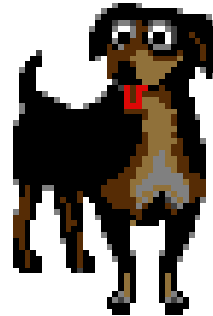# Hyperstudio

Multimedia You Can Make

Getting Started

To create a NEW STACK, from the **File Menu**, choose **New Stack**.

To add a NEW CARD, from the **Edit Menu** choose **New Card**.

To add READY MADE CARDS, from the **Edit Menu** choose **Ready Made Cards.**
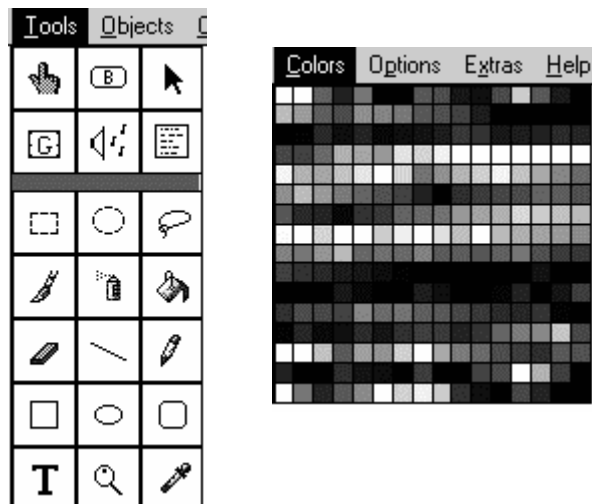Choose a card from the selection.

To SAVE A STACK, from the file menu choose **Save Stack As...**

Tearing Off Menus

Point, click & hold on the **Tools Menu**. Drag the pointer onto the screen. (The outline of the palette will move with you.) Release the mouse button to drop the palette.
To move the palette on your screen point, click & hold the tile bar and drag the palette to a new location.

Moving Around in a Stack

⍟ Press CTRL > to move to the next card in the stack

⍟ Press CTRL < to move to the previous card in the stack.

⍟ Press CTRL 1 to move to the first card in the stack.

⍟ Press CTRL 9 to move to the last card in the stack.

⍟ Press CTRL J, type a number, and click OK to move to a specific card.

Setting Preferences

To get to the Preferences dialog, select **Preferences** from the **Edit Menu**.

Set a password for stacks you wish to lock.

By selecting, all menus except File, Edit and Move will become unavailable to the user.

Your stack will be saved whenever you quit HyperStudio or open another stack.

This allows you to cover the desktop with a color, the desktop pattern, or a picture. It also prevents you from clicking on the desktop!

When Presentation Mode is selected, this dialog apprears.

Preferences

Stack preferences

Stack password:

☐ **Lock stack**

☑ **Show card number with stack name**

☑ **Turn on Automatic Timers**

☐ **Automatically save stack**

☐ **Presentation mode...**

☑ **Ignore extra mouse clicks**

Program preferences

☐ **I'm an experienced HyperStudio user**

Cancel   OK

Select this if you want the stack name and the card number to appear at the top of your cards.

This turns on both automatic timers, making it easier to edit stacks

This causes HyperStudio to treat a double-click as if it were a single-click.

Avoids dialog boxes that explain things when you create a Button or Text Object for the first time.
Allows you to choose the features of Buttons, Text Objects and Graphic Objects. The features button is only available to experienced users.

Presentation Options

When a presentation is made, cover the desktop with...

○ The desktop pattern.

◉ One of these colors.

Also, do I want to see HyperStudio's title bar?

☑ Show the title bar

Cancel   OK

You can show the title bar while working on stacks, and hide it for final presentations.
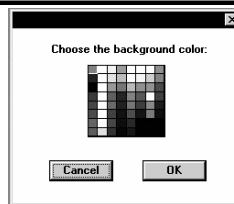
Changing the Card Size

From the **Objects Menu**, choose **About this stack...**
Click the **Change Stack Size** button and select the desired options.

Adding Backgrounds or Changing Background Colors

From the **Edit Menu**, choose **Erase Background**. Choose a desired color and click OK.

