

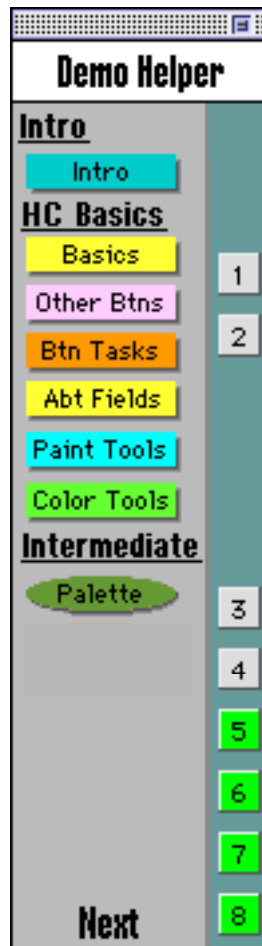
HyperCard 2.3 Demo Script

Action Script: |

BEFORE YOU START

1. Find the folder FileMaker Pro 2.1 Trial. Open and double click on FileMaker Pro 2.1 Trial.
2. Click on “Agree” for the license agreement.
3. Choose “Open” to open “Recycler’s Database.”
4. Switch to the Finder and double click to launch “Demo Helper.”
5. Choose “Hide Others” from the Application menu at the top right on the menu bar.
6. The first time your mouse cursor goes over any of the colored buttons in Demo Helper, you will be asked to find the HyperCard 2.3 application. Do this. You will need to do this whenever the Demo Helper is restarted.

Demo Helper

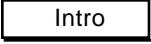


HyperCard 2.3 Demo Script

Action Script: **DO THIS**

Narration Script: **SAY THIS**

I. Introduction

A. Click on  button in the Demo Helper.

B. Welcome to HyperCard 2.3 Demo.

C. What's New? Brief picture and descriptive text for new features.

Click on  button.

1. Accelerated for Power Macintosh.

Click on  button.

2. New Color Painting tools.

Click on  button.

3. Automated button tasks.

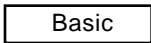
Click on  button.

4. Speak via Plaintalk.

Click on  button.

5. Multimedia Utilities.
a. Morph.

Click on  button.

E. Click on  button in the Demo Helper.

Hi, welcome to HyperCard 2.3. Today, I'm going to demonstrate the latest version of HyperCard, especially focusing on all of the new features, which include:

Acceleration for Power Macintosh — which greatly increases the performance of HyperCard for authoring and playback of stacks.

New color painting tools allow us to create and edit 24-bit color images.

Button tasks allow us to automate many features of HyperCard, including playing movies, speaking text, navigating and more.

Support for Plaintalk gives our information a voice by speaking text from our HyperCard stack.

And a set of multimedia utilities which allow us to morph and edit QuickTime movies, as well as perform other media creation tasks.

HyperCard 2.3 Demo Script

Action Script: **DO THIS**

Narration Script: **SAY THIS**

II. HyperCard Basics

A. Show a typical stack.

Click on  button.

B. Show some buttons and fields.

Click on  button.

C. Explain card, stack metaphor.

Click on  button.

D. Cards tend to use same background.

Click on  button.

E. Cards are a composite of card and background layer.

Click on  button.

F. Stacks can contain pictures, movies, sound, speech as well as buttons and text.

Click on  button.

In this demo, we'll cover the new features in depth as we explain all of the features of HyperCard.

First, let's go through the HyperCard basics. HyperCard is a do-it-yourself software construction tool for creating a wide range of Macintosh applications, including multimedia presentations, courseware, and computer-based training materials.

HyperCard organizes information into easy-to-use "stacks" of cards. On each card you can have text, graphics, movies, sounds, and buttons.

Simply by clicking on a button, we can view related text, see a graphic, hear a sound, watch a QuickTime movie, or navigate to different cards in a stack.

The cards in a HyperCard stack are arranged in a circular fashion, so the first card in a stack and the last card in a stack are next to each other.

