



# HyperStudio<sup>®</sup> Forum

The Newsletter of the HyperStudio Network

• Volume 7: Number 3 •

• Fall 1996 •

**FREE**

## RWP Releases New HyperStudio Versions for Mac and Windows

Roger Wagner Publishing will update the current versions of HyperStudio for Mac and Windows for FREE this fall. The 3.1 Mac version will include program additions that have been added to 3.0 since its release over a year ago. Similarly, the 3.0 Windows version will be the free update promised to all who purchased Windows 1.1 since October 95. In order to qualify for a free update, you must have registered your products.

### IN THIS ISSUE:

- 2 Bits and Bytes
- 3 Mac and Win Upgrades
- 4 Stack Design Contest
- 5 HyperHappenings
- 6 Lesson Plan:  
PictureShow NBA
- 10 HS Success Story
- 12 Dr. August Loon
- 14 Just Published
- 15 Windows Art
- 17 Shortcuts
- 19 Aunt Goodiebags
- 20 Stack Design Tips
- 22 Avoid Litigation
- 23 Q & A Tech Talk
- 25 Media Mites
- 27 HyperCommentary
- 28 Spotlight Products

The dual platform announcement occurred simultaneously at two conferences on October 21. The National School Boards Association's Technology and Learning Conference and the Northern California CUE Conference were the sites chosen to unveil the largest upgrade in Roger Wagner Publishing history.

"It's company policy to give a free update to new versions after they have been operating in the field for some time," CEO Roger Wagner said of the Windows upgrade recently. RWP believes that it will retain happier, more productive customers this way. The Mac update was not expected to be a free update, but the company decided to make the irresistible offer to its loyal customers so everyone can enjoy the new features.

The Window product will be the more updated of the two, since it was a brand new product in October 1995. The biggest improvement will be in the color palates. The initial version had some trouble matching the many color palates and customers wanted more consistency. The programming team, led by Michael O'Keefe in Boston, has been working feverishly to correct this problem and add new features to HyperStudio for Windows.

The Mac version incorporates many features and fixes since the 3.0 release over a year ago. Both releases feature a renovated animation system that gives easier access to path and cel animation. Look for a list of the Mac and Windows features on page 3 of this issue,

*Related article on page 3*



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## **Bits & Bytes**

### **New Web Address for HSN**

The HyperStudio Network moved its web site in Oct. The new address is a lot easier to remember - <http://www.hsnetwork.com>. If you accidentally go to our old address, don't worry. We'll point you to our new address.

The HyperStudio Network is very grateful to Jim Hirsch and Joe Demuth who have maintained our web page for the past couple of years. Our new webmaster is Greg Smith, a computing teacher at West Windsor-Plainsboro HS in NJ. If you have suggestions for things you'd like to find on our page, please let us know!

### **HyperStudio Bundled with Compaqs**

HyperStudio has been part of the Apple software bundles for several years. Now HyperStudio is shipping as a part of the Compaq bundles also. In an agreement worked out last spring, RWP supplies a full working copy of HyperStudio for Windows with specific bundles. The bundles shipped with computers delivered in September.

### **Stack of the Month Contest**

Each month Roger Wagner Publishing will choose from stacks submitted by users of HyperStudio to be their official on-line "Stack of the Month." Each month a winner and two runners-up will be chosen in three categories: ages 1-12, 13-17, and 18 and older. Awards will be given for the best stacks on each platform: Mac, Win, Apple IIGS, and Acorn.

For more details, see the RWP web site:  
<http://www.hyperstudio.com>.

### **Another Award for RWP**

Congratulations are in order for Roger Wagner Publishing for winning the Teacher's Choice Award for Best Product at the Children's Interactive Expo in San Francisco in early October. This award will proudly rest next to the many other awards that have been garnered over the past few years.

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# HyperStudio Upgrades Are Coming!



## New Mac Features

The Mac version of HyperStudio has been undergoing changes since 3.0 was released. Here are some of the key changes you'll find in 3.1.

- Support for thousands and millions of colors, as well as still keeping the traditional 256-color operation.
- Built-in spell-checker! (checks for tech-words like HyperStudio!)
- QuickTime VR and QuickDraw 3D
- Internet publishing with Netscape/Internet Explorer plug-in.
- PhotoShop Plug-in support
- New combined animation system to replace both Animator NBA and frame animation
- ... and much more!!

## New Windows Features

Roger Wagner Publishing will release a major upgrade of HS Windows in the next couple of months. The new version is undergoing final testing, and it has so many new features that it will carry the version 3.0 designation. Here are some of the new features:

### General:

- HyperText
- Text Fields / Graphic / Stack / Cards can have actions
- Live video and laser disc video options
- Play AVI and Record AVI
- Custom cursors
- Export Web Page Extra
- Spell Checker
- New combined animation system to replace both Animator NBA and frame animation

### Painting tools:

- Gradients
- Cookie Cutter
- Different colors menu (64 colors and patterns and tool colors when torn off)
- Last color picked with eyedropper tool is default replace color in Replace Colors dialog
- Alt-Key to expanding lasso
- Cmd-key to pencil lasso

### NBA's:

- GhostWriter
- ButtonRunner
- Back2Browse
- HideShow2
- QuickTime Controller

**Have you registered your copies of HyperStudio with Roger Wagner Publishing?**

**It's the only way you'll get free**

**Enter by February 28, 1997**

# **International Stack Design Contest**

## **Sponsored by HyperStudio Network**

Your class/school could win \$200 worth of HyperStudio Network products if you enter the best designed stack in the HyperStudio Network Stack Design Contest.

Here is how it works. As students design stacks for your class projects, have a panel of students determine which stack meets the criteria for stack design which are listed below. Choose one stack to submit from your class. You may want to have other prizes contributed by local business and industry partners. You may also want to involve the local media.

First, second and third place winners will be chosen in each of the following grade ranges: K-5, 6-8, 9-12. The prizes are as follows: First place-\$200 in products, Second place-\$100 in products, Third place-\$50 in products

To enter the contest you need to do several things.

1. Submit the winning stack from your class.
2. Submit the entry form which is in the next column.
3. Include a brief description of the project for which this stack was created.
4. Be sure to have the child's parent or guardian sign that it is OK to publish the child's stack in print or electronic format.

The contest judges will use the following criteria in determining the winners:

1. The stack has a clear title card the communicates the main idea of the stack with graphics and words.
2. The stack has an index that is easy to understand and links correctly to the parts of the stack. All card are appropriately linked.
3. The stack shows evidence of creative ways to express ideas.
4. The stack is appropriately referenced if other sources are used.
5. All stack elements (graphics, sounds, animation, text, movies, etc.) contribute to expressing the main points of the stack.

### ***International Stack Design Contest***

#### ***Entry Form***

Name of stack designer:  
Teacher:  
School: Grade:  
School Address:  
City: State Zip

#### **Teacher**

Teacher certifies that:  
1. The work was completed by the student.  
2. The graphics, sounds, and other material do not violate international copyright laws.

Teacher Signature:  
Date:

#### **Parent/Guardian**

Parent/guardian grants permission for the stack or parts of it to be published in print and electronic media such as in the HyperStudio Forum or the World Wide Web, and that the stack may be given away free to people on the World Wide Web. It is understood that HyperMedia Associates will not sell the stack.

Parent signature:  
Date:  
Parent Name (print):  
Parent Address:  
City: State: Zip:

All entries must be postmarked by February 28, 1997. Send a self-addressed-stamped envelope if you want your disk returned.

Submit stacks to;  
HyperStudio Network  
Box 103  
Blawenburg, NJ 08504

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# HyperHappenings

## HyperTestimony from Colorado

Roger Wagner recently received the following note from Mary McAuliffe. As you can see, she's very enthusiastic about what is happening in her district, Aurora, CO. We thought you might be able to relate to her enthusiasm!

*Your heart would have exploded to watch our district training of the building technology leaders. HyperStudio IS the cornerstone. I found myself having flashbacks to that TIE conference where I first met you, and saw HyperStudio. I knew then, life would forever be altered--but I had no idea how totally!!! I think I feel like a "mom" watching her "kid" come of age! It is so cool to think that this incredible program that absolutely "alters minds for positive, creative outcomes" is the platform on which we are standing in our goal of transforming education.*

*My teachers are really using it now to teach, not just for the kids to present. It is amazing to watch how fast their effective use of technology changes, once they finally understand the power they have at their finger tips using HyperStudio!*

## Weekly Chat Held on AOL

Do you want to talk with other HyperStudio enthusiasts? You can do just that by signing on to a weekly chat on America Online. On Friday nights from 10-11EST, go to the keyword MED and you can talk live with the hypertypes.

## Ted Nicholas's Art in Mac Book

Ted Nicholas is a terrific artist who has done some great animal artwork, backgrounds, and music collections for Roger Wagner Publishing and the HyperStudio Network. Some of his work was recently published in *Mac Multimedia for Teachers* by IDG. Congratulations, Ted.

## Nancy Schubert Does Innovative Voting Stack

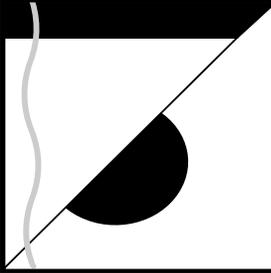
Nancy Schubert, with some assistance from Bill Lynn, produced a neat project called Who Elects the President? This innovative stack is great to use with the upcoming election. It is for both Mac and Windows and shows some creative ways to use HyperStudio to create a project. Go to the Roger Wagner Publishing Home Page at [www.hyperstudio.com](http://www.hyperstudio.com) to read more about it and to get a link out to the actual project.



**HyperStudio Network  
Publication Dates**

HyperStudio Forum is published quarterly in January, April, July and October.