Creating and Saving an Original Background Screen

From the **Edit Menu**, choose **Erase Background**. Click on the background color of your choice and then click **OK**. Use the tools from the Tools palette to paint borders or designs on this card to create an original background. From the **File Menu**, choose **Export Screen**. Name the new background with a desired name.
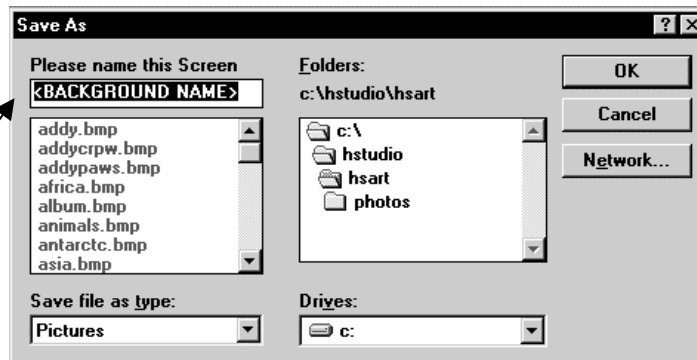
Importing an Existing Background

From the **File Menu**, choose **Import Background**. Select **Disk File** from the dialog box asking *Where do you want to get your picture?"* Double-click on desired background file to open it.
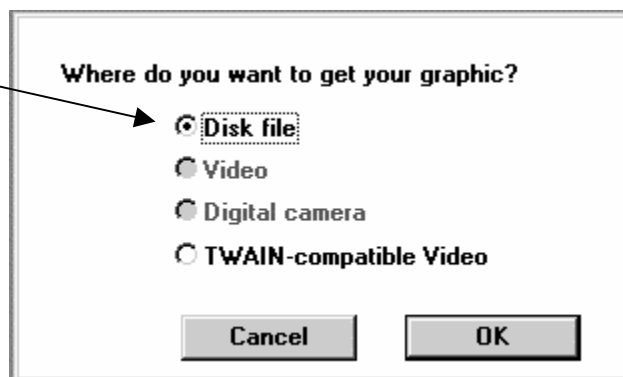
The Tool Palette

The Button Tool is used to highlight buttons for editing, moving or resizing.

The Arrow (Pointer) Tool is the general purpose-editing tool used for selecting items and for editing.

The Browse Tool is used to browse through a stack and trigger buttons

The Sound Tool will let you edit all the buttons on the current card that have sounds attached.

The Graphic Tool will let you edit all the graphic objects on the current card.

The Text Object lets you edit the text Objects on the current card. You may resize, move, cut, copy, or delete text objects with this tool.

The Rectangle, Circle, &Lasso Selector Tools allow you to select areas to be cut, copied, deleted, or moved. When this tool is active, the cursor changes to a cross-hair.

The Fill Tool allows you to fill an enclosed area with a solid color or pattern.

The Paintbrush Tool allows you to draw freehand using the current brush shape and the current color or pattern. Select Brush Shape from the Options Menu to choose a new brush shape.

The Spraypaint Tool allows you to paint a scattered pattern of dots in the current color or pattern.

The Pencil Tool lets you draw freehand in the currently selected color.

The Eraser Tool allows you to erase an area of the screen. Just click and drag on the area of the screen.