The cards within a stack are usually related to one another, or based on a common theme. They usually have the same look and contain similar information.

When we look at a card, we see a composite of two layers — a foreground layer, called the card layer, and a background layer.

Both layers can contain text, buttons, and graphics. Cards can also contain sound, animation and QuickTime movies.

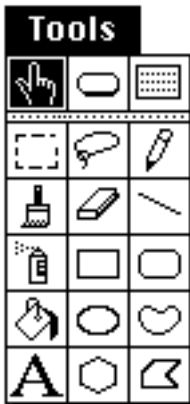
HyperCard 2.3 Demo Script

Action Script: **DO THIS**

Narration Script: **SAY THIS**

III. Authoring Basics

- A. Choose “New Stack...” from the File menu.
- B. Choose card size “Classic.”
- C. Enter “Ways to Save the Earth” in the New stack name box.
 - 1. Click the “Desktop” button.
 - 2. Click the “New” button.
- D. Create a new field by choosing “New Field” from the Objects menu.
 - 1. Select the Browse tool.



- 2. Click on the field and type Card 1 in it.
- E. Choose “New Card” from the Edit menu.
- F. Create a new field by choosing “New Field” from the Objects menu.
 - 1. Select the Browse tool.
 - 2. Click on the field and type “Card 2” in it.
- G. Switch to card #1 by choosing “Back” from the “Go” menu.

Optional: Click on 1 to catch up to this point if you need to; this may take up to 1 min).

Now let’s look at some basics of authoring by creating a stack from scratch. Let’s say you want to develop a stack that teaches young people about ways to help the environment. We want to include a section on recycling that illustrates what can be recycled and how to do it.

Creating a new stack is as simple as choosing a menu item and naming our stack.

Now we have a new stack with a blank card displayed. We can have a number of cards in our stack. Some will share the same background.

If we want to add another card, we open the edit menu and choose “New Card.” If we had any background elements, the new card would automatically acquire the background of the current card.

When we add a new card to a stack, HyperCard always puts the new card right after the current card.

Now we want to create a section on glass recycling. Let’s add a color picture to the first card of our stack.

HyperCard 2.3 Demo Script

Action Script: **DO THIS**

Narration Script: **SAY THIS**

-
- H. Choose “Open Color Tools “ from the “Color” menu.
1. Click “OK” to dismiss any dialog.
- I. Choose “Place Picture...” from the Items menu.
1. Click on the “Import...” button.
 2. Open “Recycling Glass.pict” from the “Content” folder on your hard drive.
 3. Click on “Place.”
 4. Drag top left of picture to line up with top left of card.
- J. Close coloring tools by clicking the close box on the coloring tools palette.
- K. Tear off the tools menu by clicking on “Tools Menu,” holding and dragging.
- L. Select the Field tool and click “Card 1” field. Drag it into the white box in the lower right corner of card.
- M. Choose “New Button” from the Objects menu.
- N. Double click the new button and choose ‘Transparent’ from the Style pop-up menu.
1. Turn off Show Name option by clicking it to deselect it.
 2. Click “OK.”

If you’re familiar with HyperCard 2.2, you’ll notice that the Color Tools Palette has changed to include the new color painting tools. We’ll show how these work later on in the demo.

Choosing “Place Picture” from the Items menu lets us import a color PICT into the HyperCard stack.

Buttons are “hot spots” we click on to make things happen in stacks. A button can take us to another card, show us a picture, launch an application, or play a QuickTime movie.

To work with buttons, we need the Button tool and the Browse tool.

To make it easy to alternate between tools, we can “tear off” the tools menu to create a movable tool palette. We drag down past the bottom of the menu or beyond either side to detach it.

The command, “New Button,” creates a new button on the current card or background. When we choose the “New Button” command, we switch to the Button tool, and a new button is selected.

After we place the new button, we can open the Button information dialog. We can name our button, choose the style of button, add an icon — or even link to another card without writing a single line of script.

