Ideas Toolkit...

Creating Stacks with the Ideas Toolkit...

The Ideas Toolkit contains scripts and templates to assist in the construction of cataloging and indexing stacks. From a basic text file the toolkit can produce a complete stack with index cards and scripted navigation buttons and backgrounds. By selecting an appropriate template prior to building a stack, the finished stack can have the functionality of an electronic parts catalogue, a videodisc index or any one of three other indexing stack types.

The setup to build a new stack takes place on the "Stack Builder" card. The process consists of the following steps.
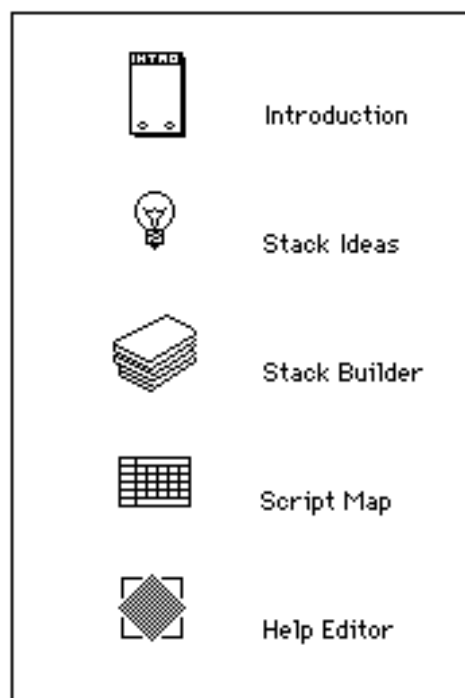
1. Select a template
2. Import a text file
3. Define what information is to appear on the index cards
4. Allocate each item of the text file into a field on the template
5. Click the "Build a Stack" button

Building a Sample Stack...

There are three sample text files provided with the Ideas Toolkit, and we will use the "VideoDisc Data" file to build a VideoDisc Index stack. This Text file is the index list to the "Van Gogh Revisited" VideoDisc. The stack that will be created could therefore access any image directly from that VideoDisc.

You will require HyperCard 1.2.2 to run the Ideas Toolkit.

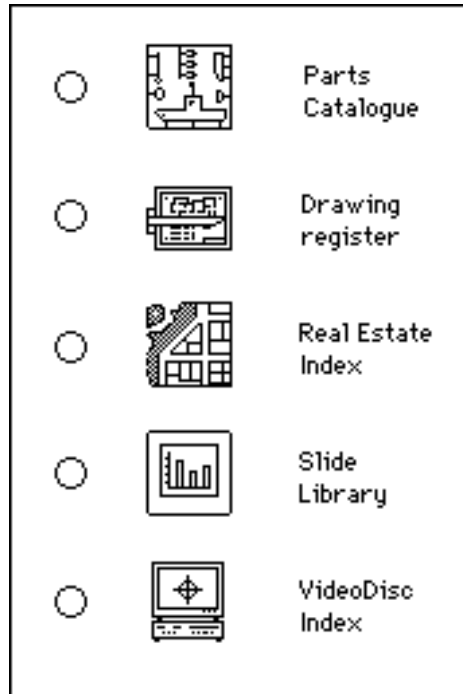Open the Ideas Toolkit and click on the "Stack Builder" Button

The Stack Builder card contains all the tools and scripts to define your new stack.

Each step is numbered on the card.

1   Select a
        Template

The " template" button brings up a list of the 5 templates that are contained in this stack,

○   Parts
    Catalogue

○   Drawing
    register

○   Real Estate
    Index

○   Slide
    Library

○   VideoDisc
    Index

To view the actual template click on its icon, to select the template without viewing it click in the radio button.

⦿   VideoDisc
    Index

Click on the "VideoDisc Index" radio button to select it. This is how the radio button should appear once it is selected.
The second step is to import your information into the stack.

2   Import
        Information

Click the "Import Information" button and, as this file has a header record, answer "Yes" to the following dialog.

Does the file contain a header record ?

[Cancel]   [No]   [**Yes**]

Select the "VideoDisc Data" file from the Sample Data folder and the Toolkit will import your information into a text window and display that text window on the card. To close the text window, click in its close box.

