HyperStudio® WorkBook

Macintosh® and Windows™

This step-by-step tutorial for creating a project on France assumes you are comfortable with the mouse, eraser, and selector tool. If you haven't used a paint program before, you should spend some time experimenting with the different tools. There are short descriptions of the most frequently used tools on page 7. Since this workbook is for use with both Macintosh and Windows some of the screen shots may be slightly different from what you see on your screen.

BEFORE YOU BEGIN:

- ❏ Is the computer's sound turned up?
- ❏ Is QuickTime installed?
- ❏ Is the microphone plugged in?
- ❏ Is the date set correctly?
- ❏ Do you have a blank, formatted disk for your project?
- ❏ From the **Edit** menu, choose *Preferences...* and make sure the "I'm an experienced HyperStudio user" option is *not* selected.

HyperStudio News and Information:

http://www.hyperstudio.com

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POINTS TO PONDER

It is impossible to overstate the enormity of changes in literacy and literacy practices wrought by developments in electronic technologies. Because we can't comprehend what is happening, we search for apt metaphors or for historical examples which might serve to explain what is happening. So let me ask: "Are we in the middle of a second Gutenberg revolution?" The answer is: "No, we're not"; what is taking place in the field of literacy is more far-reaching and more fundamental.

<div align="right">

- Gunther Kress
Preface A-Z 21st Century Literacy Handbook

</div>

As the publishing and entertainment industries are rushing to deliver information in a multimedia CD-ROM form, now is the time to prepare our students to become effective communicators in this new style of expression and information. HyperStudio is a creative environment where users can bring graphics, sound, and text together in a simple, intuitive, and exciting way. The goal of this workshop is to learn the basic skills needed to use HyperStudio. We created this project to show how creative multimedia gives you some very important and powerful tools with which to express yourself.

HOW TO USE THIS BOOK

The right-hand pages are the "Project Activities" or action pages. Follow these directions carefully. Use the little check boxes (❏) to keep track of the steps you have completed. The left-hand pages are filled with "Tips and Reminders." These will be referenced on the action pages. Refer to the tips as your interest dictates and then return to the action page.

ABOUT THIS PROJECT

We will be creating a four-card project. We have chosen a project on France, as this subject touches on many possible themes: travel, business, family history, and school projects.

On the title card you will learn how to get a **border** from the HyperStudio clip art library. You will be adding a **digitized picture** (which is provided in HyperStudio), or you can create your own if you have an AV Macintosh or digitizer such as ComputerEyes, or have an Apple QuickTake or Kodak digital camera. *This digitized picture could be, for example, one of a student, a corporate office, a salesperson, a company, or a school logo.* A **button** which includes the **sound** of your voice will take you to Card 2.

On the second card, you will add a map of Europe and an invisible button to take you to Card 3.

On Card 3, you will add a **text object** with **text** and a **graphic object** of a street artist which will appear when you click on the phrase in the text object, a **hypertext link**. You will also create a button to take you to Card 4.

Finally, we will add a Ready-Made Card of a bibliography template as Card 4. Once we are done, we will return to Card 3 to play a **QuickTime movie**.

A WORD ABOUT PROJECT DESIGN

This book suggests only one method of creating a stack. There isn't an incorrect way to do this. You can create the cards all at once and then add buttons to connect them, or add buttons each time you create a new card. It is up to you to decide which you prefer.

Stacks can be linear, such as in a book, where the cards are connected sequentially. Other projects can use the branching method, where one card (such as a Table of Contents) connects to cards throughout the stack. A circular-style stack might be used for projects which demonstrate cycles.

OVERVIEW OF THE PROJECT

CARD 1

◗ You will create a title card using this cameo-style photograph.

◗ The "Let's Go!" button will take you to Card 2, a map of Europe.

CARD 2

◗ The map of Europe is from the HyperStudio clip art library.

◗ Clicking on France, the country, will take you to Card 3.
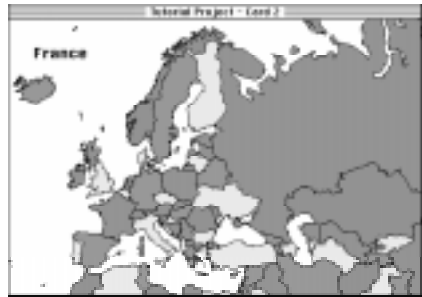
CARD 3

◗ The map is copied from Card 2.

◗ Clicking on the film strip shows a QuickTime movie.

◗ Clicking the phrase "street artist" displays the street artist graphic.

◗ Clicking on the mouse icon will take you to Card 4.

CARD 4

◗ This Bibliography is a Ready-Made Card Template which is part of the HyperStudio package. It is a good idea to end all projects with this card, and fill in the appropriate information!

ABOUT SOME OF THE TOOLS

Tools

Browse Tool:
Use this tool to navigate your way through stacks.

Arrow Tool:
Use this tool when you want to edit, move, resize or delete objects which include buttons, text objects, and graphic objects.
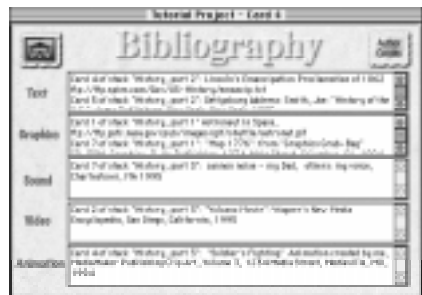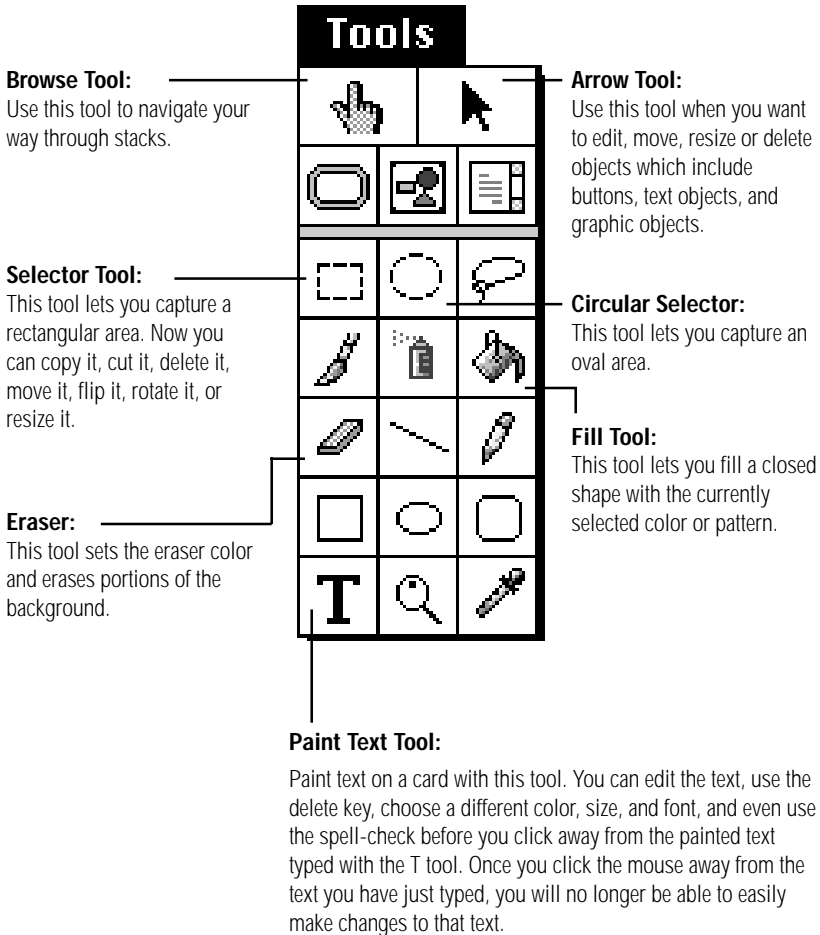
Selector Tool:
This tool lets you capture a rectangular area. Now you can copy it, cut it, delete it, move it, flip it, rotate it, or resize it.