If we want to place a button over a graphic and allow the graphic to show through, simply create a transparent button.

For example, let’s make the words “Recycling Glass” a transparent button.


To do this, we double click on the new button and choose “Transparent” from the type menu.

HyperCard 2.3 Demo Script

Action Script: **DO THIS**

Narration Script: **SAY THIS**

O. Position top left of button with top left of lettering "Recycling Glass" and size button to fit over the words by dragging from just inside the lower right-hand corner.

1. Double click on  button in Demo Helper.

2. Show other types of buttons.

3. Click on Browse tool in Tool Palette.

4. Click on  button.

P. Select the "Ways to Save the Earth" stack by clicking on it.

1. Choose the Button tool.

2. Double-click on the new transparent button.

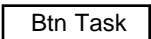
3. Click "Tasks. . . ."

Q. The "Go To Destination" task is highlighted. Choose "Next Card" as the destination. Click on "Assign Task."

R. Choose Browse tool and click on words covered by the transparent button.



1. Close Tool Palette.

S. Double click on  in the Demo Helper. Show card filled with buttons that play movies, sounds and speak text.

We can easily size the transparent button so it fits over the words "Recycling Glass." By doing this, the words become the button.

HyperCard has many button types that we can choose from.

With HyperCard 2.3's new Button Tasks, we can assign actions to buttons that allow navigation through a stack, launch other Mac applications, play sounds, make pictures disappear and reappear, and play movies.

In this case, we'll assign a task to our new transparent button that will allow us to go to the next card in the stack.


Now navigating our stack is as easy as clicking on the words "Recycling Glass."

As we can see here, button tasks can create buttons that play movies and sounds, or speak the text for us.

HyperCard 2.3 Demo Script

Action Script: **DO THIS**

Narration Script: **SAY THIS**


1. Click on  button.
2. Click on “Ways to Save the Earth” stack.
3. Choose “Prev” from the Go menu .
4. Choose Field tool from Tools menu.



- S. Size field “Card 1” to fit into the space in the lower right-hand corner of the Recycling Glass card.
- T. Select the “Browse” tool and use it to select the “Card 1” in the text field.



- U. Type “Click the text above to go to the section on glass recycling” in the field.

V. Double click on  button in the Demo Helper.

1. Click on  button.

Text is a major part of most HyperCard stacks. Text fields in stacks are designed to help manage large amounts of information.

We'll put most of the text in fields where we can type and edit text easily.

Now we'll type some text into the field — in this case, instructions for using the button.


If we want the field and its text to appear only on one card, we put the field on the card layer.

If we want the field to appear on every card in the stack, or in a major section of the stack, we put the field in the background layer.

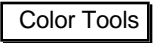
HyperCard 2.3 Demo Script

Action Script: **DO THIS**

Narration Script: **SAY THIS**

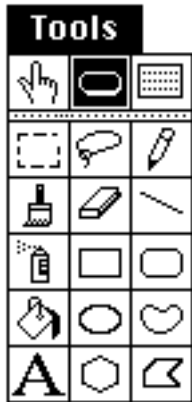
W. Click on  button in the Demo Helper.

1. Click on  button.

X. Click on  button in the Demo Helper.

1. Click on  button.
2. Click on "Ways to Save the Earth" stack.

Y. Select the Button Tool and double click the transparent button over the words "Recycling Glass."



Click on the "Tasks. . ." button and choose the "Sound" task.

Z. Click on "Record. . ." Click "Record" button and say, "Now we'll see how to recycle glass" into the microphone. Click on "Stop," then the "Save" button.

A. Title your sound "Recycling Glass"

1. Click "OK."
2. Click on "Assign Tasks."

B. Choose the Browse tool and use it to click on the words "Recycling Glass."

Each card can have its own unique graphics in the card layer, plus background graphics it shares with other cards. To create and work with graphics, we can use the Paint tools in the Tools menu.