The Best of HyperStudio disk is published in the Fall and is included in the membership fee.



# HyperStudio Les-

## Using the PictureShow NBA

### Lesson Plan

by Rob Staats

### Introduction

There are a number of New Button Actions (NBA) available for use with HyperStudio Mac 3.0. These special extended functions when attached to a button, enable you to do things not available in the main program. One of these extended functions, the PictureShow NBA, provides HyperStudio users with a programmable interface that can be used to display pictures stored in a folder on your disk or hard drive. This NBA also gives the user the options to 1) continuously display the pictures, 2) leave the last picture showing on exit, 3) show the name of the picture in the lower left corner of the image and 4) control the time delay between pictures. The PictureShow NBA is particularly useful for displaying a collection of student art work or other computer graphic images.

### Objectives

You will know that you have been successful in this lesson if you can create buttons which will:

- Create a PictureShow button that will display pictures stored in a folder entitled PictureShow Folder.

### Before You Start

This lesson requires the use of the PictureShow NBA. Make sure that this NBA is in the NBA & Extras folder located in the HyperStudio folder on your hard drive. Also create a new folder on your hard drive entitled: **PictureShow Folder**. Place 5 graphic files (pictures) of your choice inside this folder.

### Creating a New Stack

1. Launch the HyperStudio program.
2. Pull down the File menu and choose *New Stack*. This will create a new stack containing one blank card.

### Saving your Stack

1. Insert your data disk into Disk Drive 1.
2. Pull down the File menu and choose *Save Stack ( -S)*. A dialog box will appear.
3. Click on the button labeled *Desktop*. A list of available drives will appear.
4. Double click on the name of your data disk.
5. In the box labeled *Please Name This Stack*, type: **PictureShow Stack**
6. Click on the button labeled *Save*. The stack will be saved to the disk.

### Creating a Title

1. Use the *Text Tool* and *Text Style* options to create and center the title: **PictureShow NBA**. Refer to the HyperStudio Reference Manual if you need help with creating a title. Your card should look like Figure 1.

### Creating a PictureShow Button

You will now create a PictureShow button that, when clicked, will display on the screen the pictures located inside the PictureShow Folder on your hard drive.

1. Pull down the *Objects Menu* and choose *Add a Button ( -B)*. The Button Appearance Window will appear on the screen (Figure 2).

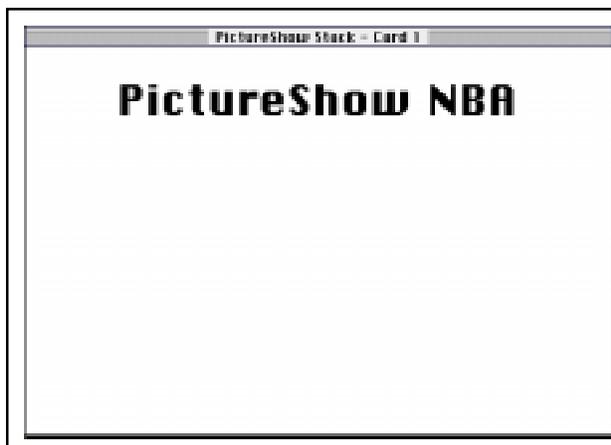


Figure 1

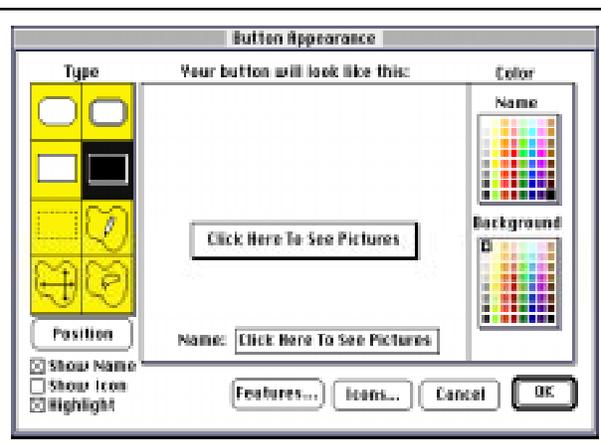


Figure 2

2. Choose Button Type: Shadow Box.
3. Give your button a name by typing **Click Here To See Pictures** in the space labeled *Name*. Click **OK** and the button will be positioned in the center of card.
4. Click once outside of the outline box which surrounds the button. The Actions Window will appear on the screen (Figure 3).
5. Click on the box labeled *New Button Actions*. The New Button Actions Window will appear on the screen. A list of available New Button Actions will be listed in the window.
6. Click on the button labeled *Disk Library*. A File Dialog Box will appear on the screen (Figure 4). Use the dialog box to locate the PictureShow NBA on your hard drive. Double click on the file entitled PictureShow NBA and the info window for this NBA will appear on the screen (Figure 5).
7. Click on the button labeled *Use this NBA..* The Select Folder Window will appear on the screen (Figure 6). Use the dialog box to locate and highlight the PictureShow Folder you created on your hard drive.
8. Click on the button labeled *Select*. The PictureShow NBA Options Window will appear on the screen. This options window allows you to 1) continuously display the pictures, 2) leave the last picture showing on exit, 3) show the name of the picture in the lower left corner of the image and 4) control the time delay between pictures.



Figure 3

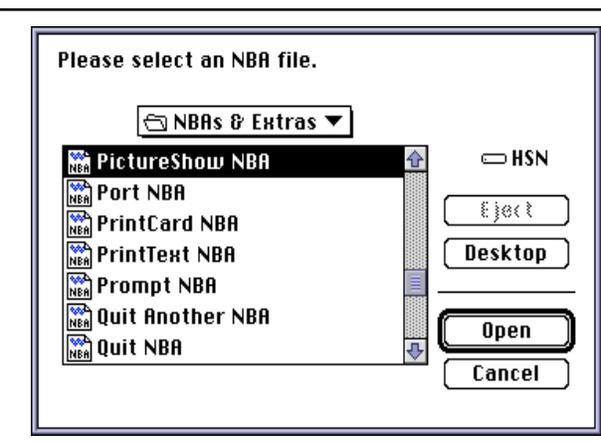


Figure 4

*Continued on page 8*

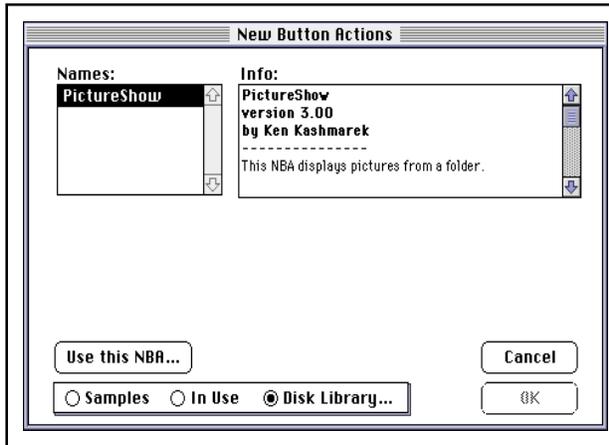


Figure 5

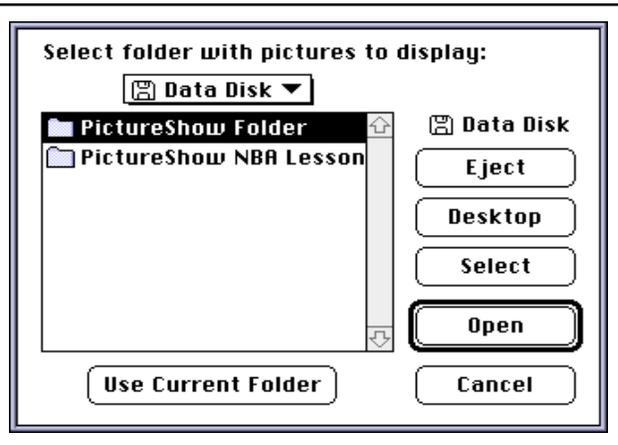


Figure 6

9. Click on the box labeled *Show filename on picture(s)*. Type **3** in box labeled *Time delay (0-9):*     seconds. Click OK. The New Button Actions Window will reappear.
10. Click OK. The Actions Window will reappear.
11. Click Done. Your card should look like Figure 8. Click on the **Click Here to See Pictures** button. The computer will display the pictures from the PictureShow Folder on the screen using a 3 second time delay between pictures. Note: The ESC key can be use at any time to stop the displaying of the pictures.

### Resaving your Stack

1. Make sure your data disk is inserted in the disk drive.
2. Pull down the File menu and choose *Save Stack*. The stack and all changes you have made will be saved to the disk. It is good practice to save your stack frequently during a work session.

### Additional Practice

- Create a PictureShow button that will continuously display pictures in the PictureShow folder.