Circular Selector:
This tool lets you capture an oval area.

Fill Tool:
This tool lets you fill a closed shape with the currently selected color or pattern.

Eraser:
This tool sets the eraser color and erases portions of the background.

Paint Text Tool:
Paint text on a card with this tool. You can edit the text, use the delete key, choose a different color, size, and font, and even use the spell-check before you click away from the painted text typed with the T tool. Once you click the mouse away from the text you have just typed, you will no longer be able to easily make changes to that text.

➧ **To tear away the Tools menu,** drag the mouse down past the tools, without releasing the mouse button, until you can see that the tool palette has been torn away. This lets you place the menu on the card so that you may choose a tool without pulling down the menu each time.

➧ **Reposition it** by dragging the small bar across the top.

➧ **To put the menu away,** click in the small square window at the top left corner of the palette.

Tip #1:   Stack Size

➧ A good rule of thumb is to try and keep each stack under one megabyte. You can check the size of your stack by choosing *About this Stack...* from the **Objects** menu.
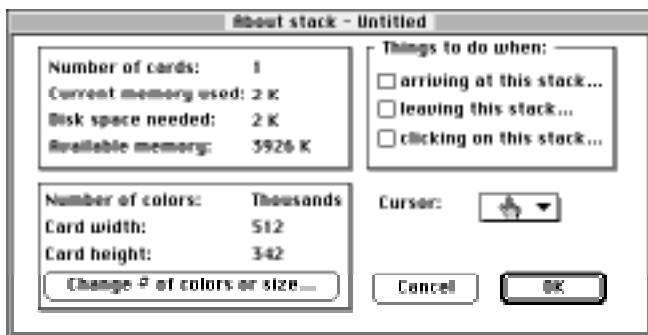

FIGURE 2—OBJECTS MENU

FIGURE 3—ABOUT STACK DIALOG

➧ Larger projects can be created by connecting stacks together, like chapters in a book. To do this, choose *Another Stack...* under "Places to Go" in the **Actions** dialog box.

P R O J E C T   A C T I V I T I E S

BEGINNING YOUR PROJECT

❏ From the **File** menu [FIGURE 4] choose *New Stack*. This will give you the first card on which you can start building your project.

FIGURE 4—FILE MENU

ADDING A BORDER

We will be importing a full-screen image and then deleting its center.

❏ From the **File** menu [FIGURE 4] choose *Import Background*.

❏ If you have a video digitizer or digital camera software installed, you will see this message [FIGURE 5] asking where you want to get the picture from. Click on *Disk file* and *OK*.

FIGURE 5—IMAGE SOURCE DIALOG

Windows: ❏ From the **hsart** directory, scroll down the list, and choose **dingbats2.bmp** and click on *OK*.

Macintosh: ❏ From the **HS Art** folder, scroll down the list, and choose **Dingbats 2** and click on *Open*.

Tip #2:   When an Area is Selected with the Selector Tool

◗   You can **move** the selected area by placing the mouse within the selected area and dragging the mouse to a new position.

◗   You can **erase** the selected area by pressing the delete key.

◗   You can **make a copy** of the selected area by pressing the Option key (Macintosh) or the CTRL key (Windows) as you click and drag the mouse.

◗   You can **resize** the image by grabbing the lower-right-hand corner of the selected area and dragging the mouse. (The cursor will switch to a two-headed diagonal arrow.)

◗   You can **place** or **drop** the selected area on the card by clicking outside of the selected area. Clicking outside an area without moving it just de-selects the area.

◗   You can create special effects in the selected area by using the *Flip Sideways, Flip Upside Down, Scale & Rotate, Replace Colors, Gradients, Cookie Cutter, and Plug-ins* commands. From the **Edit** menu, choose **Effects** and then select one of the available commands.

Tip #3:   If You Make a Mistake

◗   Choose *Undo* from the **Edit** menu, or...

- **Macintosh**: press the Command key and the letter Z.
- **Windows**: press the Control key (CTRL) and the letter Z.

Your card should look like this:

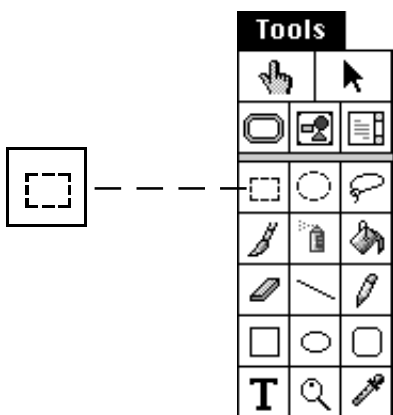❑ From the **Tools** menu [FIGURE 6] choose the Selector tool.

FIGURE 6—THE SELECTOR TOOL

❑ Practice using it to select an area. To do this, begin above and
to the left of the area you want to capture, then drag the
mouse diagonally down and to the right, past the area you
want to select. While you see the flashing dots, the area is
selected. (Tip #2, Page 10)

❑ Press the delete key to erase the selected area. (Tip #2, Page 10)

❑ Using the Selector tool delete the remaining items in the
center section of the card, leaving the border only.