The Line Tool is used to draw straight lines in the current color or pattern
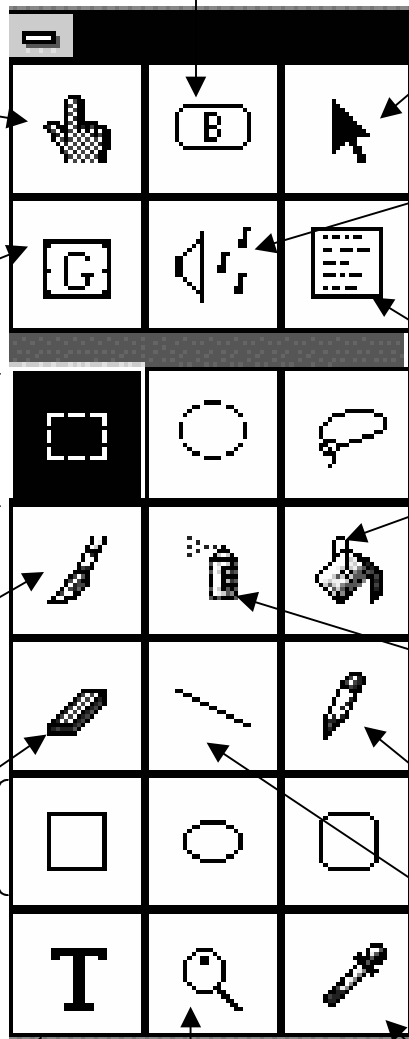
The Rectangle, Rounded Rectangle, & Oval Tool allow you to draw squares, rounded corners, and circles or ovals.

The Magnifier Glass Tool is used for magnifying the background image.

The Text Tool is used for painting text on the background.

The Eyedropper Tool allows you to select a color that is currently being used on a card.

Adding Clip Art

From the **File Menu**, choose **Clip Art**. Select **Disk File** from the dialog box asking, "***Where do you want to get your picture?"***
Use the Lasso or Selector Tool to select the clip art picture you want. Click OK and the clip art picture will appear on the card.

Lasso &
Selector Tools

Clip Art

Get another picture...   Cancel   OK

The graphic will still have a dashed border around it. Press-and-drag it to the desired location on the card. (Make sure the four-headed arrow is showing before you press the mouse button.) Click outside the graphic to drop it in place.

Untitled - Card 1
File   Edit   Move   Tools   Objects   Colors   Options   Extras   Help