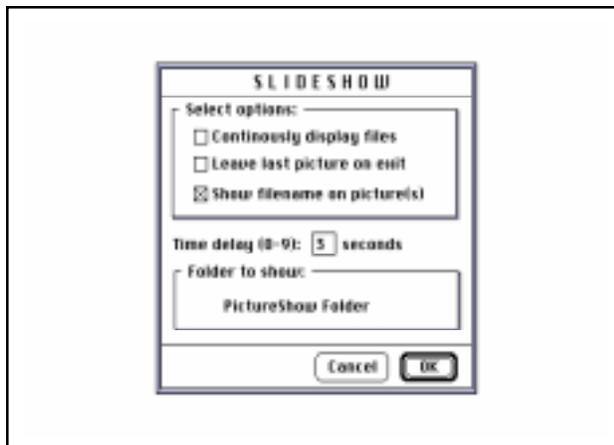


Figure 7

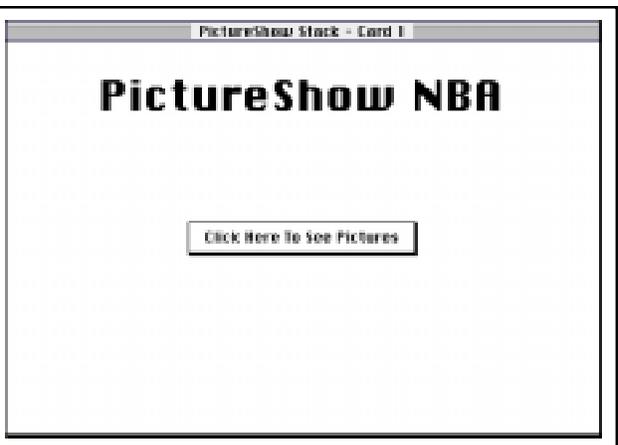


Figure 8

## RWP On The Road

Look for RWP at the following conferences between now and February:

### 1996 Schedule

Date	Show Name	Location
11/4-11/05	SNMETC	Las Cruces, NM
11/07-11/09	CRA	San Jose, CA
11/08-11/09	ICE	Addison, IL
11/24-11/26	NYSC&TE	Kiamesha Lake, NY
12/01-12/03	NCETC	Greensboro, NC
12/05-12/08	NHSAA	Nashua, NH
12/05-12/09	TEL ED	Tampa, FL
12/08-12/10	TIES	Minneapolis, MN

### 1997 Schedule

01/28-01/30	MECA	Biloxi, MS
02/05-02/09	TCEA	Austin, TX
02/13-15	INCITE	Albuquerque, NM
02/25-26	METC	St. Louis, MO
02/27-03/01	ICE	Indianapolis, IN
02/28-03/01	FETC	Orlando, FL

## HyperWeekend Returns to NJ

Based on the success of last year's HyperWeekend, the HyperStudio Network will do an encore in April 1997.

The details of the weekend will be announced on our web page ([www.hsnetwork.com](http://www.hsnetwork.com)) and in the HyperStudio Forum in late January.

Last year's event was a sellout, so we are taking some steps to try to accommodate as many people as possible this year. We will try to maintain the practice of having sessions as hands on as possible. Workshops will be offered in beginner, intermediate, and advanced strands.

People who attended last year's weekend and members of the HyperStudio Network will receive the promotional material when it is available. If you would like to be put on the mailing list to receive this material, please send us your name, address and phone number by email ([DavidC99@aol.com](mailto:DavidC99@aol.com)) or postal mail (HSN, Box 103, Blawenburg, NJ 08504).

No registrations will be accepted until the materials are available.

IDEA !

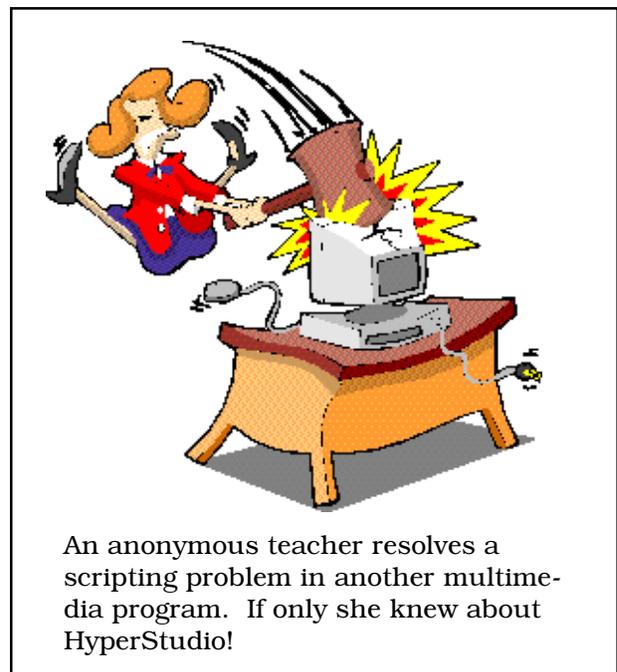
## Combining One Card Stacks

by Karren Wcisel

We frequently do projects in which each student creates a 1 card stack. I then gather all the individual stacks and combine them to form a "class stack". I haven't found a really good way to do this, but the method that I am now using is far superior to what I did last year so I thought I would share it see if others have found and easier way.

1. Take all of the cards out the HS folder named "Ready Made Cards".
2. Place all of the student stacks into the "Ready Made Cards" folder.
3. Create a new stack that will be the base for our class stack.
4. Edit--> Ready Made Cards (that's my shorthand for go to Edit on the Menubar and choose Ready Made Cards).
5. Select the first card.
6. Repeat steps 4 and 5 until you have them all. SAVE FREQUENTLY !!!

*This idea appeared on America Online and is reprinted with Karren's permission.*



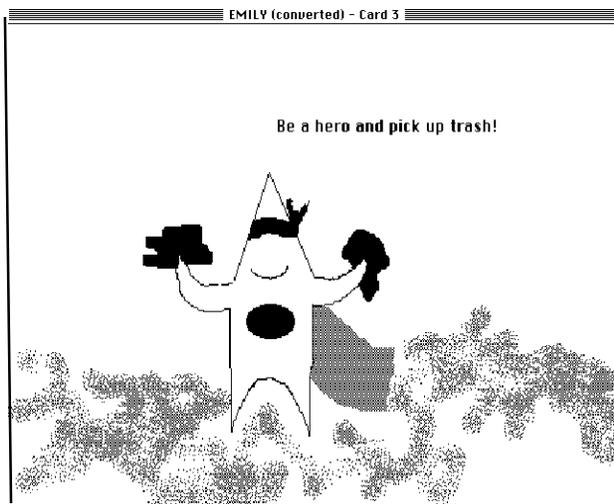
An anonymous teacher resolves a scripting problem in another multimedia program. If only she knew about HyperStudio!

---

## **HyperStudio Success Story**

# **Second Graders Create Environmental Stacks; Parents Are Teachers and Learners**

*by Christopher Capelli*



Calls abound for new ways of reaching kids. Demands are high to get the youngsters involved with technology earlier on in their school career. "Hands on" is the lingo we so frequently hear....And then there is HyperStudio.

Since you are reading this newsletter, I do not need to convince you of HyperStudio's numerous applications and enormous potential in the classroom. But it is important that even more teachers and children get to experience HyperStudio.

What follows is a humble story of how one second grade class in Montgomery Township, New Jersey, began to use this wonderful yet not entirely new technology.

With the use of two IIGS's, one Power Mac 5200 and some parent volunteers, every child in my second grade class created their own Earth Day ecology stacks. It was a new experience for all of them and their interest level and excitement for the project was beyond reproach.

The project actually began with the training of about four volunteer parents by our technology coordinator. These parents were not computer programmers (in fact, the term "cyberphobia" seems to come to mind for some of them) but they had a very important role in the success of this project.

These parent volunteers went to about four and a half hour long training sessions. There they had a chance to play around with the program and to learn some of its intricacies, while designing their own stacks.

I began the project with the children by showing the stacks that the parents had created on a large screen monitor. We then discussed briefly what HyperStudio is and how you can use it. I used a reference that a HyperStudio card is a lot like a poster except you can incorporate sound, video and motion. The children became very excited about the idea of using the computer to make projects like these.

We discussed the importance of involving different senses when trying to spread a message. We talked about using a slogan so that people would remember the good ecology message that they were trying to spread. We also went over the "pace of the medium" and how to keep the public's interest. We viewed the different clip art pictures that were available and listened to all of the different sound effects. I had prerecorded those on to a cassette to save time. The children were given a hard copy of sound effects and clip art titles to keep at their sides.

The children were then given their mission: create a stack of about four cards to promote an ecology message. They were told that the stacks would be viewed by our class on a large screen monitor and eventually, by the rest of the school at the cafeteria, during lunch time.

Since everyone could not get on a computer right away, the children were able to get started by drawing what they thought their cards would look like. They used one sheet of copy paper to represent each card that they wanted to have. While working on their paper cards they were able to think about where they wanted to locate their buttons and think about the different sound effects and clip art that they would like to use. This pre-planning stage actually saved a lot of time at the computer.

I held our HyperStudio sessions during our creative writing time. I justified this by knowing that the children were still writing, they were just presenting it in a different medium.

At each session one or two of the parents, sat by the students sides and assisted with commands, helped to swap disks and tried to work out any of the inevitable bugs that arose. In terms of interacting with the child's creativity, they were basically operating under a "non-interference directive".

Once the children were at the computer, they were basically free to draw and to explore the different pictures, sounds and fonts. However, they knew that they had only three sessions in which to work( I was at times a little lenient with this because I wanted everyone to really have that "playing around " or "experimenting" time).

By the end of the project, I had accumulated a number of "student experts." These were children who had learned the program exceptionally well and were able to assist their peers who were still working on their stacks. This became such a strong factor that I was actually able to hold a number of HyperStudio sessions without parental help.

Once the projects were completed, I linked all of the IIGS cards together, hooked up a VCR and



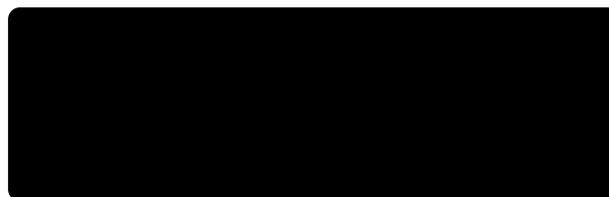
recorded all of the children's stacks onto a tape. I also did the same thing with the 5200 stacks, continuing where the IIGS stacks left off. When I was done, I had a tape of one rather immense ecology stack. Then being careful to preserve the sound effects and sound bytes that the children had recorded, I dubbed in an overlaying sound track to bind all of the different stacks together.

