

HYPERSTUDIO® Sharing Your Stacks

Making a stack playable on machines without HyperStudio using the HyperStudio Player:

The HyperStudio Player allows you to share HyperStudio files with anyone, even if they do not own HyperStudio. The Player is license and royalty free, so you are free to distribute it along with your stacks. If you own HyperStudio, you can find the Player for your platform in the MyStacks folder/directory in the HyperStudio for HD/HSTUDIO folder. Simply copy the Player onto a disk (floppy, hard disk, Zip, or writable CD-ROM) or send it as an email attachment. The HyperStudio Player for Macintosh® and the installer for the HyperStudio Player for Windows® (HSPSETUP.EXE) can also be found in the download library at: <http://www.hyperstudio.com>

The Windows HyperStudio Player:

- The HyperStudio Player for the Windows platform requires support files in addition to the Player. In the MyStacks directory in the HStudio directory you will find a file named HSPSETUP.EXE. Copy this file to a disk (floppy or zip, etc.) or attach it to an email message. The HSPSETUP.EXE will install the HyperStudio Player for Windows and all of the necessary files to run a HyperStudio stack. It will install the following files into an HSPlayer directory: HSPlayer.exe, Paige.dll, Vic.dll, Avifile.dll, HSVFW.dll, MSvideo.dll, Install.log and NBAS (directory and contents). *You can also copy the installed files in the HSPlayer directory (copy the entire directory) onto a writable CD-ROM or send the HSPSETUP.EXE file as an email attachment.*
- Simply direct the recipient of your stack to run the Installer and all of the necessary files will install onto their hard drive.

The Macintosh HyperStudio Player:

- The HyperStudio Player for the Macintosh® platform does not require any additional files. Simply copy the Player out of the MyStacks folder (which is located in the HyperStudio for HD folder) onto the destination disk.
- The recipient of your disk can copy the Player onto their computer's hard drive.

Your HyperStudio Stacks and Supporting Files:

- In addition to the Player, include your stack and any external files (like movies) that you want to run on the other machine.
- Instruct the recipient of your files to copy your stack and support files into the same folder as the HyperStudio Player, which should already be installed on their machine (see above). They can now launch the HyperStudio Player by double clicking on the Player icon/executable file. Once the Player is launched, go to the File menu, choose Open Stack, and select your stack.
 - *Hint: If you name your main/opening stack Home Stack (Mac) or Home.stk (Windows) and place this file in the same folder/directory as the Player, the Player will automatically launch this file, simplifying the process for your end user.*
- Movies are "external" to HyperStudio stacks (buttons are essentially "pointers" to the original files). If you are sending your stack to someone, make sure to send them any movies you have included in your stack. If they are stored in the same folder as your HyperStudio stacks, the program should have no trouble finding the correct movie to play.

Sharing Your HyperStudio Stacks on a Different Platform:

HyperStudio saves files so that either platform can read them (all Windows versions and all Mac versions 3.0 or higher). If you are saving to floppy or Zip disk, one of the machines must be able to read a disk formatted for the other machine. (A System 7.5.X Mac should be able to read and format PC disks. If not, look for a Control Panel labeled PC EXCHANGE and put it into your Control Panels folder and restart. If it is already in your "Control Panels (Disabled)" folder, use your Extensions Manager to turn it on.)

Windows to Macintosh: You should have no problem taking stacks created on a Windows PC to a Macintosh system. Most aspects of a stack such as graphics, sounds, and buttons, should "look and feel" just as they did under Windows.

Macintosh to Windows: Under the File menu, choose "Save Stack As". Give your file a short (8 characters or less, no spaces) file name and add .STK at the end (for example, mystack.stk). This will let the Mac program know you will be transporting your stacks to a Windows machine, and it will troubleshoot your stack (such as uncompressing sounds). Remember to save your stack to your hard disk and then COPY it to a PC formatted disk.

Troubleshooting HyperStudio Stacks for Cross-Platform Sharing:

Graphics:

- Clip Art, Backgrounds, and the icons associated with Buttons, will all cross platforms without conversion. Graphic Objects will also cross platforms without conversions if they are stored in your stack (not as “disk based”). If your Graphic Object files are “disk based”, make sure they are saved in a format readable by both platforms and be sure to include the files with your HyperStudio stacks. *Hint: Stacks converted to 256 colors before being used in HyperStudio for Windows will look the best.*

Sounds:

- Uncompressed sounds embedded in a HyperStudio stack (not a separate disk file) will play when you move your stack cross-platform. When you save in the “.stk” format, HyperStudio for the Macintosh will automatically uncompress all compressed sounds into a Windows compatible .WAV format.
- External sound files that are “pointed to” by a HyperStudio Mac stack (“disk-based”) must be converted into a .wav Windows-compatible sound file to be readable by the Windows version of HyperStudio. This requires the use of a sound conversion utility (try <http://www.shareware.com>). *NOTE: In your sound utility, you will have to add the extension “.wav” to the end of the sound file name on the Macintosh before HyperStudio will be able to use the sound file in a stack (ex: Boing.wav)*

Movies:

- When you wish to move a stack utilizing a QuickTime® movie to a PC computer, you must make sure that the target computer has QuickTime® 2.0.x or later for Windows (16 bit versions only). If it does not have this driver, instruct the recipient of your stack to download the file QTINSTAL.EXE from Apple’s Internet web site at <http://www.info.apple.com> or have them call 1-800-SOS-APPLE (800-767-2775).
- To bring your Mac QuickTime movie over to the PC, you must first make the movie cross-platform (sometimes referred to as “flattening”). This is an option in many movie editing applications on the Mac such as Movie Player 2.0, Fusion Recorder, and flatMooV (look in the HS Utilities folder on the Mac CD for this application).
- If you are recording your movies in the Macintosh version of HyperStudio, the software will automatically make these .mov movie files cross-platform.
- If you are recording your movies in the Windows version of HyperStudio, the movies will be saved as .avi files. You will need to use a movie editing utility like “trmoov” to convert these .avi movie files to the .mov (QuickTime) format so that they can be used on the Macintosh.

New Button Actions:

- New Button Actions will travel cross-platform as long as the NBAs are available for both the Macintosh & Windows versions of HyperStudio. The NBAs supported by both platforms are as follows: Roll Credits, CDPlay, HideShow2, NetPage, I’m Home, Quit, Pause, Button Runner, Clear Dirty Flag, Do Menu, Back to Browse, Text Mover, Menu Chooser, Ghost Writer and Movie Controller.

Animation:

- The new HyperStudio versions, 3.1 for Mac and 3.0 for Windows, have a new Actor-based Path Animation system that is cross-platform. If you do not have the new versions, please check our web site at <http://www.hyperstudio.com>.

Text Fields:

- Windows to Mac text will be unchanged also as long as the fonts used under Windows are also available on the Mac. If HyperStudio is unable to find the same font, it will substitute Geneva (or your system default font, if it is set differently) for the unrecognized PC font. Mac to Windows text should be limited to True-Type fonts that are supported in Windows on the target PC. Otherwise the Windows system will attempt to map the fonts as follows:

<u>MAC</u>	<u>PC</u>
Geneva	Arial
Monaco	Courier New
Helvetica	MS Sans Serif
Similar Name	Similar Name
Unknown	System (Mac to PC)
Geneva	Unknown (PC to Mac)

- New versions of HyperStudio (3.1 Mac & 3.0 Windows) both include an HSFonts folder. If you place these fonts in your system and use them in a HyperStudio stack, anyone viewing your stacks who has these fonts for the other platform (anyone owning