HyperCard IIGS

Ordering Information	HyperCard IIGS	Order No. A0027LL/A	With your order, you'll receive:
			· 6 HyperCard program disks, including
			--HyperCard IIGS Program
			--Installer and Tour
			--Help
			--HyperTalk Help
			--Stacks 1
			--Stacks 2
			· Complete setup, learning, and reference documentation
			· Limited warranty statement

System Requirements

To use HyperCard IIGS, you'll need the following:

· An Apple IIGS computer with a minimum of 1.5 MB of memory (2 MB of memory is recommended)
· One 800K floppy disk drive and a hard disk or a network environment
· System software version 5.0.4 or later

Note: To convert stacks that have been created using Macintosh HyperCard 1.2.2 or 1.2.5 for use with HyperCard IIGS, you will need access to a Macintosh personal computer and the HyperMover[+] program.

Technical Specifications

Number of cards per stack
· Limited only by available disk or file-server storage

Maximum stack size
· 512 megabytes, limited only by available disk or file-server storage

Card size
· 640 horizontal pixels by 200 vertical lines (the size of an Apple IIGS screen)

Graphics
· Color bitmaps with opaque and transparent areas

Number of text fields per card
· Limited by available memory and disk space

Maximum amount of text per field
· 30,000 characters

Number of buttons and links per card
· Limited by available memory and disk space

Number of active variables
· Limited by available memory

User levels
· Browsing
--Use stacks
· Typing
--Use stacks
--Enter and edit text in fields
--Create and delete cards
· Painting
--Paint tools on a tear-off menu
--Draw transparent or opaque graphics
--Draw shapes
--Draw with different brushes
--Magnify image 8 times for "fat bits" editing
--Rotate, Flip, or Stretch Paint images
--Select the last object drawn
--Choose ColorSet for card, background, and stack
--Import ColorSet for card and background
--Import and export graphics from and to other files
· Authoring
--Create, delete, or change styles of fields and buttons
--Create links to other cards and stacks

· Scripting (HyperTalk)
--Object-oriented message passing
--Any button, field, card, background, or stack can have a script
--Each script can have any number of "handlers" for messages generated by the system or the user
--Edit any script
--Search or print a script
--Full-screen script editor with automatic formatting
--Maximum script length: 30,000 characters

Control structures
· Repeat until condition
· Repeat with loop counter
· If/then/else conditionals
· Exit loop or procedure
· Pass message/send message

Data types
· Conversion to SANE[§] numerics (9-place accuracy)
· Conversion to date and time

Variables
· Contents of any field
· Dynamically created local variables
· Global variables