Red- Dashed
Border
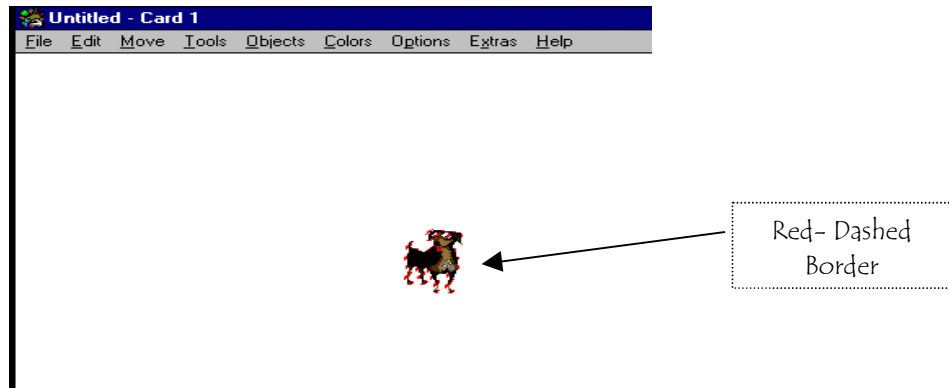
Adding Text

T

Text Tool

To PAINT TEXT ON A CARD, select the **Text Tool** from **the Tool Palette**. (Double-click on the Text Tool button to open the <u>Text Style Info</u> Box.) Click on the screen where you want to start typing.
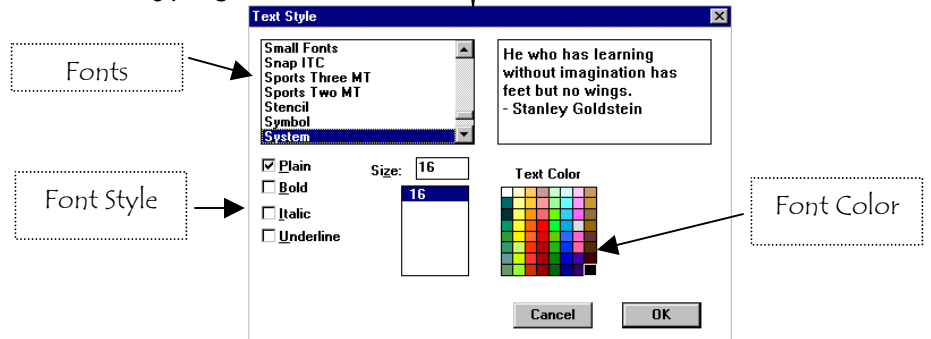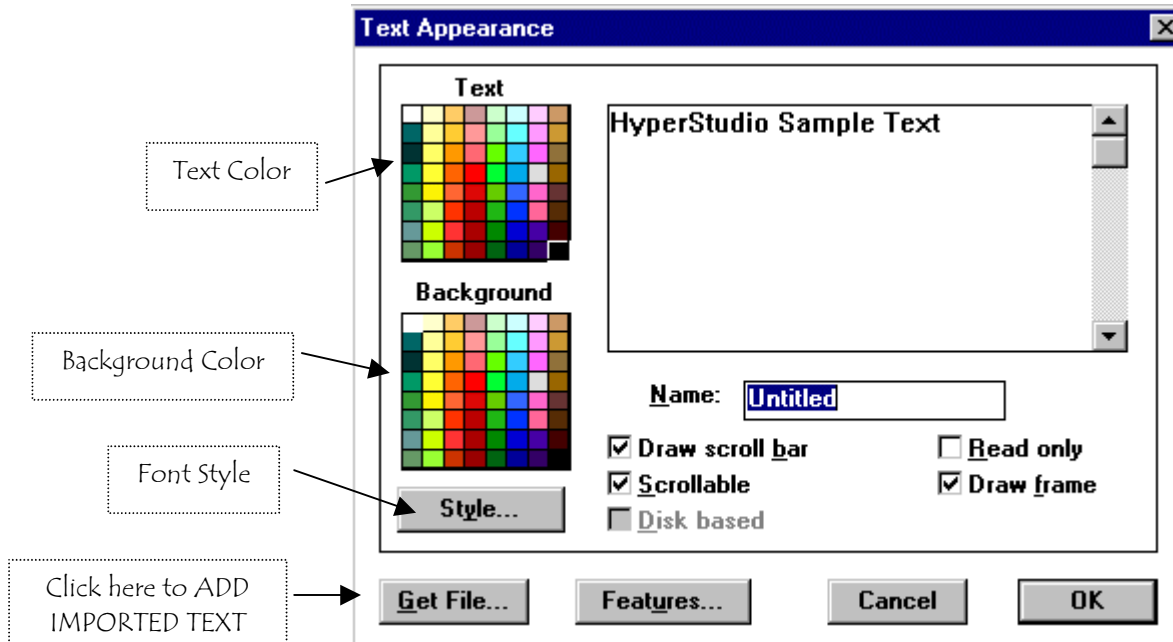
Fonts

Font Style

Font Color

Text Style

Small Fonts
Snap ITC
Sports Three MT
Sports Two MT
Stencil
Symbol
System

He who has learning without imagination has feet but no wings. - Stanley Goldstein

☑ Plain
☐ Bold
☐ Italic
☐ Underline

Size: 16

16

Text Color

Cancel   OK

To MOVE PAINTED TEXT, choose the **Selector Tool** from the **Tool Palette**. Select the text and drag it to the desired location. Click outside the text to drop it in place.

To ADD A TEXT OBJECT, from the **Objects Menu**, choose **Add a Text Object**. A dashed rectangle will appear. Click outside the dashed text box and the Text Appearance dialog box will appear. Click to select the desired options. Click the Ok button to return to the card. Type in the desired text.

Text Appearance

Text Color

Background Color

Font Style

Click here to ADD IMPORTED TEXT

Text

Background

HyperStudio Sample Text

Name: Untitled

☑ Draw scroll bar   ☐ Read only
☑ Scrollable   ☑ Draw frame
☐ Disk based

Style...

Get File...   Features...   Cancel   OK

Adding Buttons

To CREATE BUTTONS, from the **Objects Menu**, choose **Add a Button**.