Using Color tools, we can add color to buttons, fields, backgrounds, and cards. We can even import and edit color PICT graphics.

HyperCard also makes it simple to add audio to our stack.

Here, we'll add audio using the built-in microphone to record a sound. Then we'll add a Button Task to play the sound when we click on the words "Recycling Glass."

This also advances us to the next card.

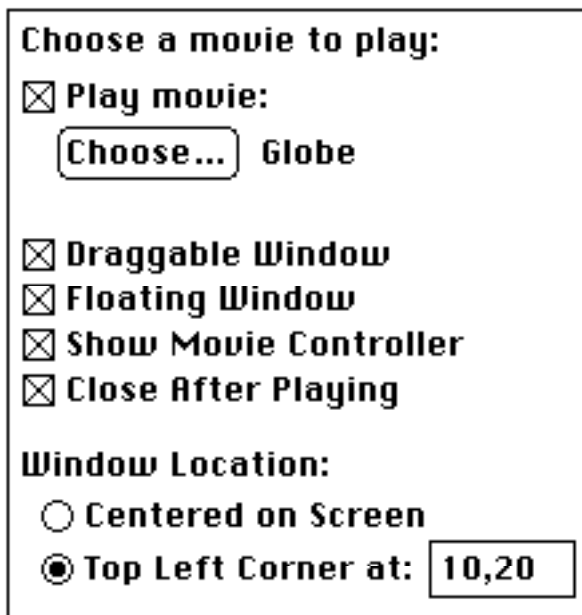
Optional: Click on button to catch up if needed; this may take up to 1 min.

IV. Intermediate Authoring

A. Choose the Field tool, and move the text field from the center of Card 2 to the lower right-hand corner.

Add a QuickTime movie to the stack using button tasks.

1. Choose New Button from the Objects menu.
2. Double click on the New Button.
3. Change it's name to "Play Movie" and click "Auto Hilite," then click on "Tasks."
4. Choose Movie tasks.
5. Click "Choose" and select "Globe" movie. Set dialog box as shown below:



Let's say we want to distribute our "Ways to Save the Earth" stack to other users. We decide to expand it with a QuickTime movie and then turn it into a stand-alone application that doesn't require HyperCard to run.

We are provided with several QuickTime movies to be added. Using the QuickTime movie Button Task, we can easily place them in our stack.

Just as we used "Tasks" for easy navigation before, we can use it to simplify adding a movie.

All we have to do is choose the movie we wish to play and choose our preferences for how we want it to appear in our stack. Then click on "Assign Tasks" to set the button.

HyperCard 2.3 Demo Script

Action Script: **DO THIS**

Narration Script: **SAY THIS**

6. Click “Assign Tasks” button.
 7. Choose Browse Tool.
 8. Click “Play Movie” button to play movie on card.
 9. Choose “Quit HyperCard” from the File menu.
- B. Open QuickEdit by double clicking on its icon in the “HyperCard 2.3 Demo” folder on your hard drive.
1. Choose “Open” from the File menu, select “Glass Recycling Clip 1” from the Content folder on the DemoCD.
 2. Click “Open.”
 3. Click the “Play” button at bottom left of movie window to play movie.
 4. Choose “Open” from the File menu, select “Glass Recycling Clip 2” from the Content folder on your hard drive.
 5. Click “Open.”
 6. Drag the second window off to the right of the first movie.
 7. Click play button at bottom left of movie window to play movie.
 8. Choose “Select All” from Edit menu.
 9. Choose “Copy” from the Edit menu.
 10. Click on the window of Clip 1 to select it.
 11. Choose “Paste” from Edit menu.
 12. Choose “Show Soundtracks” from Options menu.
 13. Choose “Import Sound File...” from File menu.

Then we can check how our movie plays by clicking the “Play” button. If we’re not satisfied with the way the movie is being displayed, we can simply change the Button Task to play it differently, or add more movies to our Button Task.