Tip #4: HyperStudio and Captured Images

◗ If you have either a video digitizer or digital camera, HyperStudio offers you some options when you *Add Clip Art, Load a Background,* or *Add a Graphic Object* to a card. You can either:

1. Get the already digitized image from Disk file; this means that the file is on the hard drive, a floppy disk, or a CD.

2. Let HyperStudio instantly digitize an image from a camcorder, VCR, or laserdisc player by choosing the "Video" option. In this case your camcorder must be connected to the "Video In" of your computer, and you must be using a digitizer such as ComputerEyes or an AV Macintosh.

3. Attach your digital camera and let HyperStudio go directly to the camera to show you thumbnails of the pictures you have taken. You can choose the picture you want without having to leave the HyperStudio program.

4. Capture images from a TWAIN-compatible image source, such as a scanner or digital camera. (Windows only.)

Tip #5: Selecting Large Graphics

◗ If you are selecting something which is taller than the clip art window [such as one of the columns in **dingbats2.bmp** (Windows) or **Dingbats 2** (Macintosh)], here is some advice: start at the upper left of the column and drag down as you select. When you reach the edge of the window, keep dragging. It will automatically scroll to allow you to select more of the screen.

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ADDING A DIGITIZED PICTURE

We will be adding a picture from the Photos directory, or you can now make your own if you have a digital camera or a video digitizer (See Tip # 4, page 12).

❏ From the **File** menu [Figure 4], choose *Add Clip Art*.

❏ If you have a video digitizer or digital camera software installed, you'll get the message asking where you want to get the picture from. Click on *Disk file* and *OK* [Figure 5].

Windows: ❏ From the **hsart** directory, open the **photos** directory; select **boyboats.bmp** (a digitized photograph) and click on *OK*.

Macintosh: ❏ From the **HS Art** folder, open the **Photos** folder; select **Boy with Boats** (a digitized photograph) and click on *Open*.

❏ Using the Selector tool, select about a two- or three-inch square of the picture. Start a little to the left and above the tallest tree (on the left of the picture) and drag diagonally down and to the right until you have selected the image of the boy and the boats (Tip #5, Page 12).

❏ Click on *OK*.

❏ As you move the cursor across the square, it will become a 4-way directional arrow. It is with this arrow that you can drag the selected image by holding down the mouse button. Drag the picture toward the bottom right-hand area of the card. Click away from the flashing dots to place the picture. Do not cover the border.

CREATING A CAMEO

❏ To cut a cameo from the photograph, choose the Circular Selector tool from the **Tools** menu [Figure 6].

❏ Begin above and to the left of the area you want to select, and drag diagonally down and to the right until you have a

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Tip #6:   The Circular Selector Tool and Perfect Circles

◗   The Circular Selector tool will give you an oval. Holding
     down the shift key will give you a circle.

Tip #7:   Using the T Tool

◗   You can: edit the text, use the spell-check, use the delete key,
     change the color, size, and font **before** you click away from
     painted text typed with the T tool. Please check your title and
     spelling before you click away from the last character you
     typed.
◗   You can move the painted text by selecting it with the Selector
     tool and then dragging the selected image to a new position on
     the card.

pleasing oval. *Click away from the flashing dots to turn them off if you need to try again* (Tip #6, Page 14).

❏ Once you have a nice area selected, do not click away from the flashing dots.

❏ Drag it away from the original photograph and move it to the lower left-side of the card. Click away from the flashing dots to place the image.

❏ Using the square Selector tool from the **Tools** menu, select the remainder of the original picture on the right and then press the delete key to remove it from the card.

ADDING A TITLE TO THE CARD

We will be painting a title on the background of this card.

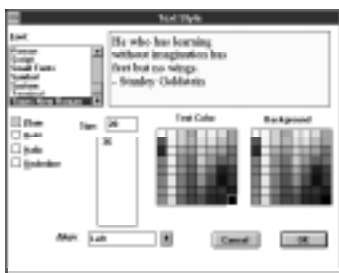❏ From the **Options** menu choose *Text Style*. [FIGURE 7]

FIGURE 7—TEXT STYLE DIALOG

❏ Choose **Times (New Roman)**, Bold, Size 72, medium blue.

❏ Click on *OK*.

❏ Choose the T (Text tool) from the **Tools** menu [FIGURE 6].

❏ The cursor will change to a text cursor. Set the cursor down on the card by clicking the mouse where you want the first character. Allow enough space for the total height of the character you will be typing. Begin one inch below the border and one inch in from the left edge [FIGURE 1].

❏ Type the title, "France" (Tip #7, Page 14).

Tip #8: Saving Your Stack

◗ Use *Save Stack As...* the first time you save a project or when you want to make a backup under another name.

◗ Once you save, the stack name will appear at the top your card.

◗ Once it has been saved, you can choose *Save Stack* from the **File** menu, or the keyboard shortcut CTRL+S (Windows) or Command-S (Macintosh).

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SAVING YOUR STACK

We'll be saving the project onto a floppy disk.

❏ Place a formatted floppy disk in the disk drive.

❏ From the **File** menu, choose *Save Stack As...*

Windows: ❏ Select the a:/ drive.

  ❏ Name the stack **Project** [FIGURE 8W] and
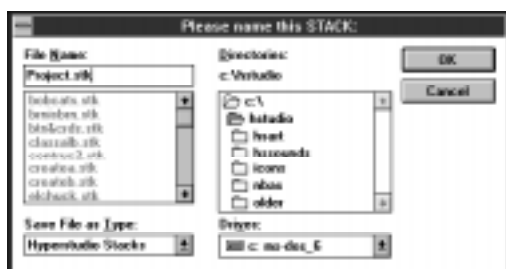 click on *OK* (Tip #8, Page 16).

FIGURE 8W—SAVING THE STACK / WINDOWS

Macintosh: ❏ Save your stack on the floppy disk, by
  clicking the Desktop button and navigating
  to the floppy disk.

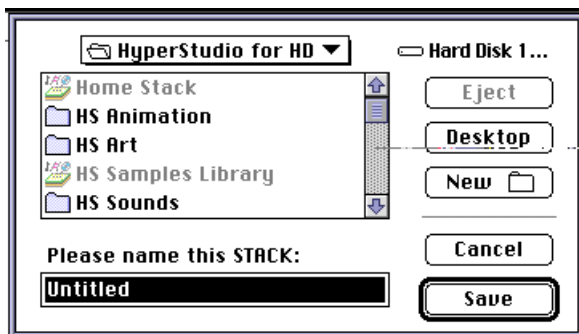 ❏ Name the stack **Project**. [FIGURE 8M] and
  click on Save (Tip #8, Page 16)

FIGURE 8M—SAVING THE STACK / MACINTOSH

Tip #9:   Adding New Cards to a Stack

◗ Don't worry when adding a new card to your stack and the one you were looking at seems to disappear; your other card(s) will still be there. When you add a new card, it is added right after the card you are currently looking at.