Information from "VideoDisc data"

```
Period,Frame Number,Title,Where,Date,Location,Collection
Arles Period,35730,La Crau Seen From Montmajour,Arles,1888,Amsterdam,
Arles Period,35738,Road To Tarascon With Man,Arles,1888,Zurich,Kunsthaus
Arles Period,35720,Langlois Bridge With Women Washing,Arles,1888,Otterlo,
Arles Period,35722,Langlois Bridge,Arles,1888,Amsterdam,
Arles Period,35732,View Of La Crau From Montmajour,Arles,1888,,
Arles Period,35736,The Red Vineyard Montmajour,Arles,1888,Moscow,
Arles Period,35742,Vincent'S Bedroom In Arles,Arles,1888,Amsterdarn,
Arles Period,35750,Vincent Painting By Paul Gauguin,Arles,1888,Amsterdam,
Arles Period,35752,Vase With 14 Sunflowers,Arles,1889,Amsterdam,
Arles Period,35756,Portralt Of Armand Roulin,Arles,1888,Essen,Folkwang Museum
Arles Period,35762,Portrait Of Joseph Roulin,Arks,1889,Otterlo,
Arles Period,35764,Cafe Terrace At Night,Arles,1888,Otterlo,
Arles Period,35768,Willows At Sunset,Arles,1888,Otterlo,
Arles Period,35770,Portrait Of Lieutenant Milliet,Arles,1888,Otterlo,
Arles Period,35772,Old Woman Of Arles,Arles,1888,Amsterdam,
Arles Period,35774,Orchard In Blossom,Arles,1888,Amsterdam,
Arles Period,35776,Interior Courtyard Of Hospital,Arles,1889,Amsterdam,Oskar Reinhart Collection "
Am Romerholz".
Arles Period,35780,Sower With Descending Sun,Arles,1888,Amsterdam,
Arles Period,35782,The Sower,Arles,1888,Otterlo,
Arles Period,35788,Self-portrait,Arles,1888,Cambridge,Ma. Fogg Art Museum.
Arles Period,35724,Pink Peach Tree,Arles,1888,Amsterdam,
Arles Period,35732,View Of La Crau From Montmajour, Arles,1888, British Museum London,
Arles Period,35740,Vincent's House In Arles ,Arles,1888,,
Arles Period,35724,Ink Peach Tree In Blossom,Arles,1888,
```

Once your information is in the stack you can define what you want on each index card.