Button Shape

Button options

Button name

Choose an Icon

Text Color

Background Color
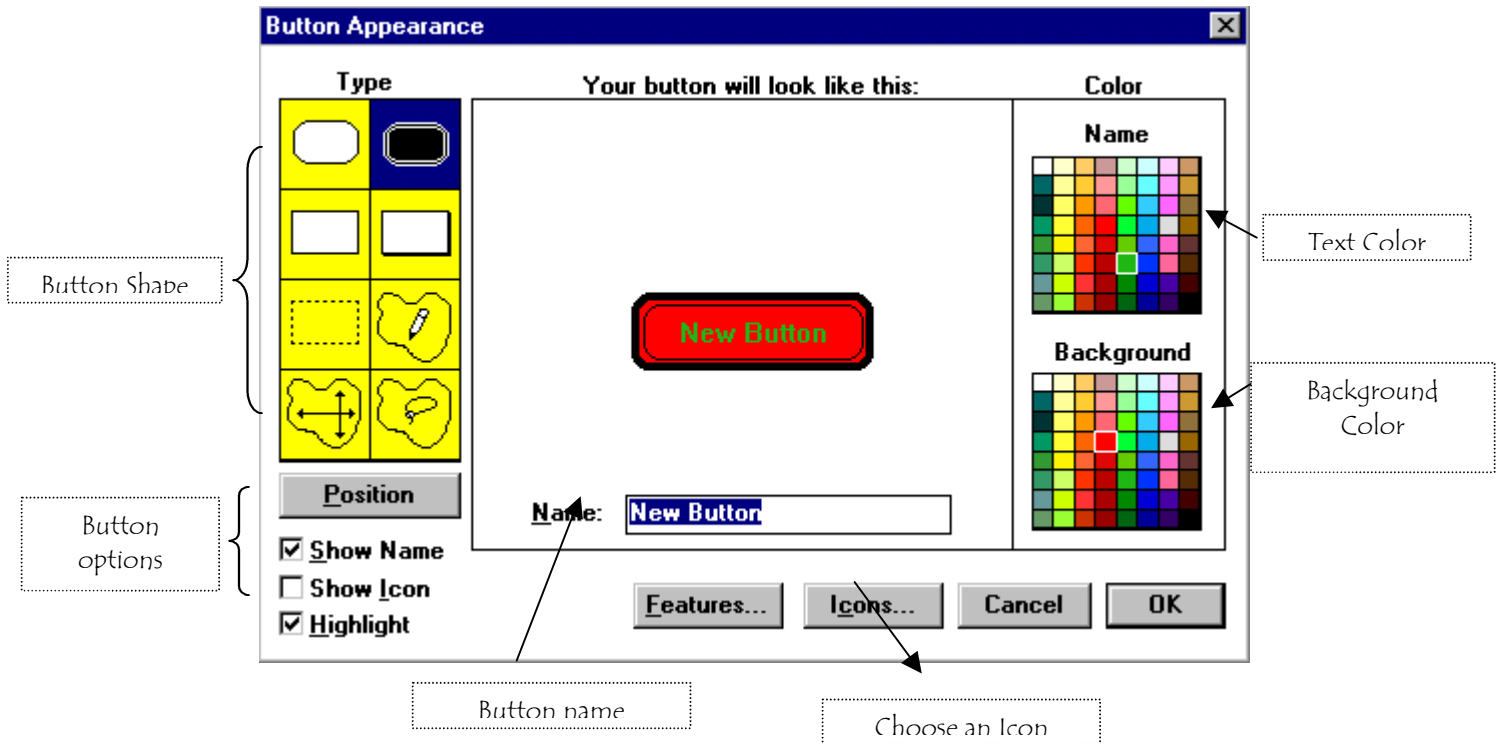
⍟ Click on the button shape of your choice.
⍟ Type the name of the button.
⍟ Click **Position** to give the button a position. Press-and-drag the button to the desired position on the card. Click outside the button to drop it in place. You will be returned to the **Button Appearance Screen**.
⍟ Click **OK**.

🖑 In the "**Actions**" screen, choose the desired options.