ADDING A SECOND CARD TO YOUR STACK

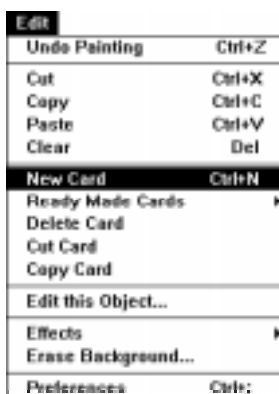❏ From the **Edit** menu [FIGURE 9] choose *New Card* (Tip #9, Page 18).

FIGURE 9—ADDING A NEW CARD

IMPORTING A BACKGROUND FOR THE ENTIRE CARD

❏ Choose *Import Background* from the **File** menu [FIGURE 4].

❏ If you have a video digitizer or digital camera software installed, you'll get the message asking where you want to get the picture from. Click on *Disk file* and *OK*. [FIGURE 5]

Windows: ❏ You'll be in the **photos** directory. To get back to the **hsart** directory, double-click on **hsart** under Directories. [FIGURE 10W]
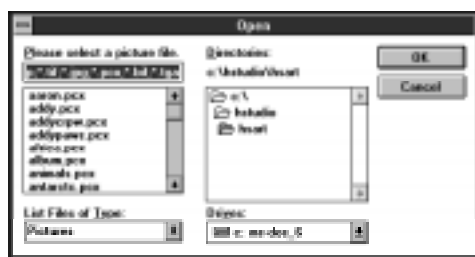

FIGURE 10W—HSART DIRECTORY / WINDOWS

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Tip #10: Moving Manually Through a Stack

➧ In addition to any buttons you may have created to take you to another card, there are menu items and keyboard shortcuts which will allow you to move around in your stack. From the **Move** menu, you can choose:

Menu Item	Windows	Macintosh
• **Move Back**	CTRL + ~	Command - ~
• **Move First Card**	CTRL + 1	Command - 1
• **Move Next Card**	CTRL + >	Command - >
• **Move Back**	CTRL + <	Command - <

The good news here is that it's pretty difficult to get lost in a 2-card stack!

Tip #11: Button Stuff

➧ Buttons are places on the screen where you click to make things happen. When ever you create a button, HyperStudio needs to know 3 things:

1. What the button should look like.
2. Where you want it.
3. What it will do.

HyperStudio will automatically guide you through these three decisions each time you create a button, with the "Appearance" and "Actions" dialog boxes.

➧ It is not a good idea to use the double-ringed visible button on a card where there is a text object, because this type of button is normally activated by pressing the Return key or Enter key. It's also not a good idea to have more than one double-ringed button on the same card, since HyperStudio will not know which button you intended to activate.

❏ From the **hsart** directory choose **europe.bmp** and click on *OK*.

Macintosh: ❏ You'll be in the **Photos** folder. To get back to the **HS Art** folder use the directories list at the top of the dialog box. Choose **HS Art**. [FIGURE 10M]
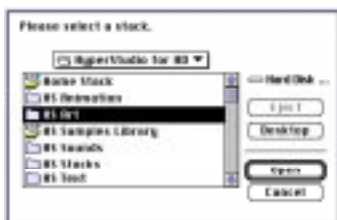

FIGURE 10M—HS ART FOLDER / MACINTOSH

❏ From the **HS Art** folder choose **Europe** and click on *Open*.

❏ The map of Europe should now be on Card 2.

MOVING BACK TO CARD 1

❏ To move back to the first card, choose *Previous Card* from the **Move** menu (Tip #10, Page 20).

MAKING A VISIBLE BUTTON TO CONNECT TWO CARDS

We'll be creating a button with an icon to link the two cards. We'll then edit the button (a useful skill) to add some sound.

❏ To make a button choose *Add a Button* from the **Objects** menu [FIGURE 2] (Tip #11, Page 20).

❏ At the Button Appearance screen [FIGURE 11] choose the rectangular button with the shadow. Write the name "Let's Go!" Click on medium blue for the name of the button, and

Tip #12: Help Messages When You Make a Button

◗ When you make a button for the first time, and you do not have "I'm an experienced user" checked in *Preferences*, HyperStudio will put up a help screen, reminding you of the procedure for making a button.

click on yellow for the background color of the button.

FIGURE 11—BUTTON APPEARANCE

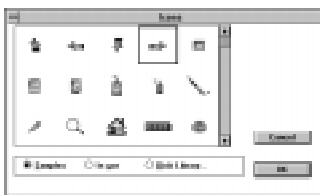❏ Click on *Icons* to select an icon for the button [FIGURE 11].

FIGURE 12—BUTTON ICONS

❏ Select the icon of the hand pointing toward the right.

❏ Click on *OK* [FIGURE 12].

❏ Click on *OK* at the Button Appearance screen.

❏ An instruction screen appears. Click on *OK* (Tip #12, Page 22).

❏ You'll see the button floating over the card and waiting to be placed.

❏ Place the mouse cursor in the center of the button and drag the button to the bottom right-hand corner of the card, just next to the border.

❏ Click outside the flashing dots to place the button there.

❏ As soon as you click away from the button, you will see the Actions screen [FIGURE 13].

Tip #13: Transitions

◗ You can create some really neat effects by using certain transitions for a button. You can have new text revealed if you use the *Left to Right* transition, things can seem to appear magically when you use the transition titled *Dissolve*, or fade away if you select the transition *Fade to Black*.

◗ The *Transition Screen* will allow you to try each option and view its effect before making your final selection.

Tip #14: Editing Buttons

◗ If you create a button and then want to move it, delete it, or change what it does, you can use the Arrow tool.

◗ Use the Arrow tool to edit a button and use the Browse tool to navigate your way through a stack.

◗ Be sure to switch back to the Browse tool after you have edited a button.

◗ Pressing shift-tab will toggle back and forth between the Browse and Arrow tools.

◗ You can bypass the Button Appearance screen and go directly to the Actions screen by double-clicking the button with the Arrow tool while pressing the Command key (Macintosh) or the Control key (Windows).