The next order of business was for the children to self-assess their stack. Subsequently, we viewed our ecology tape as a class. The children intently watched our entire program and they were enthralled. They then had to answer some questions in writing: What are three or more things that you liked about your stack? What are three or more things that you would like to change about your stack and why?

The children wrote down comments such as: they liked how they drew a certain picture or they liked a certain sound effect that they had used. On the other hand, some commented that they should have used a larger size type or perhaps should have used different combinations of colors. Oh well, trial and error is an important part of learning for all of us!

In my opinion, it was a wonderful first experience with HyperStudio. The seeds were planted and the children now anxiously await another stack project.

*Chris Capelli is a second grade teacher in Montgomery Township School District in Skillman, NJ.*





# From the Secret Files of Dr. August Loon

*In his ever vigilant quest to learn the inside secrets of Roger Wagner Publishing, Rawley Dunlop, ace reporter for the HyperStudio Forum has once again tracked down Dr. August Loon, Hyper-Scientist, at his top secret research trailer in the Mojave Desert.*

this is really hard to say. I'm a hyperaddict. There, I said it. I'm a hyperaddict.

Rawley: That's great ... I mean, that's not good... I mean. So what is a hyperaddict, anyway.

Rawley: Dr. Loon, where have you been? I've been trying to reach you for weeks.

Dr. Loon: Yes, Rawley. I've been hard to reach. Let's just say indisposed.

Rawley: Oh, another top secret assignment, huh?

Dr. Loon: Well, it was top secret, but I guess the cat is out of the bag now.

Rawley: I'm clueless, Doc.

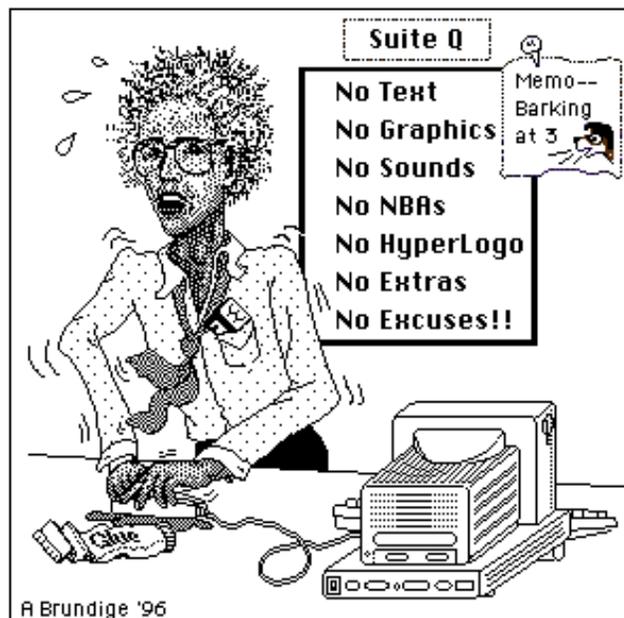
Dr. Loon: So was I. It took my wife, Dorna, to catch it. I was really out of control.

Rawley: That's all well and good, Doc, but what are you talking about?

Dr. Loon: My addiction, Rawley. I've been in recovery for the past two month.

Rawley: Wow. Gosh. Ah, Geez. Was it alcohol or drugs?

Dr. Loon: Neither, Rawley. You see. I'm a....



Dr. Loon: I got so into HyperStudio, that I lost all touch with reality, Rawley. It didn't happen all at once. It was gradual. Bit by bit so to speak. Pardon the computer humor.

Rawley: So what did you do, Doc. Did you freak out and go crazy?

Dr. Loon: No, I slowly slipped deeper and deeper into stack creation. I couldn't control myself. I spent hours and days in front of the computer.

Dorna knew I was in trouble when she called me for dinner and all I could do is chant HyperStudio sounds in response... Drama1, Beam Down, Funky Bells...even Korg.

Rawley: Oh. Wow... I...

Dr. Loon: No need to comment, Rawley. I just went over the edge. So it was no surprise when I saw the squad arrive. I greeted them and pleaded with them to do what they had to do.

Rawley: What squad?

---

Dr. Loon: The squad. You know. From RWP?

Rawley: No, I don't know.

Dr. Loon: Wow. It's a bigger secret than I thought. The squad is the Tech Support Team from RWP. They're all HAT certified and they're always on call for emergencies such as I had.

Rawley: HAT certified?

Dr. Loon: Yes. HyperAddict Training. They're like a SWAT team that swoops in and takes the severely addicted off to recovery. They're fast and they're good. You'd hardly know those techies were double agents.

Rawley: Geez. I always thought they were busy when I called tech support. I guess they're really out doing their HAT tricks if they don't answer. So what did they do with you?

Dr. Loon: Please don't ever tell anyone about this part, Rawley. You know how Roger Wagner Publishing is in Suite P on Pioneer Way in El Cajon? Well, there's a Suite Q right next door.

Rawley: So why did they take you there?

Dr. Loon: Step one, Rawley. They immediately put me through step one of a seven part recovery program.

Rawley: Seven parts, huh. Like sleepy, grumpy, dopey.

Dr. Loon: This is serious stuff, Rawley. No part for frivolous humor. They placed me in the chamber. For 28 days, Rawley, they had me in that awful Wagnerian Multimedia Depravation Chamber. They took it all away, Rawley. No text. No sound. No graphics. They stripped my soul, Rawley.

Rawley: Lighten up, Doc. You're getting carried away here. It's over.

Dr. Loon: They even glued down my mouse, Rawley. Do you know what it's like to see the

mouse, reach for it, and not be able to move it! Excruciating pain, Rawley. You have not idea.

Rawley: Was that it?

Dr. Loon: That was only the beginning, Rawley. They sent me for counseling, too.

Rawley: Well, that doesn't sound too bad.

Dr. Loon: But Rawley, they sent me to Addy's vet. Do you know what bark therapy is like, Rawley.

Rawley: I guess you had a bone to pick with them after that!

Dr. Loon: Cute, Rawley. It was painful and it still is. But it's working. I've regained my life, Rawley. I'm back and it feels great. Dorna says I'm a new man. I no longer need a laptop at the dinner table. I can even go a whole day without creating a stack.

Rawley: That's great, Doc. I'm glad you're well.

Dr. Loon: Oh, but you're never well once you're a hyperaddict. Once you admit it, you spend the rest of your life recovering.

Rawley: So what are you going to do? This is your whole career.

Dr. Loon: I'm going to spend some time creating new products and inventions, but I'm going to take time to smell the tumbleweed as we say in the Mojave.

Rawley: Not a bad idea. Just don't get too close to those tumbleweeds when you smell them. If you poke your eye, we'll have to call the squad in to get you patched up.

Dr. Loon: (panicky) No, not the squad. Don't let them take me away, Rawley.

Rawley: I can see what you mean about recovery being a lifelong process.

Dr. Loon: But I can do it, Rawley. Just one stack at a time.



**Dr. Loon Extensions**

*Loon extensions are meant to provoke discussion about the theme of the Loon column in each issue.*

1. *Addiction is a serious thing. Can people become addicted to computing? If so, how might this happen?*
2. *What might be the sign that someone is spending too much time on the computer?*
3. *How could someone break an addiction to computing?*

## Attention

### HyperStudio Authors

The HyperStudio Network is looking for educational stacks on the Mac and Windows platforms.

If you have a good idea or a completed stack that you would like to share with others, please contact us at:

HyperStudio Network  
Box 103  
Blawenburg, NJ 08504

Phone: (609) 466-3196  
Fax: (609) 466-1085

## Just Published

### Reading Rays

by Janine Allen  
Basset Software, Inc.  
Forest Lake, MN

Reading Rays is a Mac HyperStudio-based multi-disciplinary, interactive reading activity program. Developed for the primary grades, it is comprised of 23 sight word and 25 phonetic interactive stacks. The topics range from animal classification to graphing to the continents. These stacks can be used independently by students or with groups. They can be used with a teacher or done without the teacher.

The stacks, which come on a CD, are very good for reinforcing sight words and phonics concepts. Because they are multimedia stacks, the students hear reinforcing comments and are encouraged as they work through the program.

In addition to being a good reading program supplement, the CD is also a great resource to see how effectively the special effects of HyperStudio can be used. It contains some creative use of draggable graphics and sound effects and could serve as a nice tool to demonstrate the practical application of these HyperStudio components to others.

Reading Rays is available from the HyperStudio Network. A single CD is \$79.00, a five pack is \$300, and a building site license is \$500.

### Portfolio Assessment Toolkit 3.0

by Karen Peterson  
Designer Software for Learning  
Aurora, CO

Portfolio Assessment Toolkit has recently undergone a revision and upgrade. The product has been on the market a couple years and it was revised to take advantage of the features of HyperStudio 3.0. There are specific section for primary, middle school and secondary portfolios in the new version.

The kit includes a video which explains the program, disks, and a manual to help you get started. You can purchase it from the HSN for \$89.00 (members) or \$99.00 (nonmembers).

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## Working With Windows ..... Ann Brundige

# Of Color Palettes and Cookie Cutters...

The first version HyperStudio for Apple IIGS was impressive from the start, in spite of the fact that it had some bug problems and some of the features were not yet enabled. HyperStudio Windows v.1.0 is at the same stage of development, but we tend to judge it more harshly, having become used to the smooth-running, feature-rich HS Mac v.3.

In my opinion, it is not even fair to compare HS Windows to the first Mac version. The translation from the IIGS to Mac was relatively easy, like translating between two languages with similar grammar and much the same vocabulary, perhaps Spanish to English. Going from the Mac to Windows version is more like going from English to Chinese: not so much direct translation as reinventing the same application in a new form. So it is taking longer, and even in the latest revision of v.1 there are formidable challenges. For example, for technical reasons color stability has been a particularly persistent problem.