3 Set Index
Levels

Click the "Set Index Levels" button to call up the index window.
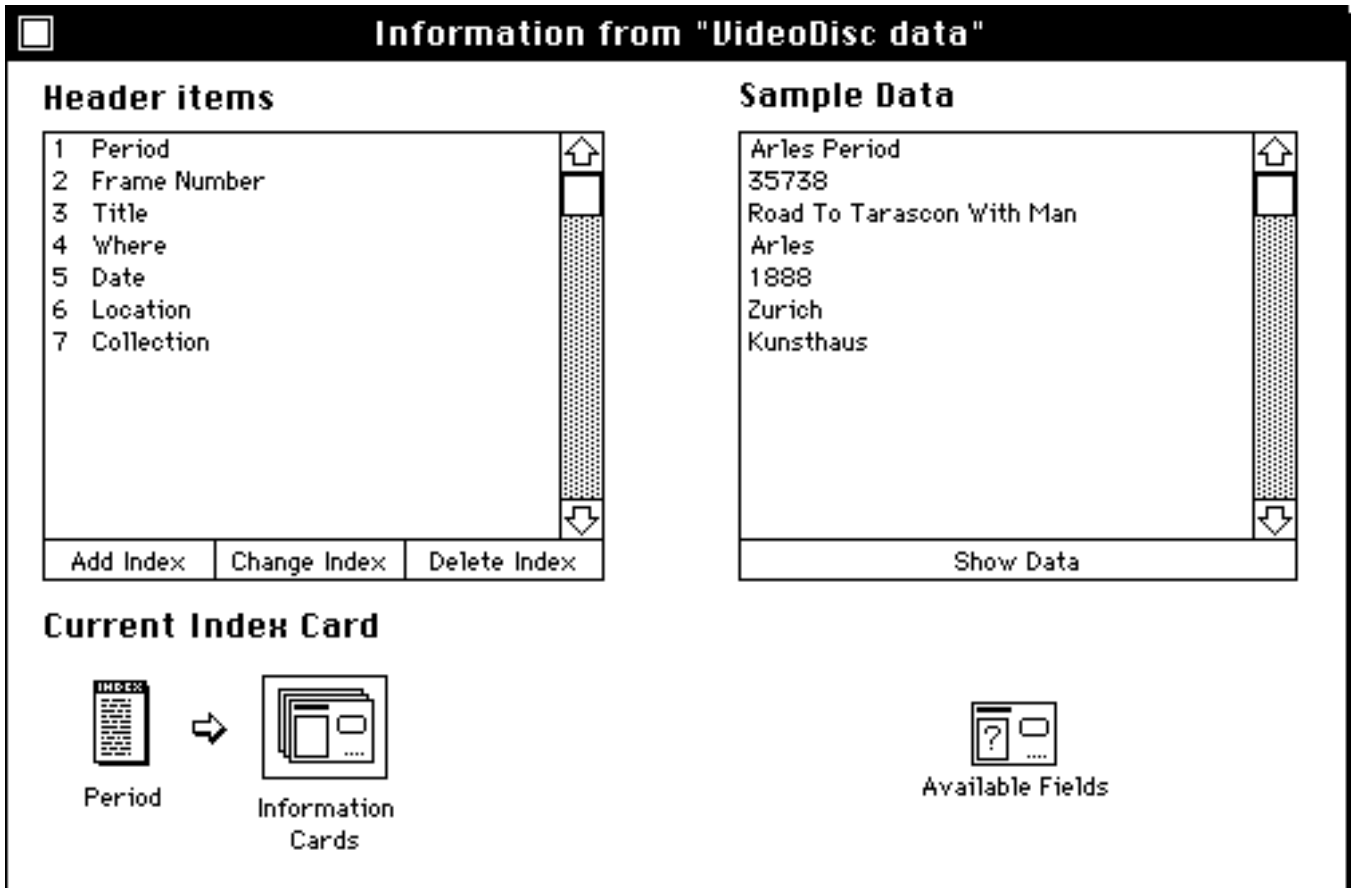
During the importing of the text file, each item from the header record of the file was placed into a line in the "header items" field and the first item was nominated to be used on the first index card in the finished stack.
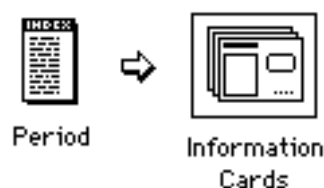
In this case we want to have two levels of indexing in the finished stack. The first level will be the Period during which Vincent Van Gogh painted each painting, and the second level will be the names of the paintings within each period.

To add another level of index cards, click on the "Add Index" button at the bottom of the "Header Items" field.

| Add Index | Change Index | Delete Index |

Current Index Cards

Period → Click on a Header item → Information Cards

This will bring up a second Index card icon on the layout, with a message to click on an item in the Header List. Our second index will contain the title of each painting, so click on Title in the "Header Item" field

| Add Index | Change Index | Delete Index |

Current Index Cards

Period → Title → Information Cards

If you wanted to change the items in either of the index levels, you would click the "Change Index" button. Select either "First" or "Second" the dialog that appeared, then click on your new choice for the index card in the "Header Item" field.

| Add Index | Change Index | Delete Index |

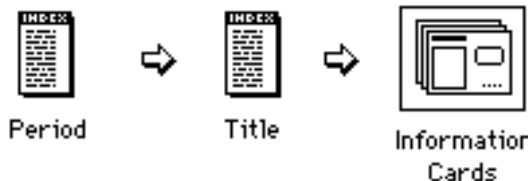**Current Index Cards**

Click on a Header item → Title → Information Cards

Make sure that your index card icons are named Period & Title, as in the figure below

| Add Index | Change Index | Delete Index |

Current Index Cards

Period → Title → Information Cards

The next step is to define which items of the imported text file will be placed into which fields on the selected template card. This is the Template card which is currently selected

VideoDisc Index

Name: ....

Artist: .... **Painted at:** ....

Period: .... **Collection:** ....
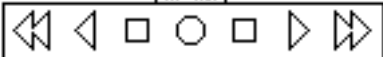
This layout would suit an art gallery or museum videodisc...

Start Frame: ....

◉ **Still Frame**

○ **Motion**   **Show Image**

[?]

To see a list of the fields available on the template, click the "Available Fields" icon in the index window.

Available Fields

This will bring up a text field containing the list of available fields.

