

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.

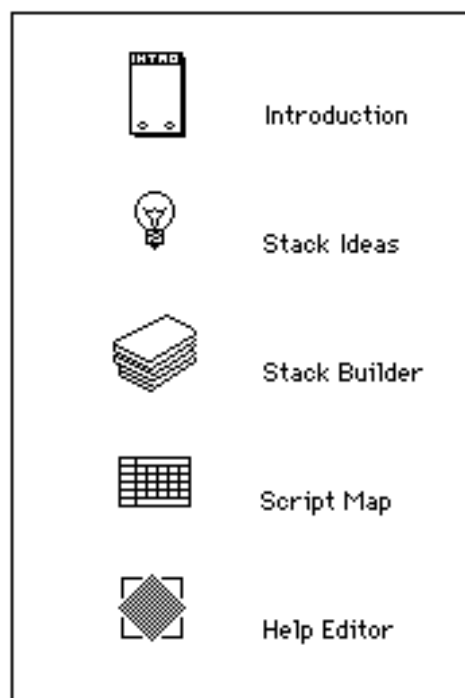
1. Select a template
2. Import a text file
3. Define what information is to appear on the index cards
4. Allocate each item of the text file into a field on the template
5. Click the "Build a Stack" button

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

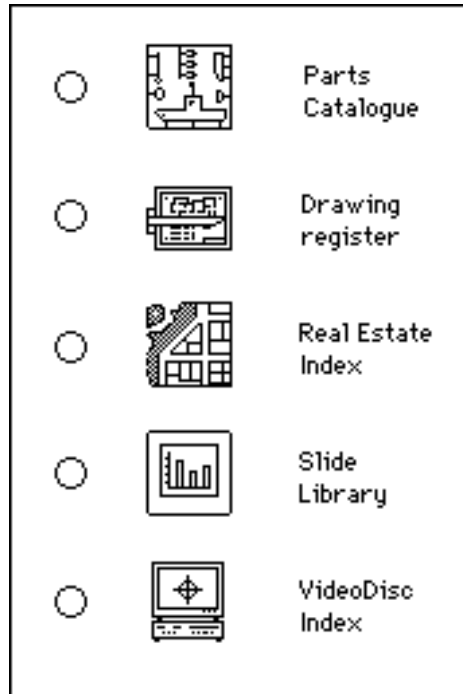


The Stack Builder card contains all the tools and scripts to define your new stack.

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,



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.

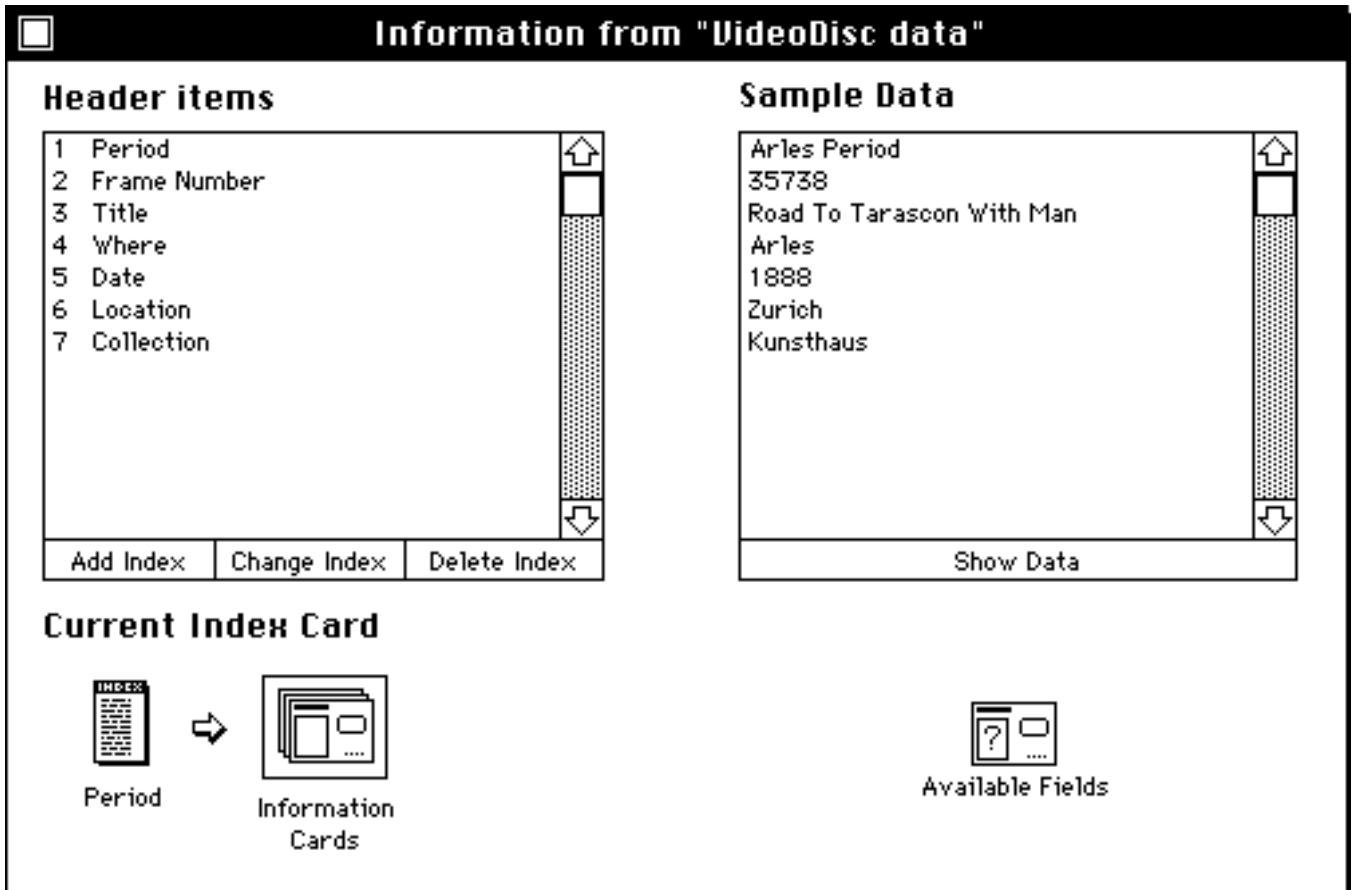
Information from "VideoDisc data"

