the current list (8).

Several checks are made when loading the file to detect possible errors: missing image, duplicate image. The correction is then made manually.

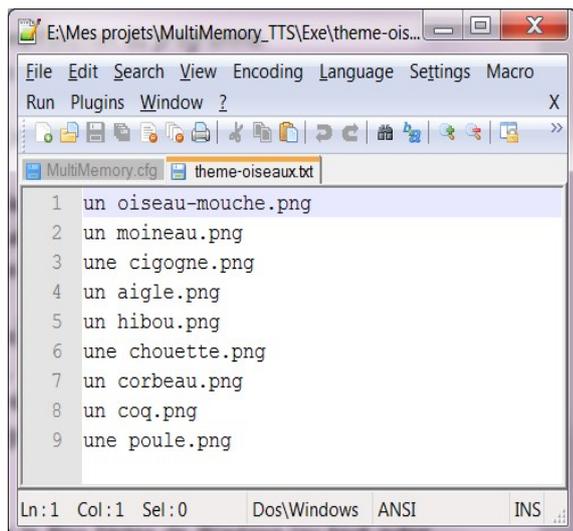
Note: missing images are not loaded when starting a game.

Delete theme files

It is not intended to delete these files with any function of the program.

Simply open the program directory and delete the desired files manually.

Manage one image file per theme by hand (handy for a quick correction)



This mode of working can be useful if you have already created lists and change the names of the images afterwards, for example.

Example: in the file of the provided distribution, the names of the file "theme-birds.txt" are preceded by "one" or "one" whereas the original name of the ARASAAC files is different.

Take the Windows Notepad (or any other program using simple text, without any formatting).

Load the file (extension TXT)

In the text, add, modify, delete the name of the chosen images: one image per line. Check that the last line is not empty.

Check the consistency of this list by using the program's list management window, which points out some inconsistencies: missing images (or renamed otherwise), duplicate images, etc.

The grids possible at the beginning are based on the number of images in the lists, without exceeding 12 pairs; even if the file contains more than 12 images

Save the file in plain text mode with extension ".txt" in the "images-memory" directory. The name of the file must begin with "theme-".

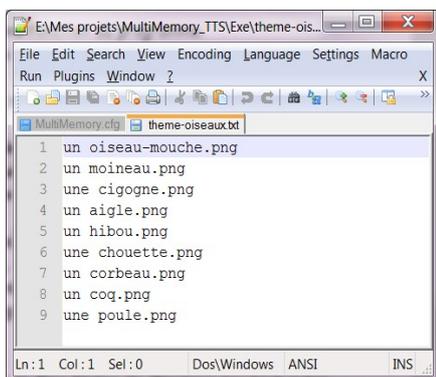
You can keep in reserve files by theme that will not be used, by deleting the beginning of the file name "theme-sports.txt" renamed "sports.txt" will not be used by the program.

Create or modify a list of a theme to use sound files

The management of the sounds that can replace the synthetic voice is not managed directly by the program. This creation is done manually.

1. Record the sounds in the computer, there will be one sound file per image
 - Example: the image "sparrow.png" will be accompanied by the sound file "sparrow.mp3", recorded at the microphone. The ideal is when the computer allows you to record directly with the Audacity program.
2. The theme file is modified.
 - It is a simple text file (TXT) that can be easily edited with the Notepad of Windows for example, or any other program capable of manipulating simple text (NotePad++ for example).

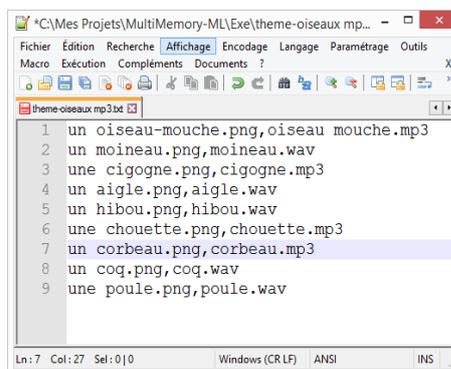
The file becomes :



We just added the name of the sound file, on the same line, separated by a comma from the name of the image.

If the sound file is missing or there is an error in the name or format, the program will simply remain silent.

It is strongly recommended to use short sounds so as not to slow down the game.



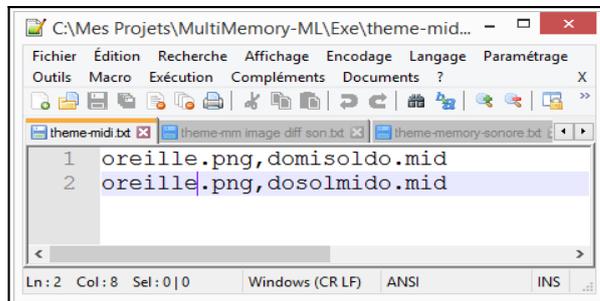
Sound Memorys

The ability to play sounds accompanying an image allows the creation of sound memorys.



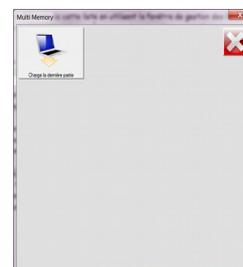
Simply build a theme with similar images, but coupled with different sounds, as in the theme below, based on musical notes recorded in MIDI format

Depending on the initial settings, you can try out combinations of text-to-speech + recorded sounds.



« Restricted mode" function

In order to facilitate the use of the program for certain users, a restricted mode of operation is set up. This mode makes all the options controls invisible in the start window to keep on screen only the automatic start button of the last played game and the stop button.



Observation on languages used

The program to be downloaded from the Idée website is configured in French.

To use it in Spanish, or in English (command n°1 in the start window), you need images named in Spanish or English, and a SAPI 5 voice in the language chosen by default in the machine.

Observation on synthesis voice

If no synthesized voice exists in the machine, the program can be used in silent version, or with sounds recorded in WAV or MP3 format.

Sound files in WAV or MP3 format can also be recorded to the microphone to accompany the theme images in the game.

In this case, if the voice synthesis is working, you will have to choose the "speechless" option in the start window.

Otherwise we hear the two sounds: the sound of the voice synthesizer reading the name of the image, and the sound accompanying this image as in the following line of a theme about birds.

a hen.png,sound of hen.mp3

You'll hear "a hen" and the hen's clucking recorded...

The detection of the synthetic voice is automatic at the start of the program.

If the synthetic voice cannot be used, the "voice" button will not be visible in the start window.

Installation

Like all IDEE programs, the program and its files are contained in a compressed ZIP file.

Simply create a directory to decompress all the files in it.

The program can also be decompressed in a USB key, which must not be write-protected. The program will only run on a non-write protected key.

Finally, a shortcut to launch the program has to be created if necessary.

The program is distributed "as is" and cannot be guaranteed as commercial software. It has been tested before distribution, and I can only say that it works according to its documentation.

If, however, you encounter a problem, or if you have any questions or requests, please do not hesitate to contact me through the "Contact" page at

<https://idee-association.org>

Good use!

Bernard Béville avril 2020

Translated with www.DeepL.com/Translator (free version)