Available fields in template

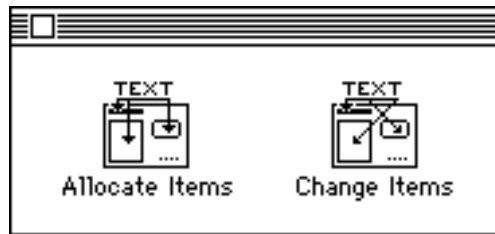Main Title
Artist
Period
Painted at
Collection
General Info
Start Frame
Finish Frame

Show Data

A new pallet of tools for allocating text into the fields will also appear.

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Allocate Items   Change Items

To Allocate items from the list of header items into the list of available fields, click the "Allocate Items" button in this pallet, answer "OK" to the dialog, then select the first item from the left hand or header items list. The "Select" button will prompt you to click in the correct field.

Header items

```
1  Period
2  Frame Number
3  Title
4  Where
5  Date
6  Location
7  Collection
```

← Select
←

Press
'⌘'
to Exit

Available fields in template

```
Main Title
Artist
Period
Painted at
Collection
General Info
Start Frame
Finish Frame
```

Clicking on PERIOD in the "Header Items" field will mark your selection with a bullet and prompt you to Place that selection into a field from the template card. Click on PERIOD in the "Available Fields" field.

Header items

```
1 ● Period
2  Frame Number
3  Title
4  Where
5  Date
6  Location
7  Collection
```

Place →
→

Press
'⌘'
to Exit

Available fields in template

```
Main Title
Artist
Period
Painted at
Collection
General Info
Start Frame
Finish Frame
```

The number of the item you selected in the "Header Item" list will appear next to the field name in the "Available Fields" list and the prompt will point back to the "Header Item" list.

Header items

```
1 ● Period
2   Frame Number
3   Title
4   Where
5   Date
6   Location
7   Collection
```

Select ←———
←———

Press
'⌘'
to Exit

Available fields in template

```
Main Title
Artist
1,Period
Painted at
Collection
General Info
Start Frame
Finish Frame
```

Continue selecting and placing each of the items in the "Header Item" list until each of them is marked with a bullet. Listed below are the allocations for the items in the sample data.

Header Items	Available Fields
Period	Period
Frame Number	Start Frame
Title	Main Title
Where	Painted At
Date	Painted At
Location	General Info
Collection	Collection

Your Index Window should now look like this.

Header items

```
1 ● Period
2 ● Frame Number
3 ● Title
4 ● Where
5 ● Date
6 ● Location
7 ● Collection
```

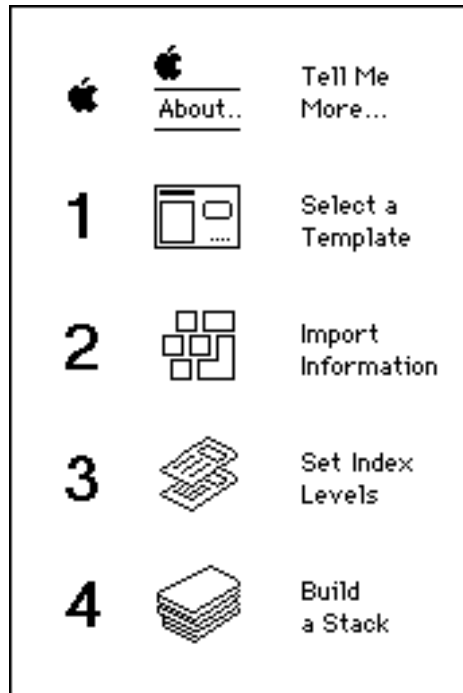**Available fields in template**

```
3,Main Title
Artist
1,Period
4,5,Painted at
7,Collection
6,General Info
2,Start Frame
Finish Frame
```

Having now defined the contents of each index card as well as allocating the items of the text file into the available template fields, you are now ready to build a stack.

Click the close box to get back to the main pallet

Click the "Build a Stack" button.

answer "OK" to the dialog,

enter a name for your new stack, click "OK" and watch the action.

The Ideas Toolkit contains a script map to help you navigate through and edit the scripts contained in each tool. Open the Ideas Toolkit and click on the "Script Map" Button on the Introduction card.

Script Map

The main pallet in the script map groups all the buttons in the Ideas Toolkit into four functional areas, as shown.