HyperCard 2.3 has a suite of multimedia utilities bundled with it, including the QuickTime movie editor, QuickEdit.

QuickEdit allows simple cut, copy and paste editing of QuickTime movies. In this case, we’re going to paste two clips together and add a soundtrack.

Now that we’ve opened both movies, we will combine them together to make one movie.

And we’ll also add a soundtrack.

HyperCard 2.3 Demo Script


Action Script: **DO THIS**

Narration Script: **SAY THIS**

14. Choose “Glass Recycling Soundtrack” from the Content folder on DemoCD.
15. Click “Open.”
16. Click the “Play” button at the lower left of the active window.



17. Click on “Desktop” button.
18. Choose “Save As...” and name movie “Glass Recycling” and click “Save.”
19. Quit QuickEdit.

20. Double click on  button in Demo Helper.

C. Add Glass Recycling movie:

Add a QuickTime movie to the stack using button tasks.

1. Choose New Button from the Objects menu.
2. Double click on the New Button.
3. Change it’s name to “Glass Recycling” and click “Auto Hilite,” then click on “Tasks. . .”
4. Choose the Movie task.

Now, we’ve created our Academy Award-winning movie!

Let’s go back to HyperCard and add our newly edited movie to the stack.

We can add the “Glass Recycling” movie to our stack easily by assigning it as a Button Task, as we did with the “Globe” movie.

HyperCard 2.3 Demo Script

Action Script: **DO THIS**

Narration Script: **SAY THIS**

5. Click “Choose” and select “Glass Recycling” movie. Set dialog box as shown:



6. Click “Assign Tasks” button.
7. Move the “Glass Recycling” button to the center bottom of the card.
8. Choose Browse Tool.
9. Click “Glass Recycling” button to play movie on card.

Optional:

Double click on button to catch up if needed.

11. Click button in Demo Helper to get ready for next step.

We need to move the button so we have access to both buttons.

So now this edited movie is part of our stack as well.

HyperCard 2.3 Demo Script

Action Script: **DO THIS**

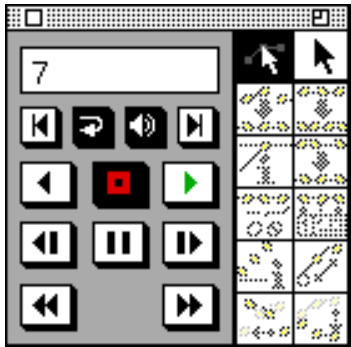
Narration Script: **SAY THIS**

D. Choose “Open Animation...” from the file menu.

1. Click “Open” button.
2. Click “Play” to play animation, then click “Stop” with blue bottle showing.



3. Select blue bottle actor.
4. Select Path Tool from AddMotion Media Controller palette.



5. Click and drag path point of actor to the right.

We can add animation to our stack. Let’s create an animation **that further illustrates glass recycling.**

We can use the animation capabilities to illustrate separating glass into bins.

ADDmotion II’s 24-bit color Paint module allows us to create animated actors, which are foreground objects — and props, which are background objects — using a wide variety of special tools and effects.

Using the Media Controller, we select the actor we want to animate and place it on the screen.