Tip #15: Recording Sound

◗ While you are recording, the "gas gauge" will move showing the memory you are using up while recording. It's a good idea to be prepared with what you want to say before you click on the Record button.

◗ When recording your own sound in the Tape deck, hold down the Command key when you click "record" for better sound quality. Keep in mind, however, that this mode uses twice as much memory for your recording. (Macintosh only.)
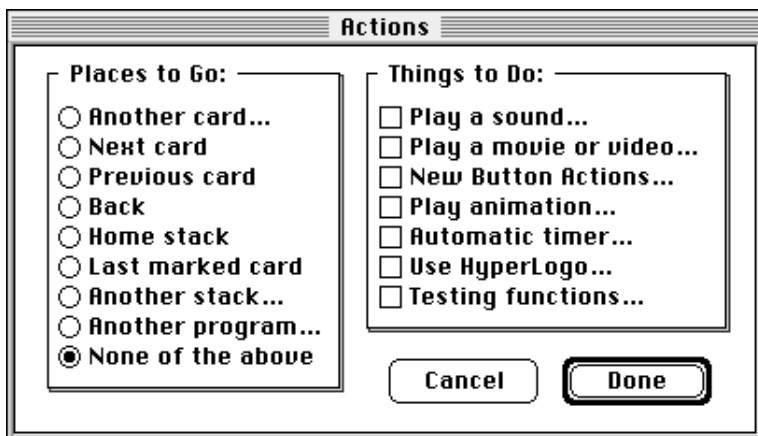
FIGURE 13—THE ACTIONS SCREEN

❑ On the *Places To Go* side click on *Next Card*. This will automatically take you to the Transitions screen [FIGURE 14] where you will choose a visual effect to take you to Card 2 (Tip #13, Page 24).

FIGURE 14—TRANSITIONS SCREEN

❑ Choose *Barn Open* and then click on *Try It* to see what the sequence will look like. Then click on *OK*.

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Tip #16: Sample Sounds

Windows:

◗ Sounds that show up in the Samples list are stored in the stack **samples.stk** located in the **HStudio** directory. If you move the HyperStudio application to a new directory and don't also move that stack (**samples.stk**) to the new directory, you will get an error message. If you want to change the sample sounds, you can open **samples.stk** and add or delete any sounds you wish.

Macintosh:

◗ Sounds that show up in the Samples list are stored in the stack **HS Samples Library** located in the HyperStudio folder. If you move the HyperStudio application to a new folder and don't also move that stack (**HS Samples Library**) to the new folder, you will get an error message. If you want to change the sample sounds, you can open **HS Samples Library** stack and add or delete any sounds you wish.

Tip #17: Changing the Color of a Card

◗ You can change the entire background to any color you wish by choosing *Erase Background* from the **Edit** menu. Note: If you already have Clip Art on the card it will be erased also. You must change the background before you add the Clip Art.

❏ This will bring you back to the Actions screen [FIGURE 13].

❏ Click on *Done* (your button is now complete).

❏ Click on your button to try it out. If you are in the **T** mode, you'll have to switch back to the Browse tool to try it out.

❏ Once you get to Card 2, move back to Card 1 (remember Tip #10, Pg. 20).

EDITING A BUTTON

We'll edit the button and add some sound to it.

❏ To edit a button choose the Arrow tool from the **Tools** menu [FIGURE 6] (remember Tip #14, Page 24).

❏ Using the Arrow tool, double-click on the button to open it up.

❏ At the Button Appearance screen [FIGURE 11] click on *Actions*. This will take you to the Actions screen [FIGURE 13].

PLAYING A SOUND

❏ At the Actions screen, on the *Things to Do* side, click on *Play a Sound*. This will bring you to the Tape deck [FIGURE 15] (Tip #16, Page 26).
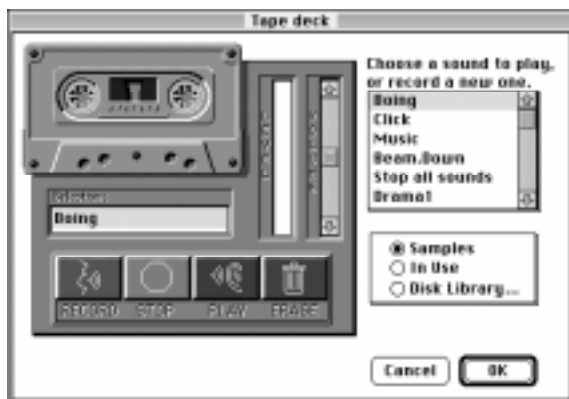

*F*IGURE 15—THE TAPE DECK

T I P S & R E M I N D E R S

Tip #18: The Map Button Tool

◗ This is a great tool for making irregularly shaped states, provinces and countries into buttons. It works in any place that you might be able to use the Fill tool. Another example where you might use this button is in making the different colored areas of a beach ball into buttons.

Tip #19: Clicking on Position vs. OK at the Button Appearance Screen

◗ Clicking on *Position* will bring you back to the Button Appearance screen after you've placed your button; clicking on *OK* will take you directly to the Actions screen.

◗ Either method will do the job. Clicking on *Position* will give you the opportunity to use *Position* again, just in case you accidentally "drop" the button, or decide to change its appearance.

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❏ Click on the *Record* button.

❏ Speaking into the microphone say, "Welcome to France" (Tip #15, Page 24).

❏ Click the *Stop* button to stop recording.

❏ Click on *Play* to listen to your recording.

❏ Click on *OK* [FIGURE 15].

❏ Click on *Done* at the Actions screen [FIGURE 13].

❏ Click on your button to go to Card 2 using the Browse tool.

❏ Now would be a good time to save! (Review Tip #8, Page 16)

ADDING ANOTHER CARD

❏ From the **Edit** menu, choose *New Card*. (See Tip #17, Page 26, about changing the color of a card).

❏ Move back to Card 2 (Review Tip #10, Page 20).

LINKING TWO CARDS
WITH AN INVISIBLE BUTTON

We'll be adding a button in the shape of France to link the two cards.

❏ Choose *Add a Button* from the **Objects** menu. [FIGURE 2] (Review Tip #11, Page 20).

❏ At the Button Appearance screen [FIGURE 11], choose the map button tool. This is the bottom button on the left (Tip #18, Page 28).

❏ Click on *Position* (Tip #19, Page 28).

❏ You'll get a prompt telling you to click inside your shape. Click on *OK*.

❏ Click within France.

❏ Click on *OK* now that the button shape has been defined.

❏ Click on *OK* at the Button Appearance screen.

❏ At the Actions screen choose *Next card*.