Idea Templates
Navigation Tools
Information Tools
Construction Tools
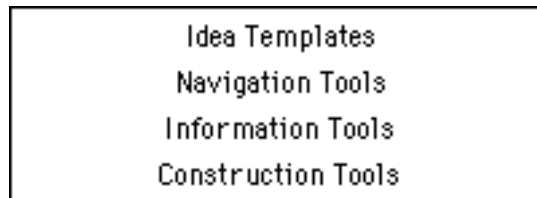
The top pallet displays all the buttons within the selected group.
Clicking on a topic in the lower pallet will display the appropriate set of buttons in the top pallet.
E.g.

Construction Tools
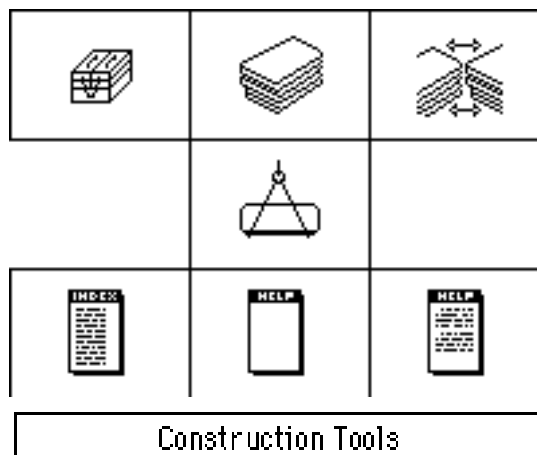
Click on a tool in the upper pallet to open the summary window for that tool.
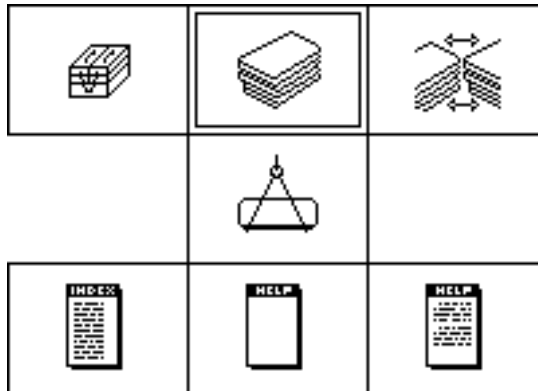
The summary window contains a general description of what the tool does, where you can find it, as well what type of object it is.
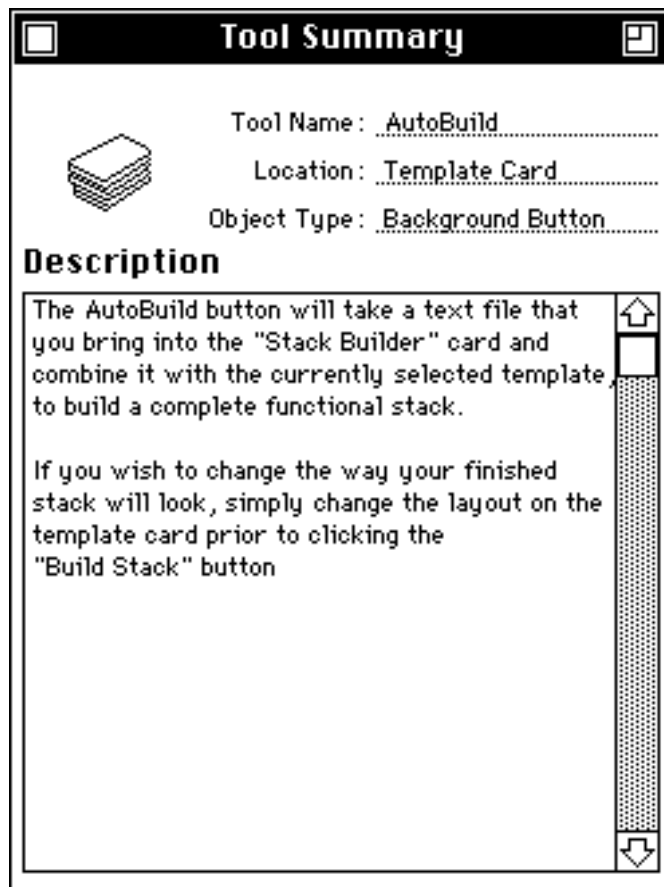
Click the grow box of the "Tool Summary" window to open the technical summary.

The technical summary contains the ID number, the object number as well as the icon number

for the currently selected tool. It also details all the handlers & variables contained in or called by the script of that tool.