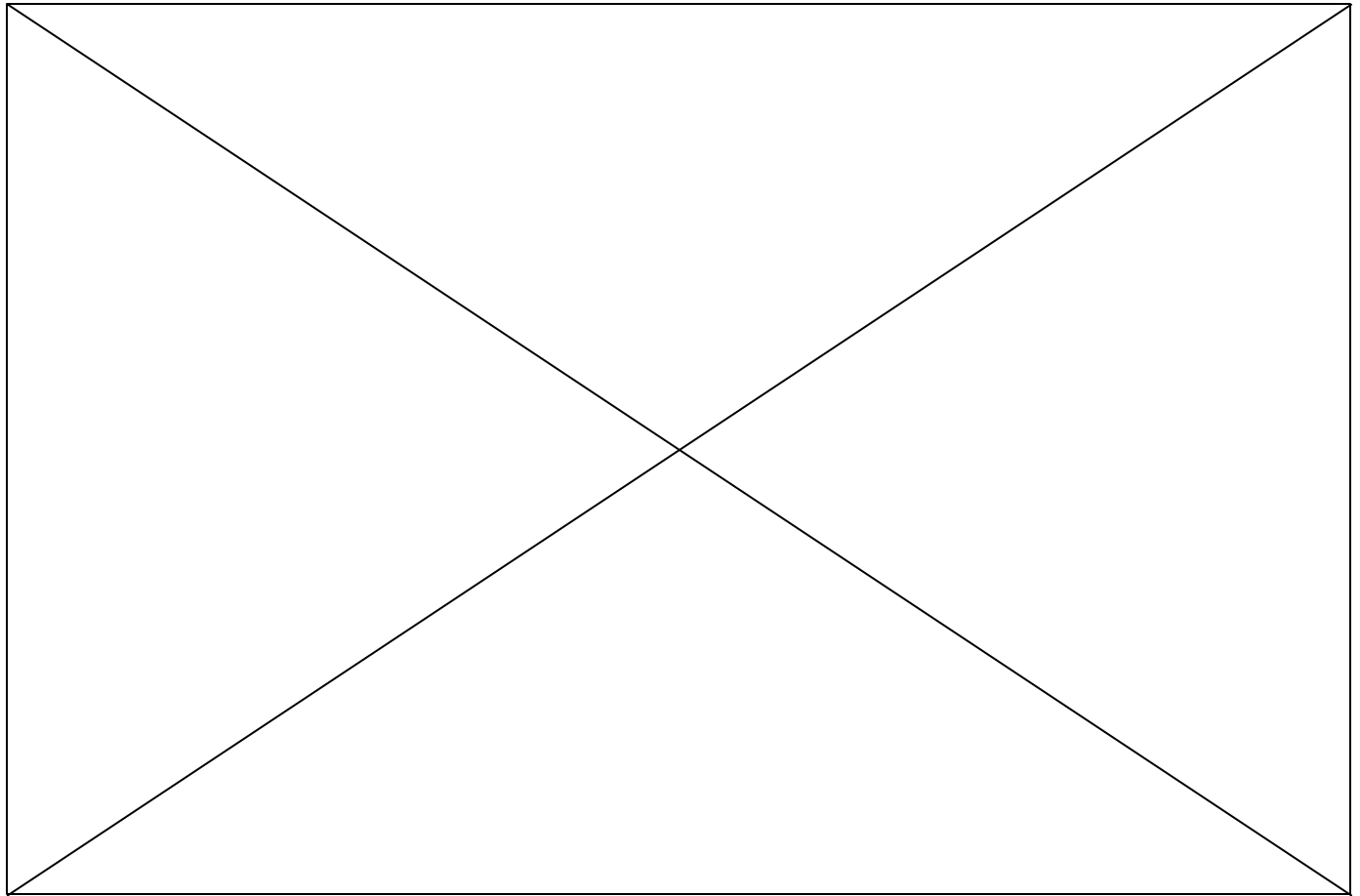| *Features*	*Benefits*
· Ready-to-use stacks	· Lets you start immediately with ready-to-use stacks including Addresses, Calendar, Story Board, Help, and a Tour of HyperCard. · Provides an easy, convenient way to create your own stacks with card designs.
· Complete on-line help system	· Gives you immediate reference information and assistance.
· Support for different media, including text, graphics, video, and sound	· Lets you work with information in virtually any form. · Provides a valuable platform for animation and interactive media.
· Five user-access levels --Browsing --Typing --Painting --Authoring --Scripting	· Gives you access to the HyperCard level you need: --Browsing lets you explore stacks, but not change them. --Typing lets you look at and enter text on cards. --Painting allows you to change the appearance of cards and backgrounds. --Authoring allows you to customize stacks, buttons, and templates by creating buttons and fields, and linking buttons to cards and stacks. --Scripting allows you to customize functions of buttons and edit the scripts of cards, backgrounds, and stacks.
· Information organized by association and context as well as by hierarchy	· Provides intuitive and efficient access to information. · Provides sensible access to large volumes of information.
· HyperTalk scripting language with extended external command (XCMD) interface	· Allows you to customize the function of buttons, cards, and stacks to build more sophisticated programs.
· Options for text sizes and styles	· Lets you choose any font, size, and style for text in fields, buttons, and Paint documents.
· Runs converted Macintosh HyperCard 1.2.2 or 1.2.5 stacks	· Lets you work with HyperCard stacks that have been created for Macintosh computers once they have been converted for Apple IIGS use.

Overview

HyperCard$ for the Apple® IIGS® personal computer lets you create a unique personal environment for exploring and managing information. Because of its flexibility, HyperCard IIGS can be used in an almost unlimited number of ways--for example, to manage personal information, to create interactive multimedia presentations and tutorials, or to build interfaces to on-line information services.

Like HyperCard for the Macintosh®, HyperCard IIGS is based on a universal tool for storing information: the index card. But HyperCard IIGS is better than ordinary index cards-- it gives you cards that contain information in virtually any form: text, photographs, graphics, video, and sound.

HyperCard "buttons"--the action spots on a card--give you the freedom to work with information at your own pace and in the order you prefer. When you point to a button and click with the mouse, the computer will carry out a specific task. For example, it will move to another card so you can explore a related subject, define a term you don't understand, control a video from a laser videodisc player, prompt you for information, or run another computer program.

HyperCard IIGS can work for beginners right away. HyperCard IIGS comes with ready-to-use stacks for storing personal information, creating stories, and more. You can also use HyperCard IIGS to run commercially available stacks, including stacks created for Macintosh computers that have been converted for Apple IIGS use.

HyperCard IIGS also offers easy methods of creating your own stacks. You can create and edit buttons and fields with easy-to-use dialogs, create artwork with the full-color Paint tools, or create advanced HyperCard programs using HyperTalk®$, HyperCard's powerful, English-like scripting language.

As an expansion of the HyperCard line of software for Macintosh computers, HyperCard for the Apple IIGS is the ideal tool for anyone who wants to work with information more effectively, and anyone with special knowledge, talents, or experience that they want to share with others.