❏ Choose the transition *Iris Open*.

❏ Click on *OK*.

❏ Click on *Done*.

❏ Click on your button to try it.

COPYING AN IMAGE
FROM ONE CARD TO ANOTHER

We'll be copying a portion of the map from one card and pasting it on another card.

❏ Move back to Card 2.

❏ Using the square Selector tool, begin above and to the left of France, and drag diagonally down and to the right until you have selected an area larger than France.

❏ While you see the flashing dots, choose *Copy* from the **Edit** menu.

❏ Manually move to the next card by pressing CTRL+> (Windows) or Command-> (Macintosh) or choose *Next Card* from the **Move** menu.

❏ Once you are on Card 3, choose *Paste* from the **Edit** menu.

❏ Drag the map to the upper left-hand area of the card, leaving approximately one inch above and to the left of the map [FIGURE 1]. Do not click away from the flashing dots to place the image, as we will be resizing it. If you clicked away from the image by mistake, you can select the area again with the Selector tool or choose *Undo*.

RESIZING AN IMAGE

We'll be enlarging the map to 125% of its original size.

❏ From the **Edit** menu [FIGURE 9] choose the *Effects* item to *Scale...* Note that the area to be scaled must be actively selected (surrounded by flashing dots).

Tip #20: Graphic Objects vs. Clip Art

◗ The difference between graphic objects and clip art is that graphic objects float over the card. You cannot erase graphic objects with the Eraser tool. Graphic objects must be deleted with the Arrow tool. This tool will move them, resize them, delete them and allow you to edit their actions.

◗ The reasons you would add an image as a **graphic object** are:

1. They can be hidden and shown with the click of a button (HideShow NBA [New Button Action]).

2. You can drag them across the screen with the Browse tool (as in moveable puzzle pieces).

3. They can be used in stacks that use Group Cards, where you want to have a common background but unique images on each card.

4. Since graphic objects can be moved easily with the Arrow tool, they become the better choice when working on a complex background. An example of this would be turning painted text title into a graphic object so it can be easily moved over a card that might have a photograph as a background. Even a simple horizontal line can be a useful graphic element when turned into a graphic object.

◗ The reasons you would add an image as **clip art** are:

1. They can be edited by using any of the paint tools.

2. You can Scale and Rotate the clip art to fit the size and angle you need.

3. They can be used in stacks that use Group Cards, where you want to have a common background and the same images on each card.

◗ You can easily change a selected area of the background into a Graphic Object: Select an area with one of the selection tools, then choose *Add a Graphic Object* from the **Objects menu**.
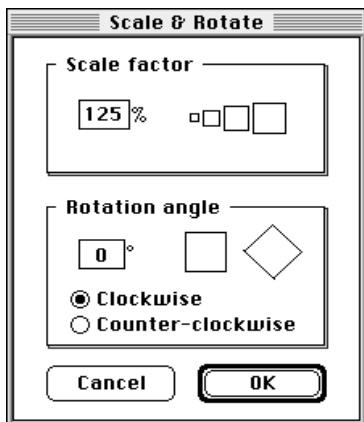
❏ Type in 125% for the Scale factor. [FIGURE 16]

FIGURE 16—SCALE & ROTATE

❏ Click on *OK*.

❏ Click outside the flashing dots to place the resized image.

ADDING A GRAPHIC OBJECT

(See Tip #20, Page 32)

❏ From the **Objects** menu, choose *Add a Graphic Object*.
[FIGURE 2]

❏ Click on *Disk File* and *OK* if appropriate.

Windows: ❏ From the **hsart** directory choose
startist.bmp from the **photos** directory.

 ❏ Click on *OK*.

Macintosh: ❏ From the **HS Art** folder choose **Street Artist**
from the **Photos** folder.

 ❏ Click on *Open*.

❏ Using the Selector tool, select the picture.

Tip #21: The Graphic Appearance Menu

◗ It is not necessary to name graphic objects unless you have more than one on a card that will be addressed by a *New Button Action* or a *Logo script*.

◗ You can select a frame for a graphic object if you wish. This is a great way to create "outlined" text and other objects.

Tip #22: Text Objects

◗ While you see the flashing dots, the text item can be stretched or reduced in size by dragging the mouse just inside one of the corners of the text object. The cursor will change to a two headed diagonal arrow.

◗ If you are in the Browse mode, you'll have to switch to the Editing tool (arrow) to stretch or shrink the text item.

◗ You can change the color of one or as many words as you'd like within a text object. To change the style of the text, first switch to Browse mode, then highlight the words you want changed by dragging the mouse across the words. Once the text has been selected, select the new color you want from the **Colors** menu.

❏ Click on *OK*.

❏ The first time you add a graphic object you'll get a help
message [FIGURE 17] describing how to place a graphic object
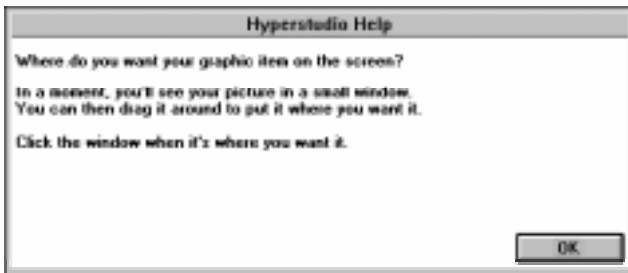onto the card. Click on *OK*.

FIGURE 17—GRAPHIC ITEM MESSAGE

❏ Drag the picture to the right-hand area of the card, beside the
map. Click outside the flashing dots to place it there.

❏ At the Graphic Appearance screen, name the object **Artist**.
Choose a medium blue frame and click on the **up** arrow to get
a frame width of 2.

❏ Click on *OK* (Tip #21, Page 34).

ADDING A TEXT OBJECT

*We'll be adding a text object in which you can write and edit text
easily, or import existing text.*

❏ To add a text object, choose *Add a Text Object* from the
Objects menu [FIGURE 2].

❏ A help message will appear. Read it and click on *OK*.

❏ The flashing dots on your card represent the size and location
of the text object you are creating.

❏ Drag the text object to just below the images you have added
to this card (Tip #22, Page 34).

❏ Stretch the text object so it is almost the width of the card (leaving an inch on the right-hand side so we can add a button later) and fits between the images and the bottom of the card [FIGURE 1].

❏ Click outside the text object to place it.

❏ This brings you to the Text Appearance screen [FIGURE 18].

FIGURE 18—TEXT APPEARANCE SCREEN

❏ Click on the *Style* button to change the size and type of the font.

