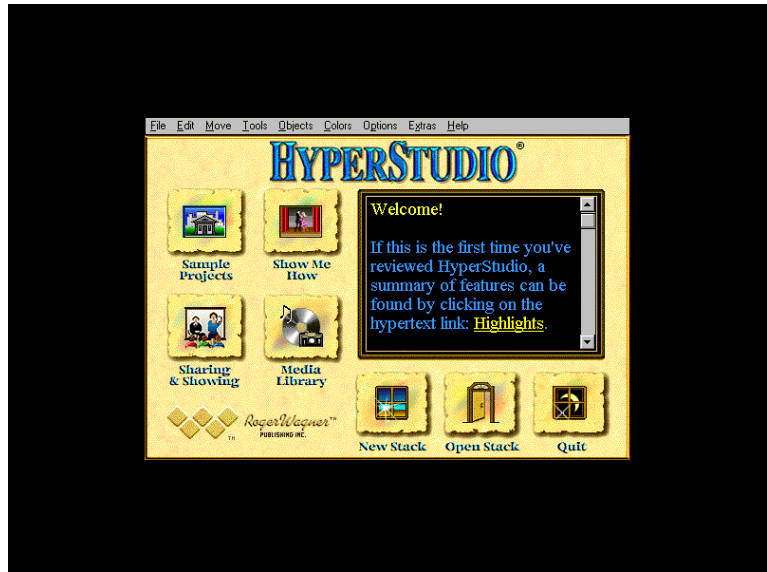


HyperStudio Tools

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Getting Started

1. Once you launch Hyperstudio you will see the Home Stack. Select Sample Projects to see some examples of Hyperstudio. Select Show Me to use the tutorials. Select **New Stack** to begin a project. Select **Open Stack** to load a Stack you are working on.



(File from the Main

Menu will also let you **Open a Stack** or start a **New Stack**.)

2. What is a Stack? Simply put, this is your project. In HyperStudio your project will be a series of interactive screens (cards) that you have linked together with Buttons. These cards can be linked in many ways (imagine sorting through a deck of playing cards). The end result is a Stack, and that is how Hyperstudio saves your project - as a Stack.
3. Hand versus Arrow - when the cursor appears as a "hand" on the screen it is called the "browse tool." This lets you "play back" your stack as if you were a viewer - not the author. Switch to arrow tool (Selector) to edit objects and buttons. This is an important distinction when creating a Stack.

Open a Stack from the Home Stack to start your first project.

The Tools

Select **Tools** from the Main Menu

"Tear off" the pull-down menu and place it actively on the screen by clicking Tools on the menu and **holding down the mouse button** while moving the pointer down into the tool set (notice that the little


squares in the pull-down menu are highlighted in black as you move the mouser over them). The **Tools'** menu will tear away from the Main Menu and can be placed anywhere on the screen.

The Tools pull-down menu is divided into two sections: above the gray line are the Editing tools and below the gray line are the Paint Tools.




The Edit Tools (above the gray line in the Tools Menu)

The Browse tool- select this tool (the hand) to convert to browse to go through your stack as if you were a new viewer; also used to type text into a text object

The Edit (selector) tool -  use this arrow to make changes to any objects on the card (text object, graphic object, and buttons)

The hand (browse) and the arrow (selector) tools are the most frequently used tools. When creating a card you are often switching between the two tools to edit. **Shift+Tab** switches between them.

The Button tool  Use this tool to edit/move buttons

The Graphic Object tool - use this to edit/move graphic objects

The Text Object tool - use this to edit/move text objects



Paint Tools (tools below the gray line in the Tools Menu)

The Selection Tools

Square Selector, **Circular Selector**, and the **Lasso** are used for selecting portions of the background image. Once an area is selected with one of these tools, it can be modified including Cut, Copy, Move or Resize (Lasso does not allow resizing)

Square and **Circular** selects everything within the border, the **lasso works by ignoring the color in which you first clicked to begin your selection**. To understand this, paint a portion of the screen with the cloud pattern. Select lasso. Click in the blue area and lasso a section. Move this lassoed section. Notice that only the white clouds move. Now select a section using either Square or Circular and move this section. Notice that both the clouds and the blue background move.