Tool Summary

Tool Name : AutoBuild	ID Number : 48
Location : Template Card	Object Number : 12
Object Type : Background Button	Icon Number : 3534

Description

The AutoBuild button will take a text file that you bring into the "Stack Builder" card and combine it with the currently selected template, to build a complete functional stack.

If you wish to change the way your finished stack will look, simply change the layout on the template card prior to clicking the "Build Stack" button

Handlers & Variables:

VARIABLES
- ImportData (contents of fld Incoming)
- firstBreak (item for 1st level of indexing)
- secondBreak (item for 2nd level of indexing)
- thirdBreak (item for 3rd level of indexing)
- groupName (stores card name)
- mainTitle (info identified by firstBreak)
- transferData (info identified by secondBreak)
- smartLink (info identified by firstBreak)

EVENT HANDLERS

Contained in object
- mouseUp

Called by Object
- doHelp
- showList

Help Reference Editor

The help editor contained in the Ideas Toolkit allows you to 'Option' click on any tool to get a help reference for that tool. To see how the help editor works, select the "Help Editor" button on the Introduction card.

Help Editor

You will find that the help editor has a series of buttons, each of which calls up a window containing the reference that belongs to the tool with the same name as the button you clicked.

Install in Home	Real Estate Index
Introduction	Drawing Register
Import Data	Slide Library
Install Help Window	Video Disc Index
New Help Reference	Create Index
Tools	AutoPlacer
Go Prev	SmartLinker
Go next	Go First Card
Script Map	Index List
Go Back	About...
Go home	Show Data
Parts Catalogue	
Help Editor	
Overview	
Import Text	
AutoBuild	
reports	
Ideas	
About	
Data input	
Layout	
Text Field	

Script Map Help

The script map is a card which gives you access to documentation on every button in this stack.

Available Information:

1. Name of Object
2. Location of Object
3. Object Type
4. Object ID
5. Object Number
6. Icon of button
7. Description of functionality
8. Description of all handlers

The text in this window is editable and any changes you make will be reflected the next time that reference is called from elsewhere in the Toolkit. This feature is very useful during the development phase of any HyperCard stack, as the function of a button may change as your scripting progresses.

The help system has been designed to be easily installed into any stack you are creating. Once the system is installed, any new button you create can automatically have a help reference attached. Whenever a new button is created, a script in the stack adds a simple handler to the button called "DoHelp". The "DoHelp" handler is what displays the appropriate Help Reference when the button is "Option" <clicked>. I f there is no help reference in the help editor one will be automatically created and you will be prompted to enter the text you want attached to that button. To remove an existing help reference if the button is removed from the stack, simply Hold down the Command key and click on the button that you want to remove.

There are also two tools within the toolbox on the navigation pallet to access them, click the toolbox.
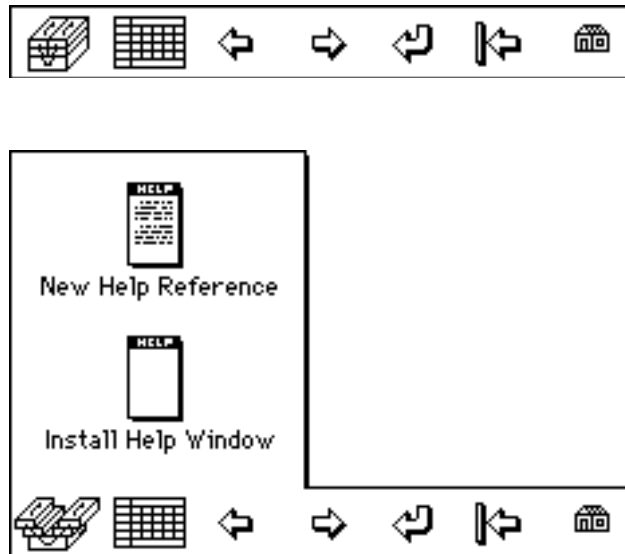
The "New Help Reference" button will prompt you for a name and then create a button and a text window for you to enter the text you want to attached to the tool with the same name in the stack.

The "Install Help Window" button will copy itself into another stack and, when clicked, will create a new window in the current background. By copying the Help editor card and pasting it onto the end of your stack, and then copying several scripts from the script of the Ideas Toolkit stack into your own stack, you will have a complete help system. The handlers to copy from the stack script of the Ideas Toolkit are, DoHelp, ShowHelp, HideHelp, AddHelp & NewButton.