❏ This will take you to the Text Style screen [FIGURE 19] where you can choose a smaller font for the text. Let's choose Times (New Roman), Size 14, Plain, Text Color-white, Background Color- medium blue. Click on *OK*.
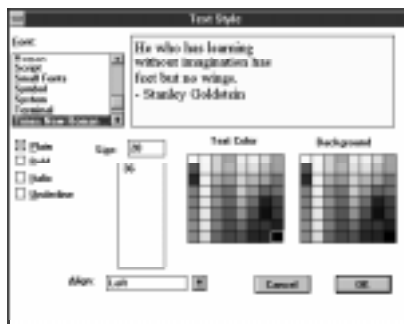

FIGURE 19—TEXT STYLE SCREEN

❏ At the Text Appearance screen click on *OK*.

Tip #23: Changing the Color or Style of Text in a Text Object

◗ You can change the style of one word or as many as you'd like within a text object. To change the style of the text, highlight the words you want changed by dragging the mouse across the words. Once the text has been selected, go to *Text Style* in the **Options** menu and choose either underline, italics, bold, etc.

◗ To change the color of all of the contents in the text object, use the Editing (Arrow) tool to select the text object. Once you see the flashing dots, click on the color of the text you'd prefer with the **Colors** menu (you can also use *Text Style* in the **Options** menu and change the color and/or the font there).

❏ Type text directly into the text object. Write a paragraph about the things you might want to see on a trip to France. **Be sure to include the phrase "street artist",** as we will be making a button out of those words. To change the color or font of selected words or the whole text item see Tip #23, Page 38.

❏ To let your users know that this is a hypertext link, it is a good idea to underline the words. (Tip #23, Page 38.)

ADDING A HYPERTEXT LINK

We will now make a button out of the phrase "street artist" which will make the graphic artist appear.

❏ To select the phrase, choose the **Browse** tool and drag the mouse across the words "street artist".

❏ From the **Objects** menu [FIGURE 2] choose *Hypertext Links*.

❏ Street artist will appear in the lower window.

❏ Click on *Add link*.

❏ Click on *Action*.

❏ At the Actions screen [FIGURE 13], under "Things to Do", click on *New Button Actions*.

❏ **HideShow 2** is a sample NBA (New Button Action) and should already be highlighted. If not, select it now.

❏ Click on *Use this NBA*.

❏ Name the object **Artist**.

❏ Click on *graphic*.

❏ Click on *show it*.

❏ Click on *Show Effect...*

❏ At the Transitions screen, choose "Bars".

❏ Click *on OK*.

❏ At the HideShow 2 action screen, click on *OK*.

❏ At the New Button Actions screen, click *on OK*.

❏ At the Actions screen, click *Done*.

❏ At the Hypertext Links screen, click *Done*.

Note: The first time you click on this hypertext link nothing will happen because the graphic object is already showing. What we will do is create a card action that will hide the graphic object when leaving that card.

GIVING A CARD AN ACTION WHEN LEAVING THAT CARD

❏ From the **Objects** menu choose *About this Card*.

❏ At the About Card screen click on *Things to do when: leaving this card...*

❏ At the Actions screen, choose *New Button Actions*.

❏ The HideShow 2 NBA should already be highlighted. If not, select it now.

❏ Click on *Use this NBA*.

❏ Name the object **Artist**.

❏ Click on *graphic*.

❏ Click on *hide it*.

❏ Click on *OK*.

❏ Click on *OK* at the New Button Actions screen.

❏ Click on *Done* at the Actions screen.

❏ Click on *OK* at the About Card screen.

❏ Save your stack.

ADDING A READY MADE CARD TEMPLATE

We'll be adding a clip card, or pre-made card of a bibliography template. Bibliographies are the way we can share (with other users) the source of information where we got our graphics, text, sounds and movies. In this particular project all the files were taken from the HyperStudio package. In your future projects these sources might include CD-ROM titles, URLs from the Internet,

Tip #24: Ready Made Cards

◗ The same way that you can have clip art and clip sounds, you can have clip cards. Ready Made Cards can be templates for individual cards that you would like to use over and over again.

◗ To make your own Ready Made Card which will be added to the list, save the card as a one card stack in the **Ready Made Cards** folder (Macintosh) or the **Rdymcard** directory (Windows). The next time you launch HyperStudio this card will appear in the ready-made card list.

books scanned or quoted, or your name and information in cases where you created the information yourself. Bibliographies help other users get further information.

❏ From the **Edit** menu, choose the item *Ready Made Cards* and select the **Biblio.stk** (Windows) or the **Bibliography Template** (Macintosh). (Tip #24, Page 42.)

ADDING A BUTTON TO
LINK TWO CARDS AND PLAY A SOUND

We'll be making a button to link two cards. Move back to card 3. Notice that the graphic of the artist is now hidden! Try your hypertext link by clicking on street artist.

❏ From the **Objects** menu choose *Add a Button*.

❏ At the Button Appearance screen [FIGURE 11] choose the invisible button which looks like a dotted rectangle.

❏ Click on *Icons*.

❏ Choose the icon of the mouse. Click on *OK*.

❏ Click on *OK* at the Button Appearance screen.

❏ Drag the button to the right-hand area of the card, just beside the text object.

❏ Click away from the flashing dots to place it there.

❏ At the Actions screen choose *Next card*.

❏ Choose the transition *Left to Right*, at a *Slow* speed.

❏ Click on *OK*.

❏ Choose *Play a Sound* at the Action screen.

❏ Click on *Disk Library...* at the Tape deck. [FIGURE 15]

Windows: ❏ From the **hssounds** directory choose **ElecHarp**.

Macintosh: ❏ From the **HS Sounds** folder choose **Electric Harp**.

❏ Click on *Open* or *OK*.

❏ Click on *OK* at the Tape Deck.

❏ Click on *Done* at the Actions screen.

❏ Click on the button to move to the Bibliography card.

PLAYING A QUICKTIME™ MOVIE

Let's move back to Card 3 and play a QuickTime movie.

❏ Manually move to Card 3.

❏ From the **Objects** menu [FIGURE 2] choose *Add a Button.*

❏ Choose the invisible rectangular button.

❏ Click on *Icons*.

❏ Select the *VHS tape* icon. You may need to scroll down to see it.

❏ Click on *OK*.

❏ Click on *OK* at the Button Appearance screen. [FIGURE 11]

❏ Drag your button to the right and just below the map, and
   click outside the flashing dots to place it there. If you don't
   have enough room remember that you can move the cursor to
   the corner of the button until it becomes a two-headed
   diagonal arrow. The button can then be resized by dragging
   the corner. If you have already clicked outside the flashing dots,
   you can always resize the button later with the Arrow tool.