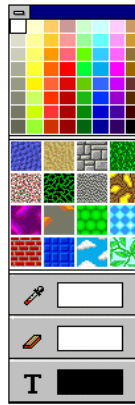
Lasso and transparency- if the image you select has any white in it, the white will become transparent. This is ok if your background is white, but If your background is not white, then the graphic will have a distorted look. To fix this, outsmart the lasso by opening a new card and import the entire graphic. Fill the background with a neutral color, like purple, and then use the lasso to capture the graphic you want. Cut it to the clipboard and paste it on the desired card and the graphic no longer is distorted.

Lasso and Painted Text - use lasso to capture painted text. Then select Edit/Effects/Gradient to create gradient text. Or capture text with lasso to make 3-D effects by creating your text three times in three different shades. Use lasso to select the lightest version and move it on top of the medium light version. Then lasso both to move to the top of the darkest version.

The Paint Tools (use in conjunction with the Colors Palette and Options Menu)

Helpful Hints

- A. Many of the Paint tools can be used with the Shift key to make perfect squares, circles, horizontal and vertical lines etc.
- B. Make it a practice to **Edit/Undo** immediately any art work that you don't like. Hyperstudio lets you undo **only the last change** you made.
- C. Learn to use the Square, Circle, and Lasso to edit. Each one offers unique options (EX. Use Lasso for 3-D text).
- D. "Tear off" the Color Palette when drawing, then double-clicking those tools gives you the Options dialog box.
- E. Art work that is painted becomes part of the background and cannot be clicked on to move or resize it as a text object or graphic object can. You can use the Selector Tools (Square, Circular, Lasso) to move/cut/copy a selection of art that was painted, but that can cause its own set of problems because the background will also be affected.



Paintbrush - draws freehand, consider color, shape, size (**Options - Brush Shape**)

Spray Can - scatters tiny dots, use for shading effect

Paint Bucket Fill Tool - fills a closed shape with current color; **filling with a pattern is nearly impossible to erase**, so use this with caution

Eraser - erases portions of the background with the current background color or pattern (**Options - Set Eraser Color**). Erase against a straight edge by pressing **Shift** while you erase.

Line Tool - draws straight lines, consider color, size, and pattern (in **Options** you can select size, draw multiples, draw centered, change the brush shape for shading effects)

Pencil - draws freehand shapes, consider color, pattern and size

Rectangle - draws rectangles and squares (**Options** for multiples, centered, draw filled)

Oval - draws ovals or circles (**Options** for multiples, centered, draw filled)

Rounded Rectangle - draws rounded corners on rectangles and squares (**Options** for multiples, centered, draw filled)

Text Tool - paints text onto the background (also **Options - Text Style**) While the cursor remains blinking the text is active and can be modified. (Best used for fancy titles. For creating informative boxes of text, use Text Objects because they can be easily edited.)

Three ways to enhance painted text:

- a. **Patterned** - fill with a pattern (remember, a pattern is permanent and cannot be refilled with another pattern or color)
- b. **Gradient** - use a thick, large font and create a color gradient by lassoing the text. Select **Edit/Effects/Gradients**.
- c. **3-D text** - create your text three times in three different shades. Use lasso to select the lightest version and move it on top of the medium light version. Then lasso both to move to the top of the darkest version.

Magnifying Glass - zooms in

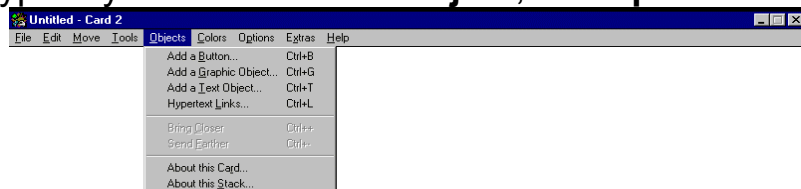
Eyedropper - click on a desired color in the background to "pick-up" that color

Options Tools

A HyperStudio card typically contains a **Text Object**, a **Graphic**

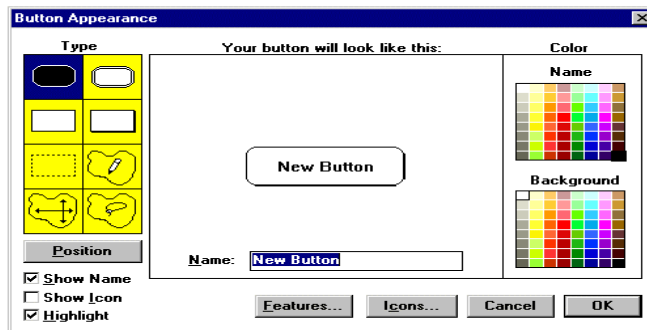
Object, and a **Button**. These objects are added to the screen and float on the background in layers and can be clicked on to edit.