Roger Wagner Publishing is finishing up a major revision, which has so many new features that it will come out as version 3.0. Besides all the new features, the feeling is that the color stability problems have been solved. That version is being beta tested, and is scheduled to be released in the next month or two. But until that version is a reality, here are some strategies to avoid problems with version 1, plus a substitute for the cookie cutter copy. I've been working with HSW v.1.0.4, which most users have at this point. I've also downloaded the updater file to go to v.1.0.5, but I find that while v. 1.0.5 does allow the user to make a graphic object on the screen, it has more color shift problems. Therefore this discussion will apply to HSW v. 1.0.4. (Ed. Note: The Updater file, WIN 1.0.5, is available at [www.hyperstudio.com](http://www.hyperstudio.com).)

### The Color Palette Issue

We'll tackle color first, since it has been the most difficult problem. Start a new stack from the Home stack, tear off the 256 color palette and leave it on the desktop. The palette you see looks much like the standard Mac palette, except for

the bottom two rows. Notice the apparently random assortment of the last 20 colors. That is an effect caused by the Windows 256 color mode, 20 of which are reserved for system use so that there are really only 236 colors free for artwork. Naturally, converting the Mac artwork demands leaving out and remapping colors from those last 20 slots.

You can see that the situation becomes more difficult with custom palettes and pictures with many colors. If you use the Standard Colors (ctrl-K) command at this point, the palette rearranges somewhat. I've found that this command can give variable results, particularly after loading a custom palette. And if you ever notice some of those system colors appearing in the upper palette, you can expect some unstable results. At this point you should save, go back to the home stack, make a new stack, and then reopen your project. Loading art converted from old 16 color palettes creates the most problems. In this case you should exit and then run HyperStudio again. In general, **stick to the standard palette**, and keep checking that the palette on the card where you are working still is standard. And make sure the palette looks normal before you save the stack or export a screen. If the colors in the screen look okay but the palette colors have moved, the screen may be completely different when you reopen the stack or reload that screen.

Even then, you may see colors change when you reload a background or stack, or even move between cards. I've found a funny kind of fixer for this. If you have a screen with a good standard palette, add a small draggable graphic object. If the colors change upon loading another standard screen, opening the stack, or changing cards, moving the draggable graphic often restores the colors. I'm not sure how to use this in a finished stack, but it may help in building stacks.

I've noticed another color effect. If you add clip art from a standard screen, you'll see varying numbers of dots in the background, in a sort of

gradient effect from the upper left increasing down to the lower right. This 'pixie dust' is a real nuisance in either rectangular or lassoed clip art. The same effect occurs in going to the disk to add a graphic object. It's a technical artifact of the dithering method. There is no way to avoid it, but you can work around it. Just select the smallest possible bit of background, and use magnify to trace and erase all the dots. Do this on a scratch card with the same exact palette and move the cleaned-up art if you need to paste it on a patterned background. The clean-up is especially critical for graphic objects, since the dust can't be removed once the art is a graphic object. Put the cleaned-up art in the upper left of the card, export the screen, and get the graphic from that screen on the disk. Using a scratch card is a good idea for rotation, too. If you rotate a selection and then do a color replace on that card, sometimes the rectangle where the rotation was made turns black. If you copy the selection to a scratch card, rotate, paste, and copy/paste back to the main card, you can safely replace colors there.

### WIN Cookie Cutter Effect

Finally, I really miss being able to pick up fancy textures onto lassoed shapes with the cookie cutter command, particularly since there are no fill patterns. Here is how to get patterns onto shapes anyway. It works best for simple shapes, like the arrows from the icon library screen (iclibca.bmp) or large lassoed text. There are some nice patterned backgrounds in the CD Media Library.

1. Get some clip art or type in a large font. Put an open rectangle around it. [Fig. 1] If it's clip art, you'll have to get rid of the 'pixie dust' by erasing the dots next, or if they're all the same color, use that color for the rectangle.

2. Fill the rectangle with the color of its outline to get rid of the dust. [Fig. 2]

3. In this case, I then filled with black to get rid of the arrow outlines. [Fig. 3]

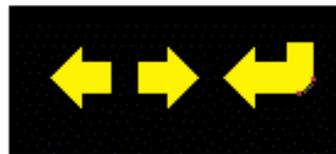
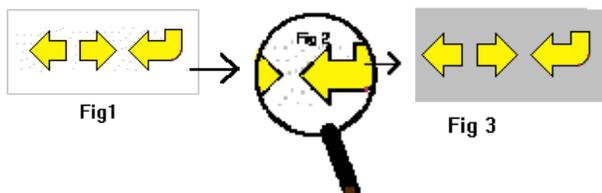


Fig 4



Fig 5



4. You should use magnify to look for color fringes in curves, put there to blur the jagged edge. Use the pencil to get rid of these. The exact sequence varies, but the goal is to end up with a solid rectangle surrounding solid color shapes. [Fig. 4].

5. Fill those inner shapes with the card background color, white in this case. [Fig. 5]

Now you have an outline to use as a mask. Load in a section of the background pattern you've chosen, and check the colors. If necessary, fill the mask so that its a color not found in the pattern.

6. Lasso the mask, and drag it over the pattern. [Fig. 6]

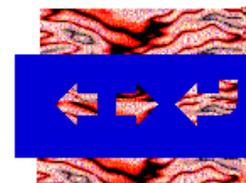


Fig 6

7. Fill the mask with white, and there are your patterned shapes. [Fig. 7]



You can also export the mask as a screen, and bring it in as a graphic object. Be sure to put it in the upper left corner for export. The graphic object screen is safer to use, since you can reposition it. You'll have to export the screen again to turn the mask back to paint and reload it to get to the shapes. Use patterned shapes to make a fancy titles or perhaps some lassoed invisible buttons.

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# Short Cuts . . . . . Jim

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## Hirsch

The Short Cuts column was “pre-empted” last issue to make room for the HyperInternet article which was anything but “short”! We’re back this issue and tackling a “shortcut” that will allow you to play sound “loops” on both the Macintosh and Windows versions of HyperStudio.

Those of you who started using HyperStudio on the Apple IIGs recall very well that the little sound program that came with HyperStudio (called SoundShop) allowed you to make a sound loop indefinitely so you could save memory and disk space, but still have a rather lengthy sound (such as bubbles in a fish tank). When you moved to the Macintosh, many of you quickly found out that sounds were handled differently and the ability to “loop” sounds was lost in HyperStudio.

Here’s a work around method that will once again allow you to make sounds “loop” on both the Macintosh and Windows versions of HyperStudio and even allow those sounds to remain in the background on the Macintosh! The key (if you haven’t already guessed) is to convert the sound file into a QuickTime movie! The conversion needs to take place on a Macintosh, but if you follow these steps, your resulting file will

also work on the Windows version of HyperStudio.

The first step is to get a copy of Apple’s MoviePlayer utility (available on most online sources including Apple’s own Internet sites).

1. Start the program and select Open from the File Menu (Figure 1).

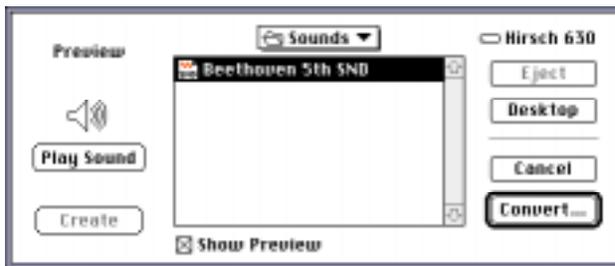


Figure 1

2. Locate your sound file and click on the Convert Button (Figure 2).



Figure 2

3. You’ll be given a dialog box that allows you to name your converted movie file (Figure 3).

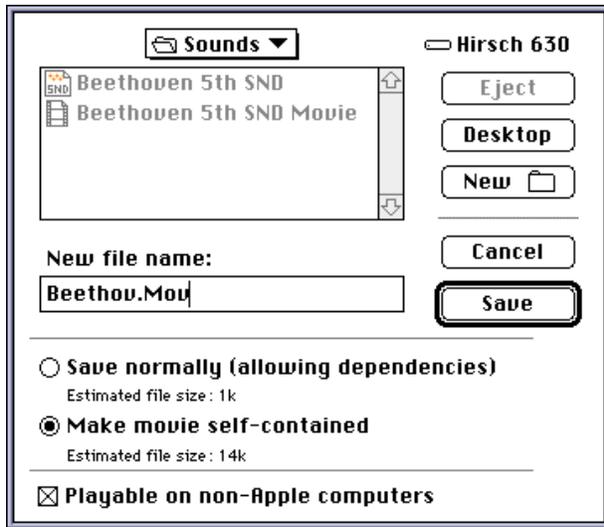
*continued on page 18*

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## A Dynamic Duo

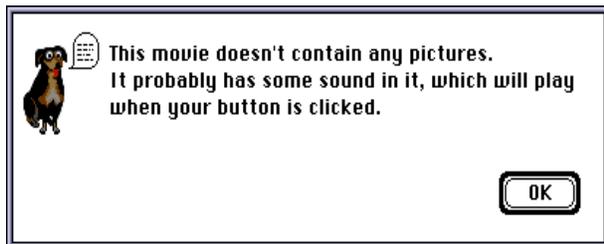
Available  
through  
the  
HyperStudio  
Network

.....



**Figure 3**

4. After saving, your sound file will appear as a QuickTime movie track with no video screen (Figure 4). If you're working on a Macintosh, you could stop here (or actually do the conversion right in HyperStudio itself).