Actions

Places to Go:
- ○ Another card...
- ○ Next card
- ○ Previous card
- ○ Back
- ○ Home stack
- ○ Last marked card
- ○ Another stack...
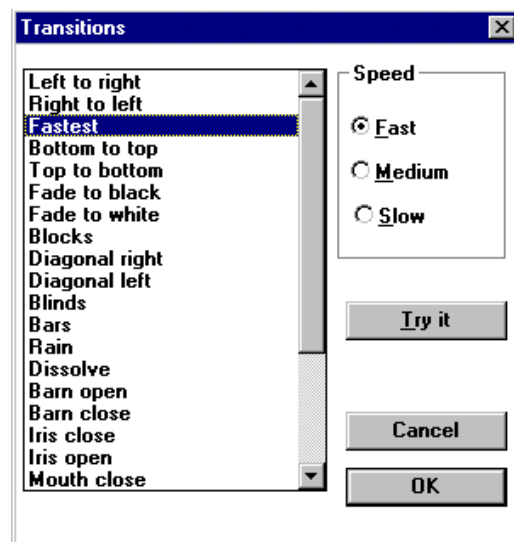- ○ Another program...
- ● None of the above

Things to Do:
- ☐ Play a sound...
- ☐ Play a movie or video...
- ☐ New Button Actions...
- ☐ Play frame animation...
- ☐ Automatic timer...
- ☐ Use HyperLogo...
- ☐ Testing functions...

[Cancel]   [Done]
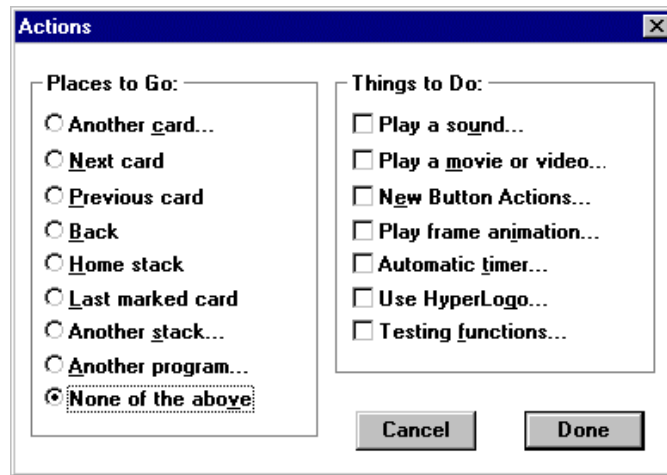
🖑 In the "**Transitions**" screen, choose a desired transition.

Transitions

Left to right
Right to left
Fastest
Bottom to top
Top to bottom
Fade to black
Fade to white
Blocks
Diagonal right
Diagonal left
Blinds
Bars
Rain
Dissolve
Barn open
Barn close
Iris close
Iris open
Mouth close

Speed
- ● Fast
- ○ Medium
- ○ Slow

[Try it]

[Cancel]

[OK]

To MOVE A BUTTON, select the **Arrow Tool** from the **Tool Palette**. Click once on the button you wish to move. Press-and-drag the button to a new location on the card.

To COPY & PASTE A BUTTON, select the **Arrow Tool** from the **Tool Palette**. From the **Edit Menu**, choose **Copy Button**. Move to the desired location or card you wish to paste the button, and choose **Paste Button** from the **Edit Menu**.

To MAKE MODIFICATIONS TO BUTTONS, select the **Arrow Tool** from the **Tool Palette** and double-click the button. *Click on the button with the **Browse Tool** to test the changes.*

Adding Animation

To CREATE AND SAVE ANIMATION FRAMES:

- Double-click on the **Selector Tool** to select the entire card.
- From the **Edit Menu**, choose **Copy**.
- From the **File Menu**, choose **New St**ack.
- For a reference point, you want to paste the original card. From the **Edit Menu**, choose **Paste**.
- Click on the **Browse Tool** to deselect the background.
- From the **Objects Menu**, choose **Add a Graphic Object**.

Frame 1

- Drag the graphic to the desired starting position on the card.
- From the **File Menu**, choose **Export Screen** to save the screen with the name *PICT.01*.

- Now use the **Arrow Tool** to select the graphic.