Use **Options/Bring Closer** or **Send Forward** to change the layering.



Add a Button - this is what makes the project interactive. Each card will hold a button (or buttons) that the viewer will select to move to another card. The **Button Appearance Dialog Box** appears. Eight types of buttons are possible. The top four buttons are visible buttons - the shapes appear on the card. The bottom four buttons are

invisible.



Visible Buttons

Use **Icons** to create an easy way for the user to move forward and backward in your stack (hands point right/left).

After selecting a button and with the marching ants showing, click outside of the button to activate the **Actions dialog box**. In **Places to go**, always use **Another card . . .** to control where the button sends the user. A screen will appear that lets you use arrows to click through the stack. When you reach the desired card, click **OK**. In the **Transitions dialog box**, select the transition (**Right to left** is a good choice because it simulates turning a page in a book). You will return to the original **Actions box**. Click **done**.

Invisible Buttons

Use these buttons to turn part of your card into a button. For example, with a map of the U.S. on the card, use the freehand area button to outline Maryland to create a button that sends the user to a card giving more information about Maryland.

Add a Graphic Object - One of two ways to place a graphic on the screen (the other is **File/Clip Art**). This places a graphic so that it floats on the background and can be clicked on and edited. (Clip art makes the graphic a part of the background). To show the difference, import the **Tree** background (**File/Import Background**). Add a picture of **Addy** using **File/Clip Art**. Now add a picture of **Addy** using **Options/Graphic Object**. The object can be clicked and edited without affecting the background. The clip art can only be selected with a Paint Tool and the background will be affected. Now import a different background and notice that the clip art Addy disappears because clip art became a part of the background.

Add a Text Object - One of two ways to add text to the screen (the other is using Text in the Paint Tools). You will get a "marching ants" box. Click outside of the box for the **Text Appearance** dialog box to select **Style** and **Colors**. You can also make the text scrollable (if you select **Scrollable**, also select **Draw scroll bar**). Select **Read only** after your card/stack is finished to prevent a user from changing the text. After typing in the text, switch to the arrow selector tool. Then you can click on the box to move/resize it.

Use the browse tool (hand) to edit text objects. Use the arrow tool (selector) to resize or move a text object. **Shift + Tab** will switch between the two tools.

Use **Objects/About this stack** to determine how many cards have been created

More from the Main Menu

Use File to:

Save Stack as - the first time you save your work. After that, you can use **Save**. Remember to **Save every few minutes**.

Add clip art

Import a background

Use Edit to:

(remember to use the arrow tool first to select the item to be edited)

- Delete **buttons/objects/cards**
- Edit **buttons/objects/cards**
- **Cut/Copy/Paste** objects/buttons/cards
- Use **Effects** for Gradient text

You can also

- Add a **New card**. **Cards** are added in a circular sequence, not in a linear sequence

Use **Extras/Storyboard** to see your cards in a linear display

HyperStudios Reminders

Use File/Save Stack as - the first time you save your work. After that, you can use **Save**.

Remember to **Save every few minutes**.

Design a common background to be used for each card and duplicate it quickly. While in the card, select Edit/Ready Made Cards/Group Cards. Then If you want the same button on every card, create it once and give it the **Feature** to be a **group object**. It will appear in every grouped card.

Use the arrow key to edit

Edit/Copy and Edit/Paste to use the same objects on different cards and to even copy cards.

After selecting an object, look for the **open cross** to move an object

After selecting and object look for the **double black arrows** to resize an object

Use **Edit/New card** to make a new card for your stack.

Cards are added in a circular sequence, not in a linear sequence

Use **Move** when you are creating cards and need to move between them (before you have added any Buttons)

Use File to:

To **add clip art**

To **import a background**

Use transitions with reserve: they should enhance the presentation, not distract from the information

Use **Objects/About this stack** to determine how many cards have been created

Filling with a pattern is nearly impossible to erase, so use this with **Caution**

Use Extras/Storyboard to see your cards in a linear display

Use Edit to:

Add a **New card**

Cut/Copy/Paste objects/buttons/cards

Use **Effects** for Gradient text

Delete **buttons/objects/cards**

Edit **buttons/objects/cards**