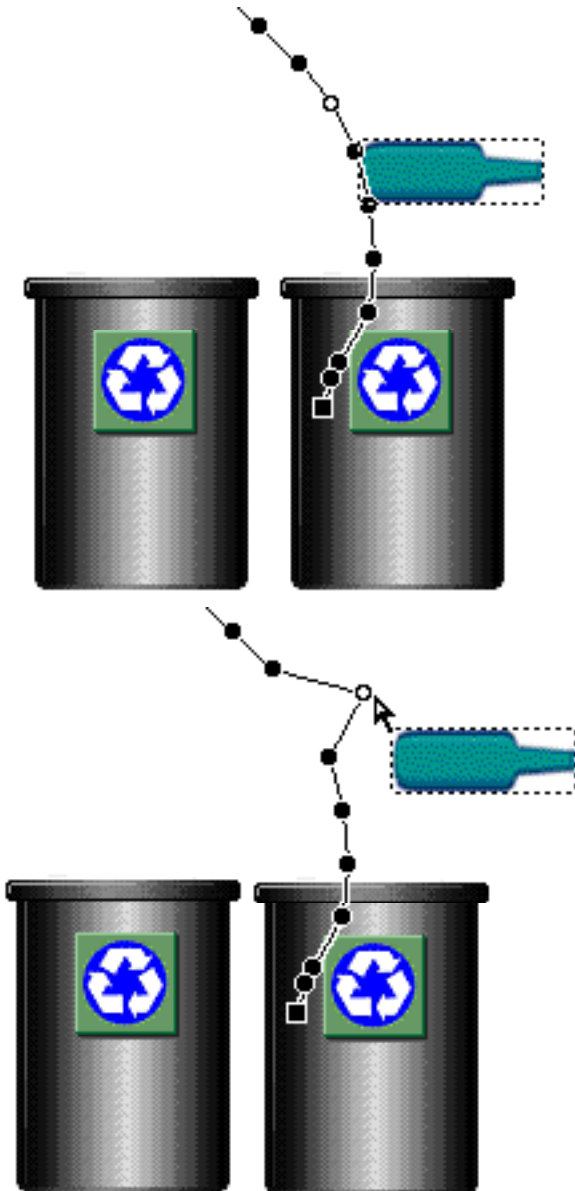
HyperCard gives us a flexible, path-based animation process. Other programs require manually placing graphics in different positions over a series of frames.

Using paths like you see here — a line of points or screen coordinates — we can easily control how actors will move around on screen.

HyperCard 2.3 Demo Script

Action Script: **DO THIS**

Narration Script: **SAY THIS**



HyperCard allows you to create cel-based animations, like the bottles, and change the path they follow like this...

To make it easier, HyperCard will even install a button into **our stack to play the animation we've just created.**

6. Choose "Close Animation."
- E. Choose "Link Animation."
 1. Choose "Button" from list of options.
 2. Place button near bottom of card by choosing a position with the cursor and clicking once, then click "OK" in the button dialog.
 3. Click "Bottles" button to play animation.
 4. Press Command + Period to stop.


After we add animation, we look for additional ways to improve our stack. We decide to provide another way of organizing and accessing information in the stack.

We'll use HyperCard's built-in "Power Tools" stack to create a simple palette that will allow us to navigate backwards and forwards in the stack.

HyperCard 2.3 Demo Script

Action Script: **DO THIS**

Narration Script: **SAY THIS**


- F. Add a palette to the stack to ease navigation.
1. Double click on the  button in the Demo Helper.
 2. Click on “5. Create Palette.”
 3. Install Palette into your “Ways to Save Earth” stack by clicking on “6. Install Palette.”
 4. Click on “Desktop” button.
 5. Select “Ways to Save the Earth” stack and click “Open”.
 6. When you see “Installation Done” dialog, click “OK.”
 7. Close “Power Tools” by clicking the close box in the upper left hand corner.
 8. Click the forward and backward buttons on the Navigator palette to demonstrate using the palette.

We’ll call the Palette “Navigator” and use the art work already conveniently created for us.

Now we can install the “Navigator” palette into our stack.

Now our simple palette will allow users to easily navigate to different sections of the “Ways to Save the Earth” stack.

G. Show Color Paint Tools

1. Close Navigator palette.
2. **Double click  in the Demo Helper.**
3. Choose “New Card” from the Edit menu.
4. Choose “Open Coloring Tools” from Color menu.
5. Choose “Place Picture...” from Items menu.
6. Click the “PICT file...” button.
7. Find and open “Earth.pict” inside the Content folder on the DemoCD.
8. Grab and place picture in center of card.
9. Click Paint button on the Color Tools Palette.
10. Select “Oval tool” from paint palette.