❏ At the Action screen, click on *Play a Movie or Video...*

❏ Choose *Disk File* (QuickTime or AVI movies) at the
   Video/Movie Source screen. [FIGURE 20]

FIGURE 20—VIDEO/MOVIE SOURCE

T I P S & R E M I N D E R S

Tip #25: QuickTime and AVI Tips

◗ A QuickTime or AVI movie can be added as a button action (when you click on the button the movie is played).

◗ Choose *Erase when done*, when you want the last frame of the movie to disappear after the movie has played.

◗ Choose *Loop movie,* when you want the movie to play continuously until you leave the card.

◗ Choose *Show first frame,* if you want the first frame of the movie showing when you first arrive at the card. You can double-click on this image to start the movie when there is a controller bar.

◗ Choose *Use movie controller,* when you want to have access to the slider to control the movie. Choose *Use movie controller* and *Show first frame* if you want to be able to start the movie by double-clicking on the first frame. You can pause the movie by clicking once on a frame.

◗ You can also make a movie dissolve and disappear after it has been played. When you create the button to play a movie also check *Another Card* under *Places to Go* on the Actions Screen. Instead of navigating to another card choose the current card with the transition *Dissolve*. This button will play the movie then dissolve into the same card, making it seem as though the movie is melting away.

❏ Click on *OK*.

Macintosh: ❏ From the **QuickTime Movies** folder choose the **Seine** movie and click on *Open*.

Windows: ❏ From the **QTMovies** directory choose the **Seine.mov** movie and click on *OK*.

❏ The help message which appears will only appear the first time you add a QuickTime movie. Click on *OK*.

❏ The movie will be floating over the card, just as clip art, waiting to be placed. Drag the movie toward the left side of the card and place it over the map of France.

❏ Click outside the flashing dots to place the movie.

❏ You can preview the movie at the QuickTime Movies screen. [FIGURE 21] (Tip #25, Page 46) (Also see Tip #26, Page 48)

FIGURE 21—QUICKTIME MOVIES DIALOG

❏ Click on *OK*.

❏ At the Actions [FIGURE 13] screen click on *Done*.

❏ Click on your VHS tape button to see the movie.

❏ Save your work.

Tip #26: Resizing and Repositioning QuickTime Movies

◗ To resize or reposition the movie, you will have to edit the button.

Using the arrow tool, double-click on the button to open it up.

◗ At the Button Appearance Screen click on Actions.

◗ At the Actions screen click on Play a movie or video.

◗ At the QuickTime Movies screen click on Position to be able to reposition the movie. You can also grab the corner at this time to make the movie smaller or larger so that it fits behind the stencil.

◗ Click away from the movie when you are done.

◗ Click on OK at the QuickTime Movies screen.

◗ Click on Done at the Actions screen.

P R O J E C T   A C T I V I T I E S

Congratulations! You have completed your first project! Move back to Card one and click through your stack. You might want to create buttons which move back to previous cards, or add some artwork with the paint tools. You now know the core set of skills that most people use in creating HyperStudio projects.

BONUS ACTIVITY

If you would like to spend a little more time on your project now, you can learn how to use HyperStudio's Actor-Based Path Animation!

❏ From the **Tools** menu, switch to the Arrow tool.

❏ Double-click on the "Artist" graphic and click *Actions*.

❏ At the Action screen choose *Play Animation...*

❏ An information screen may appear. Read it, then click *on OK*.

❏ A dialog appears asking, "Where would you like to get your image from?". Click on the *Disk Library* icon.

❏ In the **HSAnim** directory (Windows) or the **HS Animation** folder (Macintosh) select **SmalBird.gif** and click on *Open* or *OK*.

❏ The image (small bird) which appears on the screen will become your cursor. Place it where you would like the path to start, press the mouse button down and drag the mouse to create your desired path.

❏ Release the mouse button to complete the animation. The Animation screen will appear.

❏ Choose *Erase when Done* and *Play for: 1 path repeats*

❏ If you would like the image to float over objects on the screen, click the **Path** menu and select *Path Options*. Select *Float Over* (under "Going") and click *on OK*.

❏ Click on *OK* at the Animation screen, *Done* at the Actions screen, and, if necessary, *OK* at the Graphic Appearance screen.

❏ To play the animation you must switch to Browse mode (Shift-Tab) before clicking on the graphic. **Note**: Remember that to show the graphic, you must click on the hypertext link.

Tip #27: Roll Credits

◗ If you don't have enough text to scroll, set your cursor down at the end of the text and press the Enter or Return key several times to add some blank lines. This will allow your text to scroll up to the top of the Text Object and then out of view.

P R O J E C T   A C T I V I T I E S

EVEN MORE THINGS TO DO

This would be a good time to explore some of the New Button Actions (NBAs) which can be found at the "Things to do" side of the Actions screen. Each NBA has instructions. Try these out:

1. Netpage NBA: If you have direct connection to the Internet (SLIP/PPP Account) and either the Netscape Navigator or Microsoft Internet Explorer browser, you can link from within a HyperStudio project to information resources on the World Wide Web.
    - ❏ Move to Card 2
    - ❏ Under the **Objects** menu, choose *Add a Button*.
    - ❏ Choose the rectangular button as your button type.
    - ❏ Name the button "Let's Visit France!"
    - ❏ Click on *OK*.
    - ❏ Drag your button to the bottom right corner of the card.
    - ❏ Click outside of the button to place it on the card.
    - ❏ At the Actions menu, choose *New Button Actions*.
    - ❏ Click on the **NetPage NBA** and click *Use This NBA*.
    - ❏ In the Uniform Resource Locator (URL) box type: **http://www.tourisme.fr**
    - ❏ Click on *OK*. Click *Done*.
    - ❏ Change back to Browse mode (Tools) and click the button.

    If your connection is working, HyperStudio will launch your browser (Navigator or Explorer) and take you to the site of the French Office of Tourism!

2. Roll Credits: This NBA allows you to automatically scroll text in a Text Object. You can use this, for example, to create a "credits" screen, much like you see at the end of a movie! Be sure you have enough text in the Text Object so that it can scroll. If the Text Object has a "filled-in" scroll bar, then you have enough. (Tip #27, Page 50.)

3. Ghost Writer: This NBA allows text to be automatically typed into a text object one letter at a time, as if a ghost was sitting at the keyboard!

INDEX OF TIPS & REMINDERS