



Tilde command codes

Introduction

The Mentimeter software provides users with simple ways of displaying the voting results using some basic charts. However, users with special needs can design their own result slides and charts. This requires some level of expertise and experience with PowerPoint® graphic development, and requires the inclusion of internal commands called “Tilde codes.” The Mentimeter software interacts with PowerPoint® by responding to embedded commands called tilde codes and replacing them with appropriate values from the system when a PowerPoint® slide with tilde codes is displayed.

General format

The general format for a tilde command code is “~ABCDx.y(z)” where:

ABCD	:	A four-letter command code
x	:	The answer key or place
y	:	Number of decimals to display, if omitted y is assumed to be 0
z	:	A reference to a keypad question. The reference can either be absolute, i.e. a SlideID that specifies the slide that contains the question, or relative, e.g. -1 that specifies the second-last question asked. If omitted, z is assumed to be 0, i.e. answers from the last asked question will be presented.

Some commands can be used by group: “~ABCDx.y(z)GROUPi(j)” where:

i	:	The group number, i.e. a number 1-10.
j	:	A reference to a keypad question that should be used to define the grouping. The reference can either be absolute, i.e. a SlideID that specifies the slide that contains the question that should be used for group assignment, or relative, e.g. -1 that specifies the second-last question asked should be used for group assignment. If omitted, the last asked question which has been specified as “Use for group assignment” is used.

Tilde codes can be used in textboxes, tables and PowerPoint® charts, but they may not be mixed with other text, i.e. the tilde command code must be the only text placed a text box or a cell in a table. Please also note that tilde codes may momentarily be visible when the slide first appears on the screen. However, as soon as the Mentimeter software takes control of the visual and begins processing the event, the Tilde codes will disappear and be replaced with the correct values.

Available tilde command codes

Question

~QUES displays the keypad question.

~QUES

Alternative answer “x” **~ANSWx**
~ANSWx displays alternative answer “x”.

The total number of keypad responses **~TANS**
~TANS displays the total number of keypads that have responded with an answer that is within the valid range. ~TANS can be used together with the GROUP specifier.

Number of keypads that responded with answer “x” **~NANSx**
~NANSx displays the number of keypads that responded using keypad key x, where x = 1 for key A/1, 2 for B/2 etc. ~NANSx can be used together with the GROUP specifier.

Percentage of keypads that responded with answer “x” **~PANSx**
~PANSx displays the percentage of keypads that responded using keypad key x, where x = 1 for key A/1, 2 for B/2 etc. ~PANSx can be used together with the GROUP specifier.

Alternative answer in place “x” - **~SANSx**
~SANSx displays alternative answer “x” sorted in descending voting order.

Number of keypads with a specific response in place “x” **~SNANx**
~SNANx displays the number of keypads with a specific response sorted in descending order, where x = 1 is the alternative that received the most responses. ~SNANx must be used together with the ~SANSx command to find out which alternative answer that received the most responses.

Percentage of keypads with a specific response in place “x” **~SPANx**
~SPANx displays the percentage of keypads with a specific response sorted in descending order, where x = 1 is the alternative that received the most responses. ~SPANx must be used together with the ~SANSx command to find out which alternative answer that received the most responses.

Average keypad response **~AVER.y**
~AVER.y displays the average keypad response calculated as (#of 1 responses multiplied by 1 + #of 2 responses multiplied by 2 + . . . + #of n responses multiplied by n) / total # responses. Where n = numeric keypad value. ~AVER.y can be used together with the GROUP specifier.

Number of correct responses **~NCOR**
~NCOR displays the number of keypads that responded with the correct answer, provided that the question has an authored correct answer. ~NCOR can be used together with the GROUP specifier.

Percentage of correct responses **~PCOR**
~PCOR displays the number of keypads that responded with the Authored correct answer, provided that the question has an authored correct answer. ~PCOR can be used together with the GROUP specifier.

Winner name in “x” place **~WNAMx**
~WNAMx displays the name assigned to the keypad that has a cumulative score that puts it in “x” place, relative to all other active keypads.

Winner keypad ID in “x” place **~WKIDx**

~WKIDx displays the ID of the keypad that has a cumulative score that puts it in “x” place, relative to all other active keypads.

Winner score in “x” place **~WSCOx**

~WSCOx displays the score of the keypad that has a cumulative score that puts it in “x” place, relative to all other active keypads.

Winner time in “x” place **~WTIMx**

~WTIMx displays the total time for responding to questions of the keypad that has a cumulative score that puts it in “x” place, relative to all other active keypads.

Group winner name in “x” place **~GWNAX**

~GWNAX displays the name of the group that has a cumulative score that puts it in “x” place, relative to all other groups. Group scores are either calculated as the average score of all group members, or are set to the best individual scores among the group members. The calculation method is selected under the Options-menu.

Group winner score in “x” place **~GWSCx**

~GWSCx displays the score of the group that has a cumulative score that puts it in “x” place, relative to all other groups. Group scores are either calculated as the average score of all group members, or are set to the best individual scores among the group members. The calculation method is selected under the Options-menu.

Group winner time in “x” place **~GWTIx**

~GWTIx displays the time for responding to questions of the group that has a cumulative score that puts it in “x” place, relative to all other groups. Group scores are either calculated as the average score of all group members, or are set to the best individual scores among the group members. The calculation method is selected under the Options-menu.

Individual list of keypad responses **~IANS**

~IANS displays a list of the key numbers pressed for all active keypads. ~IANS can be used together with the GROUP specifier.

Individual list of names **~INAM**

~INAM displays a list of the names assigned to the keypads for all active keypads. ~INAM can be used together with the GROUP specifier.

Individual list of keypad IDs **~IKID**

~IKID displays a list of the keypad IDs for all active keypads. ~IKID can be used together with the GROUP specifier.

Question winner name in “x” place **~QWNAx**

~QWNAx displays the name assigned to the keypad that has a score that puts it in “x” place for a specific question, relative to all other active keypads.

Question winner keypad ID in “x” place**~QWKIx**

~QWKIx displays the ID of the keypad that has a score that puts it in “x” place for a specific question, relative to all other active keypads.

Question winner time in “x” place**~QWTIx**

~QWTIx displays the total time for responding to questions of the keypad that has a score that puts it in “x” place for a specific question, relative to all other active keypads.

Resize a shape in proportion to the number of responses**~RSIZx.y**

~RSIZ resizes the shape the text is connected to in proportion to the number keypads that responded with the answer “x”. The y setting determines how the resize is performed. If y is omitted, the original shape size represents 100% and the shape is resized to the percentage of “x”-responses. If y is equal to 1, the original shape size will represent the percentage that the most frequent answer got, i.e. the shape that represents the most frequent answer “x” will not be resized.