Frame 2

- Drag the object to the second position on the card.
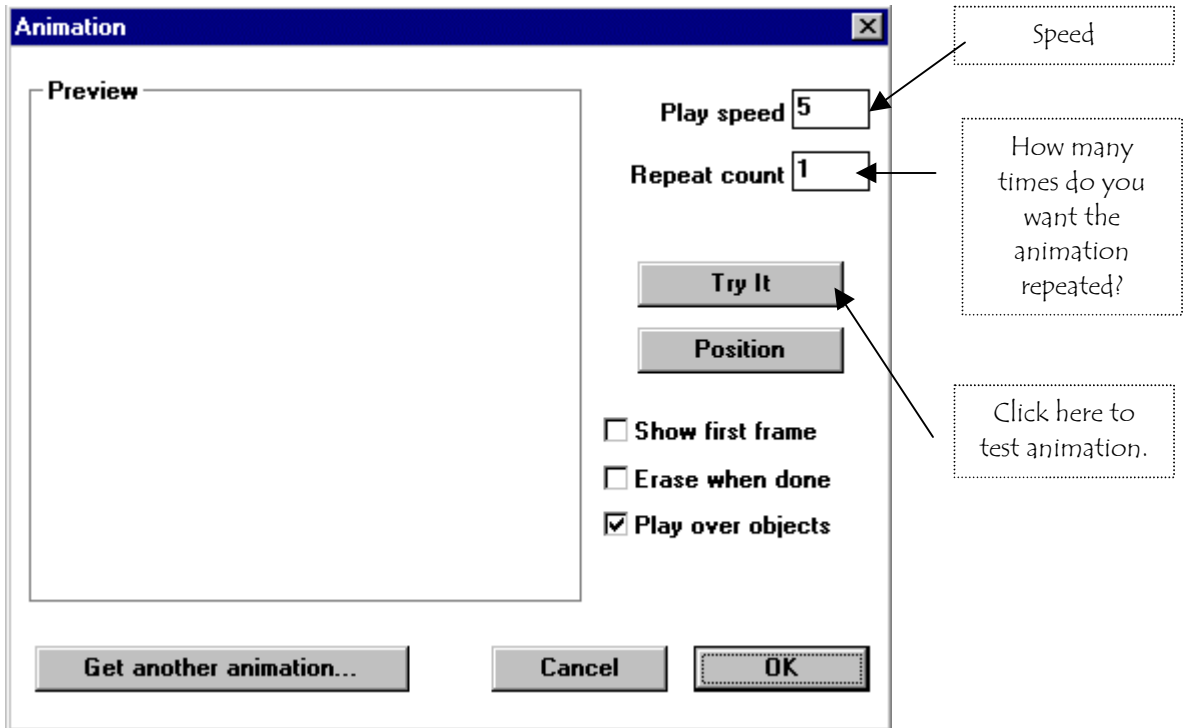- From the **File Menu**, choose **Export Screen** to save this screen with the name *PICT.02*.

Frame 3

- Continue this process until you have the graphic all the way across the card – or to all the desired positions on the card.

To ADD THE ANIMATION:

- From the **File Menu**, choose **Open Stack**.
- Click *Don't Save* to indicate that you do not wish to save this stack.
- Locate and open desired stack.
- Move to card onto which you want to add the animation.
- From the **Objects Menu**, choose **Add a Button**.
- In the "**Actions**" box, choose **Play Frame Animation**.
- Locate *PICT.01* and double-click on it.
- Use the **Selector Tool** to draw a box around the part of the card that your animation will appear.
- Click **OK.**
- Click outside the box and the computer will create animation beginning with *PICT.01* and continuing through all the screens you created and saved.

Animation ☒

┌─ **Preview** ─────────────────┐

Play speed `5`

Speed

Repeat count `1`

How many times do you want the animation repeated?

Try It

Position

Click here to test animation.

☐ **Show first frame**
☐ **Erase when done**
☑ **Play over objects**

Get another animation...   **Cancel**   **OK**

🖱 Click **Done**.

🖱 Use the **Browse Tool** to test the button.