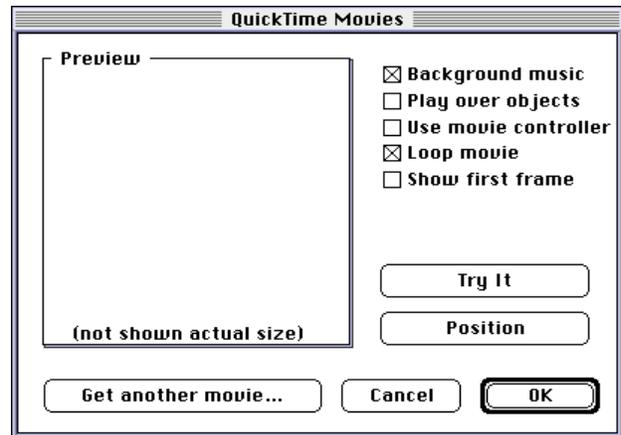
**Figure 4**

5. My point however, is to make the file cross platform, so the next step is to choose Save As from the File Menu. When prompted in the dialog box for a new name, be certain to select "self contained" and also "playable on non-Macintosh computers". And, of course, use the proper naming convention for Windows files!

Now, to actually use your new sound file, when you create a button in HyperStudio, you need to choose Play a Movie as your action rather than Play a Sound. When you open your QuickTime movie, HyperStudio will let you know that it recognizes that the movie doesn't contain any video. In the movie control dialog that appears next, you can select Loop movie in both the Macintosh and Windows versions (Figure 5) to allow your sound to loop continuously. Keep in mind though, that your sound will stop as soon

as you move to another card with one exception. On the Macintosh, you also have the option of playing the sound as "Background music" which will keep the sound playing until you leave the stack.

This shortcut gives you yet another sound option within HyperStudio to take better advantage of available memory and disk space and still have sounds of infinite duration!



**Figure 5**

## Get HyperStudio Extensions From HyperStudio Network

It's easy to add new extensions to your HyperStudio site license.

1. You must show proof of purchase (registration number) of a 10-User Lab Pack or buy one for \$795.
2. After that you may buy additional extensions for just \$39 per copy. If you reach a quantity of 250 copies, the extensions price drops to \$32@.

Just include your registration number(s) with your order and send it to:

HyperStudio Network  
Box 103  
Blawenburg, NJ 08504

If you have questions, just give us a call at (609) 466-3196.

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## Good Ideas from Aunt Goodiebags

# Getting Students to Ask the Questions With Help from HyperStudio and a Videodisc

Art appreciation classes can be deadly. A few people like to recall who painted which masterpiece in which century, but for many people this type of recall and regurgitate activity is not their idea of a good time.

Dr. Nancy Smith has found a way to make this activity much more interesting and constructivist in its approach. First, the methods used in her class don't embrace the recall method. Rather, they support a constructivist approach where students focus on what's important in the masterpieces and the students do the inquiry, thinking, and learning.

Thanks to several technological advancements over the shopworn art slide show, Nancy can engage students more readily. First is the videodisc which puts many artworks within easy reach for students. Nancy reports that "my knees went weak the first time I saw the National Gallery of Art videodisc. It contained so many resources that it could eliminate the problem of reproductions with rips and slides with fingerprints for many art teachers."

The second advancement that greatly facilitated a shift in her teaching is HyperStudio. Using the laserdisc controller that is built into the Mac and Win versions, teachers and students can easily create cards that relate to a given work of art, then connect to the videodisc and show the masterpiece.

Dr. Smith applies these technologies in a very constructivist way with her students. Instead of asking the questions, she has students view the videodisc and create cards that ask the questions that a teacher might typically ask. For example, a standard question that a teacher might ask is about *Napoleon* by David. In the picture there is a candle that is partially burned down. Teachers usually ask what time it is in the picture. The answer is that it is late at night because the candle has burned down.

In the constructivist version of this, the students would create a card that would ask the same or other questions. They would connect the card to the videodisc and create a pool of information for their own use or to share with others.

Nancy Smith's students know that HyperStudio is a powerful tool for learning. They know it because they are actively engaged in creating meaning using multimedia tools. It seems that Aunt Goodiebags is on to a good thing that others can emulate.

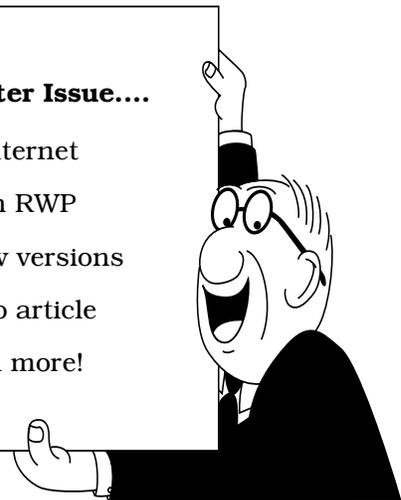
## Who is Aunt Goodiebags?

Dr. Nancy Smith (a.k.a Aunt Goodiebags) is a professor in the Art Education Department of Syracuse University, Syracuse, NY. She has written and published *Aunt Goodiebags' HyperStudio Ideas*. This book covers HyperStudio basics, the tools, stacks, stack design, and many other topics. A disk is included with the book.

HyperStudio Network carries the Mac version of this text and will carry the Win version when it is published. It costs \$35.00.

### In the Winter Issue....

- HS and Internet
- News from RWP
- About new versions
- HyperLogo article
- and much more!



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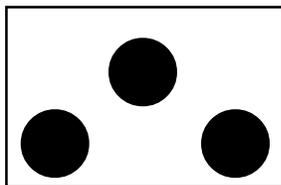
# STACK DESIGN

## TIPS

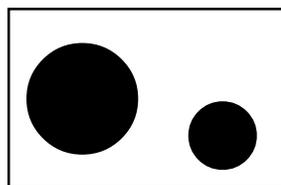
Stack Design Tips is a regular feature of the HyperStudio Forum. Stack Design Tips #1-130 were included in previous issues of the Forum.

In this issue, we will provide some tips that deal with balance.

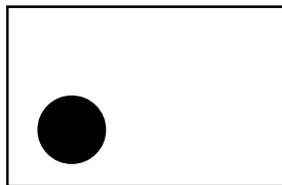
**Tip 131: Be aware of the three types of balance.**



*Symmetrical*



*Asymmetrical*

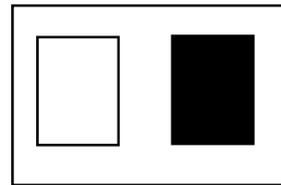


*Unbalance*

One or the other of these types isn't right or wrong. It all depends on the message you want to convey. Symmetrical will give a feeling of order and organization. Asymmetrical will cause you to feel a variation in importance of the items pictured. An unbalanced picture will leave you feeling curious and unsettled. Let your message guide your balance.

**Tip 131: Size can make an object seem like it is more importance.** For example, look at the asymmetrical dots above. Do you think that they give you a feeling of equal value or weight? Probably not. Being aware of the feeling you can create with a couple of sizes in a picture can help you create subliminal message to the viewer of your stack.

**Tip 132: Colors can influence the balance of a screen.** Look at the illustration of the two rectangles below. They are the same size, but the one on the right is dark and appears heavier. As a general rule, the images that are dark and large on a screen will appear heavier, thus giving more importance to them.



As you create your images, be aware that you might be saying that one thing is more important than the other simply by making something darker than another. If you wanted to show equality in this picture, you might soften the tones so that they are not in opposition to each other.

**Tip 133: Eye movement can be controlled by pointing toward or away from the central axis.**



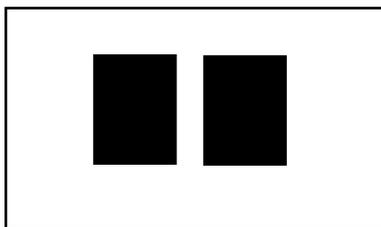
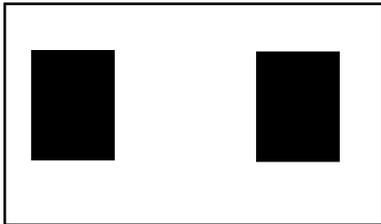
Which of the arrows above is larger? The two are exactly the same size, but the one on the right looks larger. This is because it is pointing toward the outside of the picture. Items pointing outward, that is away from the center axis of the

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picture, cause your eye to move in the direction they are pointing. Conversely, items that are pointing toward the central axis appear smaller and they cause your eye to go toward the center.

If you want people to focus on an item in the center, you need to give them visual cues to hold their attention. Putting an important message with arrows pointing outward will be distracting. If, however, you put that same message in a box with an arrow pointing toward it, you'll capture the person's attention long enough for them to get the message.

**Tip 134: Distance can influence balance also.** Take a look at the rectangles below. Which set gives you a greater feeling of weight? of importance?



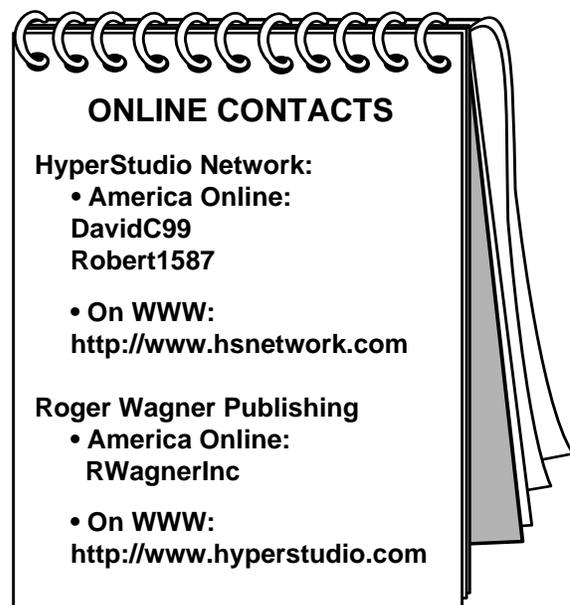
The first pair of rectangles are at a greater distance and seem larger than the second pair. If you think of what we said in the previous tip, though, the second pair might carry a greater message because they are closer to the center axis. Larger/heavier isn't always better when it comes to conveying a message.