HyperCard now has built-in 24-bit Color Paint Tools. Let’s use them to edit an existing picture.

First, we’ll open and place the picture.

Here we’ll use one of the new Paint Tools to change the graphic. We’ll add a colored oval to the top of the earth to illustrate the widening hole in the ozone layer.

HyperCard 2.3 Demo Script

Action Script: **DO THIS**

Narration Script: **SAY THIS**

16. Click on “Foreground” and choose a red color.
17. Close Paint windows, Clicking “Save” to save changes.
18. Close Coloring Tools palette.

19. Click **7** button on Demo Helper.

H. Add a simple script to this card.

1. Choose “New Card” from the Edit menu.
2. Choose “Prev” from the Go menu to go to the card with the “Earth” picture on it.
3. Choose “Card Info...” from the Objects menu. Click “Script...” button
4. Add script as follows:

```
on openCard
  send colorMe
  wait 200
  go next card
end openCard
```

5. Close script window. Click “Yes” to save changes
6. Choose “Prev” from the Go menu, then choose “Next” form the Go menu to trigger the new “on OpenCard” script

I. Demonstrate AppleScript

1. Click **8** button in Demo Helper.
2. Click on “Ways to Save the Earth” stack.
3. Choose “Button Tool” from the tools menu.
4. Double click “AppleScript” button. Click on the “Script...” button in the dialog that appears and scroll through to show AppleScript.

In addition to everything else that HyperCard can do, you can extend its usefulness with scripting.

HyperCard comes with a built-in scripting language — HyperTalk. In addition, you can use AppleScript and any other OSA scripting language.

Here, we’ll add some HyperTalk to tell our stack to wait for a short period and then go to the next card.

To test our new script, we can go back one card and then going forward will trigger our script.

Let’s say we want to provide our users access to a FileMaker Pro database containing information on local recycling centers their areas.

We can use AppleScript to write a script that imports the information from a FileMaker Pro database and places it into fields in our stack.

This allows us to automate moving data from the FileMaker Pro database to our stack as the data changes.

HyperCard 2.3 Demo Script

Action Script: **DO THIS**

Narration Script: **SAY THIS**

5. Close script window.
6. Choose “Browse Tool” from the tools menu.
7. Click “AppleScript” button.
8. Quit FileMaker.

Notice how all the first names were taken from the FileMaker database and copied into the HyperCard stack.

J. Save stack as a stand-alone application.

Now that we’ve finished our stack, we want to save it as a stand-alone application.

1. Choose “Save a Copy...” from File menu.
2. Choose File type: “Application.”
3. Click “Desktop” button, and click “Save” button.
4. Choose “More Choices” button in the next dialog.
5. Click and hold on “Target Machine” to show range of choices, then release on “Any Macintosh”.
6. Double Click “Next” at bottom of Demo Helper to see more buttons.

These steps will build a double-clickable application that can be shipped without software royalty fees, to users who do not have HyperCard software. The application can be made to run on PowerPC Macintoshes, older 68K Macs, or both!

IV. Advanced Features

A. 3rd Party XCMD’s.

1. Click on “XCMD’s” button.

HyperCard 2.3 has a number of advanced features that we won’t demonstrate here, but which enhance it’s capabilities as a development tool, including..

A large number of third-party extensions to the HyperCard system called “X Commands” which allow you to extend the capabilities of HyperCard.

B. WorldScript.

1. Click on “WorldScript” button.

WorldScript support to ease support for multiple languages in a stack.

HyperCard 2.3 Demo Script

Action Script: **DO THIS**

Narration Script: **SAY THIS**

C. Morph and other parts of MMU.

1. Click on “Morph” button.

The other parts of the Multimedia utilities include a 16-bit sound editor, interactive QuickTime and a paint program for creating stand-alone animations.

D. Built-in Debugger.

1. Click on “Debugger” button.

And HyperCard has built-in script debugging complete with tracing and variable watching.