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	Kunsthau
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	Portrait 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.

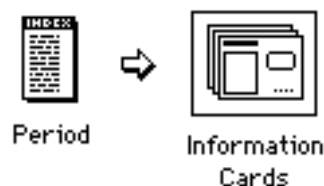
3 Set Index Levels

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.

Current Index Card



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



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

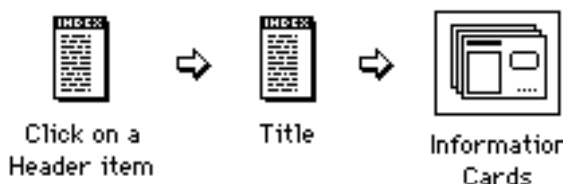
Current Index Cards



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



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



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.



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

Available fields in template

Main Title

Artist

Period

Painted at

Collection

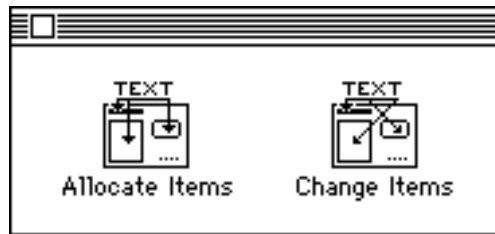
General Info

Start Frame

Finish Frame

Show Data

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



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

Available fields in template

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

← Select
←
Press '⌘' to Exit

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

Available fields in template

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

→ Place
→
Press '⌘' to Exit

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	▒
	↓

Available fields in template

Main Title	↑
Artist	□
1,Period	▒
Painted at	▒
Collection	▒
General Info	▒
Start Frame	▒
Finish Frame	▒
	↓

← Select
←
Press '⌘' to Exit

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

- Period
- Frame Number
- Title
- Where
- Date
- Location
- Collection

Available Fields

- Period
- Start Frame
- Main Title
- Painted At
- Painted At
- General Info
- Collection

Your Index Window should now look like this.

Header items

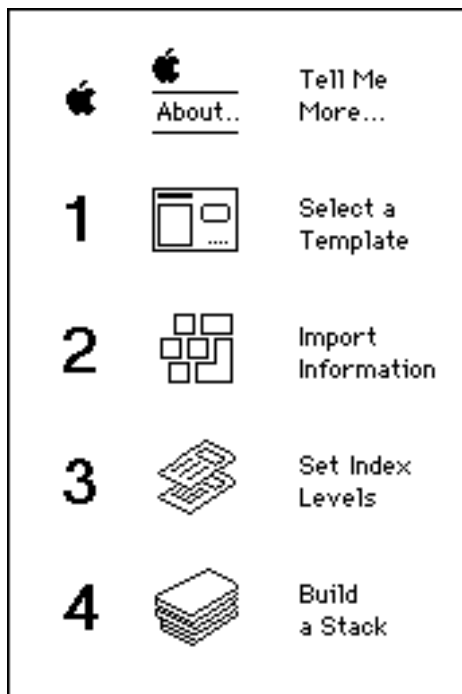
1 ● Period	↑
2 ● Frame Number	□
3 ● Title	▒
4 ● Where	▒
5 ● Date	▒
6 ● Location	▒
7 ● Collection	▒
	↓

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.

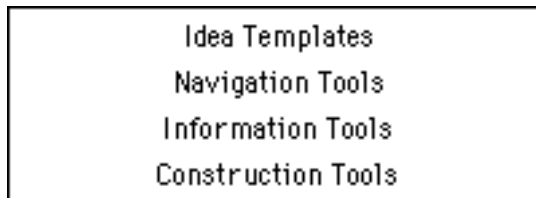
Tool & Script Map...

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.