**Tip 135: Balance can influence text as well as graphics.** You are very familiar with the impact that headlines can have in a newspaper. Look at the importance that tabloids place on stories that have little consequence. These papers often choose exciting or titillating topics to put in large letters on the front page just to capture your attention and get you interested in buying the paper.

The text used on multimedia screens can have the same effect. Look at the two screens below and you'll get the idea.



It's obvious that the second STOP will cause you to react more strongly than the first. Large sizes and heavier fonts will capture the attention of the viewer quickly.



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## Avoiding HyperLitigation

# How To Create and Distribute Stacks Without Breaking Copyright Laws

by Dave Cochran

As publishers of HyperStudio-based products, we often get asked about the legalities of publishing stacks. We live in the age of litigation, so we are happy to do anything we can to help people act reasonably and responsibly in matters that pertain to HyperStudio.

### **Use Legal Software**

Perhaps the first thing to be concerned about is the source of the program and any clip art, sounds, etc. that you and your students may be using. Be sure that you have a license for all the items you are using. While the digital police may not come in a seize your computer, it is good to know that you are abiding by the terms of the software license. It is also a good idea to discuss the terms with students. Many student think nothing of copying software and not buying it. As teachers, it is our duty to remind students of their ethical responsibility with software.

### **Know the Limits of Software**

We get sounds, movies, clip art and other resources from all over the place. If we get it from a commercial source, it's easy to know how you can use it by looking at the license. If, however, the source is unknown or unclear, you must be careful how you distribute the software. Be particularly wary of Internet sources. Items on the Internet could have been put there illegally and you might not know the source of the file.

To avoid problems with distribution, include only original and royalty-free resources in your stacks. There are many commercial sources for art, sounds and movies that are royalty free.

### **Know the Limits of the Distribution**

For teachers, the usual distribution is among the school population. Usually stacks are shared within a school or among a few classes. It is becoming more common, however, for schools to distribute stacks on web pages. This is an exciting thing for students, because it turns

them into multimedia publishers. It can lead to problems, though, if the sounds, art or video are copyrighted. In fact, it is illegal to distribute copyrighted material.

### **Know the Rights of Student Authors**

An overlooked area is the rights of student authors. Teachers and others will often publish or distribute student stacks without the permission of the student's parents. K-12 students are minors and cannot act independent of their parents. It is a good idea to get written permission from parents if you are going to distribute student stacks. This will protect you by showing that it was with the parents' knowledge and consent that the stack was published. It also protects the rights of student authors. They have rights to the intellectual property that they have created, too.

Another way teachers can protect themselves and the school is to put a generic statement in all publications that states that all student works in school publications are in the public domain. Students who choose not to publish under these circumstances should have their requests honored.

### **Use Common Sense**

If you use common sense in most cases, you will avoid litigation. If an item is copyrighted, only use it for classroom use. Don't distribute it. If an item is of unknown origin, use it cautiously and don't distribute it. Get permission to use any stacks that may become commercial.

Proceed with enthusiasm to create stacks, just think before you distribute and chances are you will not have any problems.

Do you have questions about the legal aspects of using HyperStudio? If so, send them to us by email or postal mail. We'll do our best to answer them.

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# Q & A Tech Talk

with Jim Hirsch

**Tech Talk is a regular feature of the HyperStudio Forum. Readers are encouraged to send all of their HyperStudio related questions, tips and solutions to: HSN Tech Talk, Box 103, Blawenburg, NJ 08504. If you prefer, you may send them to Jim Hirsch at [jhirsch@pisd.edu](mailto:jhirsch@pisd.edu) or to Dave Cochran at [DavidC99@aol.com](mailto:DavidC99@aol.com).**

This issue's questions come from the HyperStudio Forum on America Online and the HyperStudio Internet newsgroup.

*Q: There are cards in my ready made folder, but when I try to load them through the Edit—ready made item on the menubar my only choices are blank card, same background and group card. I do not get access to the readymades.*



**Figure 1**

A: The naming of the folders as well as their physical location is important when getting the Ready Made function of HyperStudio to work properly. First, in both the Windows and Macintosh versions of HyperStudio, the folder (directory) needs to be located in the HyperStudio folder (directory) on your hard drive. In the Windows version, the folder needs to be named "RDYMCARD". In the Macintosh version, the folder needs to be named "Ready Made Cards". In these two conditions are met, then the Ready Made cards that are supplied along with HyperStudio (see Figure 1) will be available, as well as any additional cards (actually stacks) that you

might have saved in that folder.

If you're interested in having even more Ready Made Cards for your use, you might want to check out the Ready Made Cards product available for both Macintosh and Windows from the HyperStudio Network.

*Q: I have HS 1.0 for Windows. I am using Windows 95. The stacks on the CD work fine. The home stack works fine. But every time I create a new stack it comes up with a very limited color palette. I set it for standard colors then work on the stack and save it. The next time I open my stack the colors are messed up again. This is driving me crazy and at present it seems like I don't have far to go.*

A: The answer to your problem involves getting the latest maintenance release of HyperStudio for Windows. You spotted a "bug" which inadvertently slipped in when version 1.02 was revised. The next major version release of HyperStudio for Windows with the addition of many of the features now found in version 3.0 on the Macintosh will hopefully occur soon.

The current version of HyperStudio works fine with either Windows 3.1 or Windows 95. There are plans to produce a Windows 95 specific HyperStudio version, but no time lines have been announced yet.

*Q: Is it possible to draw vertical lines in a scrollable text field in order to have columns? When I try, I get the lines behind the text field. This would add a great deal of "readability" to the text contained in the columns.*

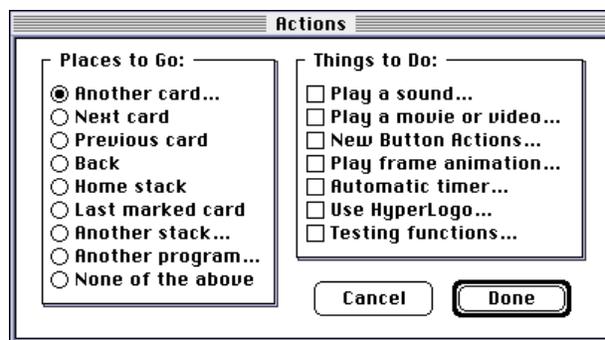
A: It sounds like you are close to being able to answer your own question. HyperStudio uses the built-in Macintosh text editor to generate its text fields and so is limited to the same capabilities (that is, no inline graphics, 32K maximum text file size, no page layout formatting, etc.). To get around the limitation of no graphics, involves the use of graphic items. If you were at the very first HyperFest (1993), you saw me place a "scrollable" graphic in a text field (Tim Fleck has since taken that idea to new levels in his Multimedia Magic show). The idea was simple. Position a text field, and place a graphic item on the text field in an upper layer. The graphic will appear to be a part of the text field even to the point of it scrolling right along with the words. Unfortunately, when you reverse the scroll, the graphic does not redraw itself (come back). So, if you try this technique with lines as graphic objects, at first glance, the results appear great.

Unfortunately, as the text is scrolled, away go the lines. The only work around appears to be for you to create a button on the card that connects to the same card. You could encourage the user to press that button whenever the lines need to be visible again. Since connecting to the same card forces HyperStudio to redraw the card, the graphic items become visible again until the text field is scrolled. Until HyperStudio uses its own text editor, we're going to be forced to work around the limitations of the built-in editor of the operating system.

*Q: I've looked in both manuals and can't find a way to create a button that will send you to a specific card in a different stack. I know how to RETURN to a marked card, but how can you go to a specific card in a different stack? I am making an electronic portfolio for school and have a "start" stack with each kid's photo. How can I create an action that will send the user to their individual card in a new stack. I'm sure it's easy, but I haven't found the solution.*

A: This question brings us once again to the power of HyperStudio in making a rather complex action (connecting to a specific card in a different stack) into a straightforward process without any scripting. Follow these steps to make your button connection: 1) create a new button (or action in the case of graphic items and

hypertext) in whatever style you wish; 2) under Places to Go: choose Another Card (see Figure 2); 3) when you see the dialog box asking you to show the card you wish to connect to, simply press Command-O (or use the File Menu and go to Open Stack); 4) HyperStudio will prompt you to save the current stack (since you're going to temporarily leave it) and then let you open the stack you wish to make the connection to; 5) move to the card you wish to connect to in the second stack and click on OK; 6) HyperStudio will automatically load your original stack and you'll be right back in the process of choosing a transition for your new connection. Mission accomplished!



**Figure 2**

This almost seems magical at first, but you'll quickly learn to appreciate this feature of HyperStudio as you need to connect from stack to stack, but in specific cards.

*Q: Can a button be copied complete with icon and functions?*

A: In short, YES. The copy and paste functions in HyperStudio work for all types of objects: graphics, text, graphic items, text items, buttons, and even entire cards! This includes copying all the functions associated with the button such as connections, icons, sounds, NBAs, and more.

**Be sure to visit us at our  
new web site.**

**<http://www.hsnetwork.com>**

# Media Mites

***Media Mites is a regular Forum feature dedicated to providing you with current information about what is happening in the fast changing world of hypermedia.***

## **Apple Computer Adds Two New Members to Performa Family**

Delivering on its pledge to provide customers with the best value in the home computing market, Apple Computer Inc. announces two new aggressively priced members of the Macintosh Performa product family and cuts pricing to its existing Performa tower computers in the U.S. The changes put the Performa product line as much as 30 percent below the prices of comparably equipped computers from other major brands.