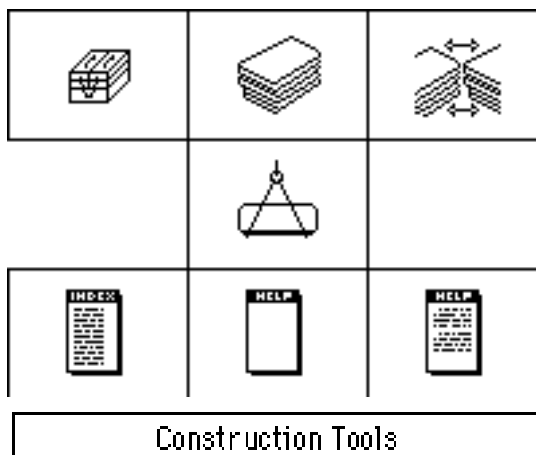


Script Map

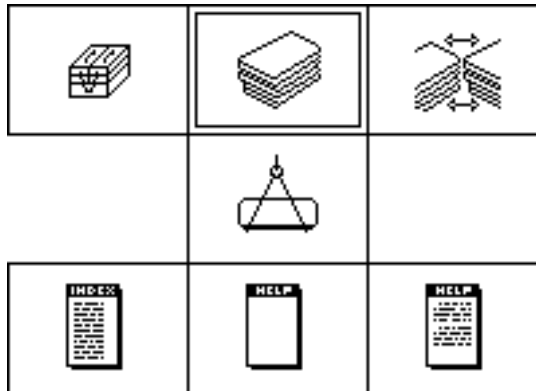
The main pallet in the script map groups all the buttons in the Ideas Toolkit into four functional areas, as shown.



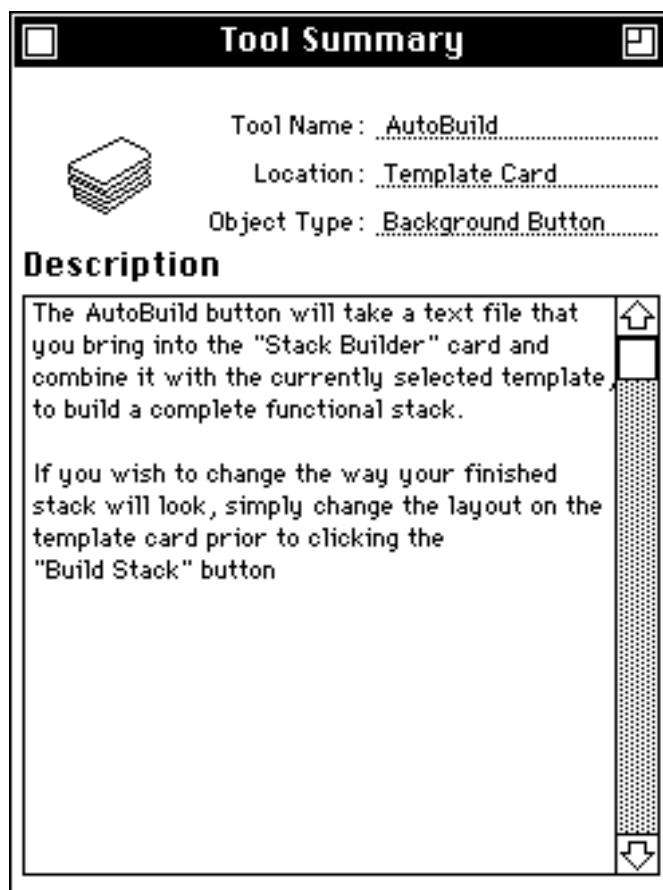
The top pallet displays all the buttons within the selected group. Clicking on a topic in the lower pallet will display the appropriate set of buttons in the top pallet. E.g.



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
Location : Template Card
Object Type : Background Button

ID Number : 48
Object Number : 12
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.

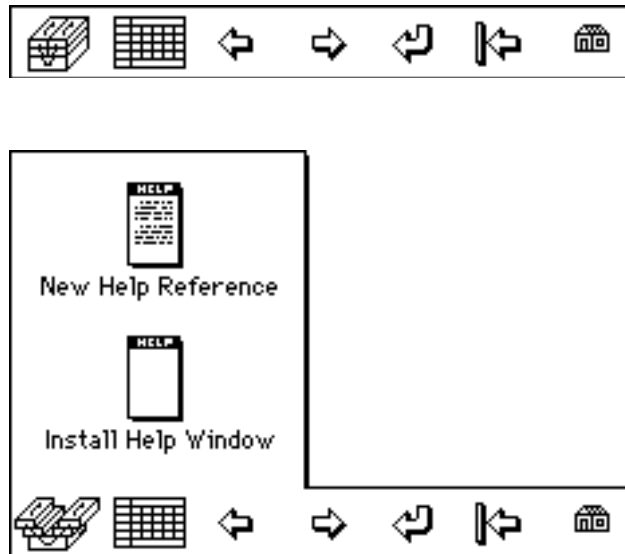
Available Information:

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>. If 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.