"Today's product introductions and new pricing further illustrate our commitment to be the home computing industry's value leader," said H.L. Cheung, senior vice president and general manager of the Worldwide Macintosh Performa Division. "Even at our old prices, we felt the Mac Performa line was a great value. Now, with a complete portfolio of products from entry-level systems to high-end, customized solutions at aggressive price points, we're offering some of the best values available in personal computing. And we're backing this up with an aggressive, integrated marketing campaign during the holidays called Bring Learning Home."

At 160 MHz, the new Performa 6360 system is a powerful, entry-level desktop computer priced at \$1,499--the price most companies charge for 120 or 133 MHz Wintel computers (systems that use the MS-DOS-based Windows Operating System and CISC-based chips from Intel). The new customized, high-performance Performa 6400/200 Video Editing Edition, priced at \$2,699, is the same price as most companies charge for just a standard 200 MHz Pentium system.

The Performa product line pricing actions come as a result of Apple's commitment to providing a complete portfolio of competitively priced entry-level to high-end products, while meeting customer buying cycles. The price for the speedy 200 MHz Performa 6400 has dropped from \$2,799 to \$2,199. The 180 MHz Performa 6400 was reduced from \$2,399 to \$1,899.

Apple is also getting aggressive on its flagship Power Macintosh products line. In the U.S. market from October 19 through November 1, Apple will be putting in place substantial incentives in the form of a "cash back" program to its channel partners for sales of most Power Macintosh and older Performa models.

## **Macintosh Performa 6400 Video Editing Edition**

To help small office workers and home video enthusiasts produce VHS-quality videos, the new Performa 6400 Video Editing Edition offers an integrated hardware and software solution that includes everything the customer needs to easily create and edit digital video movies.

At the heart of this custom solution is Avid Cinema, an easy-to-use, affordable editing system jointly developed by Apple and Avid Technology, Inc. (an industry leader in digital video editing systems). Avid Cinema guides users through the entire video process, from planning shots to final output, by using a combination of storyboard templates and a tab-driven interface. More than 24 sophisticated visual effects--including wipes, peels, fades, and dissolves--are readily available.

*Continued on page 26*

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*Media Mites continued*

Powering the video production system is a 200 MHz Macintosh Performa 6400 complete with 32 MB of RAM and a 2.4 GB hard drive. The system also comes with Apple's Video System, 1 MB of Video RAM, 256 KB of Level 2 Cache (a high-performance module that increases performance about 30 percent), an 8X-speed CD-ROM drive, and a 28.8 KB data/fax/voice modem standard.

"With the new Performa Video Editing Edition, we're looking to do for multimedia in the 1990s what Apple did for graphics in the 1980s--make it easy for normal people to create fantastic output," says Cheung. "Now small companies can produce videos and multimedia presentations that make them bigger than they actually are, and home users can produce movies that they can be proud to share with their families and friends. We are giving customers what they want and need to be effective."

### **Macintosh Performa 6360**

The new Macintosh Performa 6360 is a powerful, affordable solution. The Performa 6360 uses a 603e 160 MHz processor, comes with 16 MB of RAM, provides a 1.2 GB hard drive, and includes an 8X-speed CD-ROM drive. Monitor is not included.

"No other name brand computer provides the power of the Performa 6360 for such an affordable price," said Mike Muench, senior director of Apple Americas Consumer/SoHo Markets. "But we add even more value by providing high-quality, brand-recognizable software, customized Internet solutions, and an innovative personal guided tour to get the customer up and running immediately."

Included with all Performa systems (including the new 6360 and the 6400/200 Video Editing Edition) are more than two dozen software applications and 15 CD-ROM discs. The software was carefully selected to provide a wide range of useful, high-quality, leading-edge programs including ClarisWorks 4.0, the leading integrated program for the Macintosh; Adobe Photo Deluxe, an easy-to-use program for manipulating color photographs and creating greeting cards and

calendars; Quicken SE, for home finance; and The American Heritage Dictionary. A complete multimedia reference library is also provided and includes an encyclopedia, dictionaries, an atlas, and a health reference guide.

**U.S. Pricing and Availability** The Performa family of personal computers is available through authorized Apple resellers beginning October 19. U.S. suggested Apple Price on these systems is as follows:

Performa 6360 160Mhz 16/1.2GB 28.8 modem 8X CD U.S.\$1,499

Performa 6400 180Mhz 16/1.6GB 28.8 modem 8X CD U.S.\$1,899

Performa 6400 200Mhz 16/2.4GB 28.8 modem 8X CD, L2 cache: U.S.\$2,199

Performa 6400 Video Editing Edition 200Mhz 32/2.4GB 28.8 modem 8X CD, L2 cache, Apple Video System: U.S.\$2,699 .

**Look for the  
HyperStudio Network  
on the World Wide Web!**



To learn more about the HyperStudio Network, go to this address:

<http://www.hsnetwork.com>

While this is a good way to get information, it is best to send direct communications on America Online:

DavidC99 or Robert1587

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## **HyperCommentary ..... Dave Cochran**

It seems like eons ago, in the 60s, that Bob Dylan crooned a tune, *The Times They Are A Changin'*. If the premise of this song was true then, what must we think now! The pace of change is frenetic, and we must help our students learn how to cope not only with change, but also with the rapid pace of change.

At the beginning of this century people had to be "jacks of all trades" to do well. When the car broke down, they had to know how to fix it. They had to do their own home repairs, and many farmed to grow their own food.

As technology replaced many jobs, specialization set in. People could no longer do it all or know it all. There was just too much to know. Today this fact is at the extreme. There is a flood of information, and it is both unnecessary and impossible for anyone to know all there is to know about almost any topic. People look with suspect at someone who claims to be an expert on all but the most narrow fields of knowledge.

To teach students to cope in this world of change, we must rethink the processes we use. It's no accident that problem solving and cooperative learning are key strategies in the classroom these days. These skills are desperately needed in the workplace today. People need to learn how to work together and lean on each other for the solutions to problems.

HyperStudio can be a great tool to prepare students for the workplace. Solitary stack creation is one method of using the program, but if we view it as a method of helping students learn about problem solving and creating collaborative projects, HyperStudio becomes even more powerful. It enables students to learn how to plan, define problems, gather information, and work together to compete a finished product. These are the skills students need today.

As we look to the future, we can be optimistic that at least some of our students will be well prepared to go into a much changed workplace. Our hope is that many more will be learning the right skills and using the right tools to learn. If this happens, we all stand to gain a lot from the future generations.

*The opinions expressed in this column are open to debate. Send your thoughts and comments to HSN via mail or email.*

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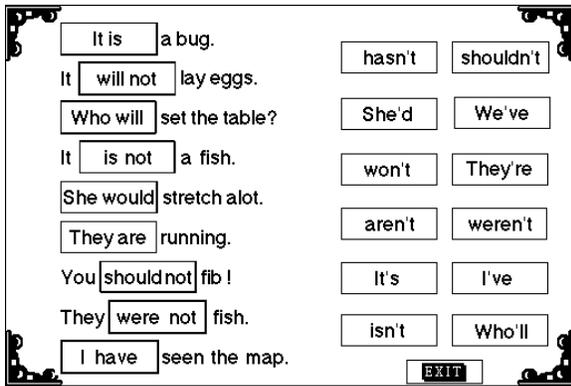
### ***Guinness Encyclopedia Available for Mac and Win***

**HyperStudio Network carries the Guinness Encyclopedia, a complete thematic encyclopedia on 2 CD-Rom disks. Thousands of articles and photographs. Hundreds of movies and animations.**

**HSN Members \$35 Nonmembers \$40**



# HyperStudio Network Announces New CD Product



## Reading Rays

Janine Allen, Basset Software  
Mac CD

This product contains 49 interactive HyperStudio reading lessons. These multimedia activities are designed for use with primary and special education students. They are also helpful in working with students with limited English. They reinforce basic sight vocabulary and phonetic skills. Interdisciplinary activities also reinforce other curriculum areas.

1 CD	Nonmember RR1-NM	\$79.00	Members RR1-M	\$69.00
5 Pack	Nonmember RR5-NM	\$300.00	Members RR5-M	\$270.00
10 Pack	Nonmember RR10-NM	\$500.00	Members RR10-M	\$450.00

## These products are available for HyperStudio Windows

**HyperPresentations I** by Jim Hirsch  
(MAC) (HPR1M) (WIN) (HPR1W)  
5 Disk Set Level: All  
\$40.00 Members \$55.00 Non-members  
HyperPresentations is the ultimate HyperStudio toolkit. This five disk set contains a wide variety of backgrounds, clip art, outline templates, buttons, fonts and more.

**Musical Clip Sounds** by Ted Nicholas  
(MAC) (MCSM) (WIN) (MCSW)  
2 Disk Set Level: All  
\$20.00 Members \$25.00 Non-members  
Musical Clip Sounds Volume I is a collection of 16 professionally produced musical clips using the trumpet, piano and other misc. instruments. The disk contains a sampler stack for previewing all of the sounds.

**HyperSounds I & II** by Jim Hirsch  
(MAC) (HSDM) (WIN) (HSDW)  
2 Disk Set Level: All  
\$20.00 Members \$25.00 Nonmembers  
HyperSounds is a two disk collection that gives you a library of over 70 sounds to use when creating your stacks. Each disk contains its own sampler stack that allows you to preview all of the sounds.

**HyperSounds III & IV** by Ted Nicholas  
(MAC) (HSTM) (WIN) (HSTW)  
2 Disk Set Level: All  
\$20.00 Members \$25.00 Nonmember  
HyperSounds Volumes III & IV is a library collection of 46 sounds. Sound categories include Silly Sounds, Sound Effects and Animals. Each disk contains a sampler stack for previewing all of the sounds.