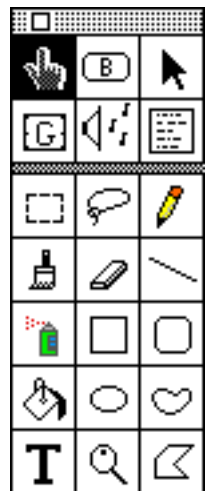
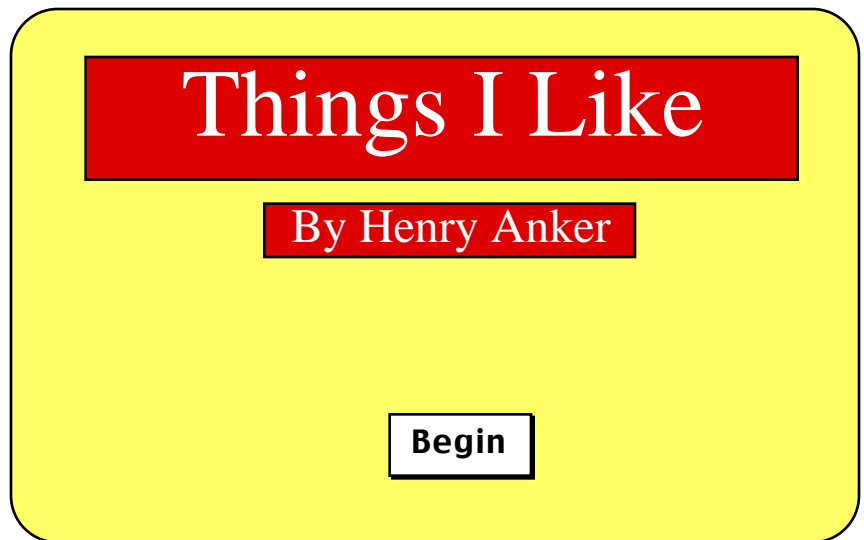


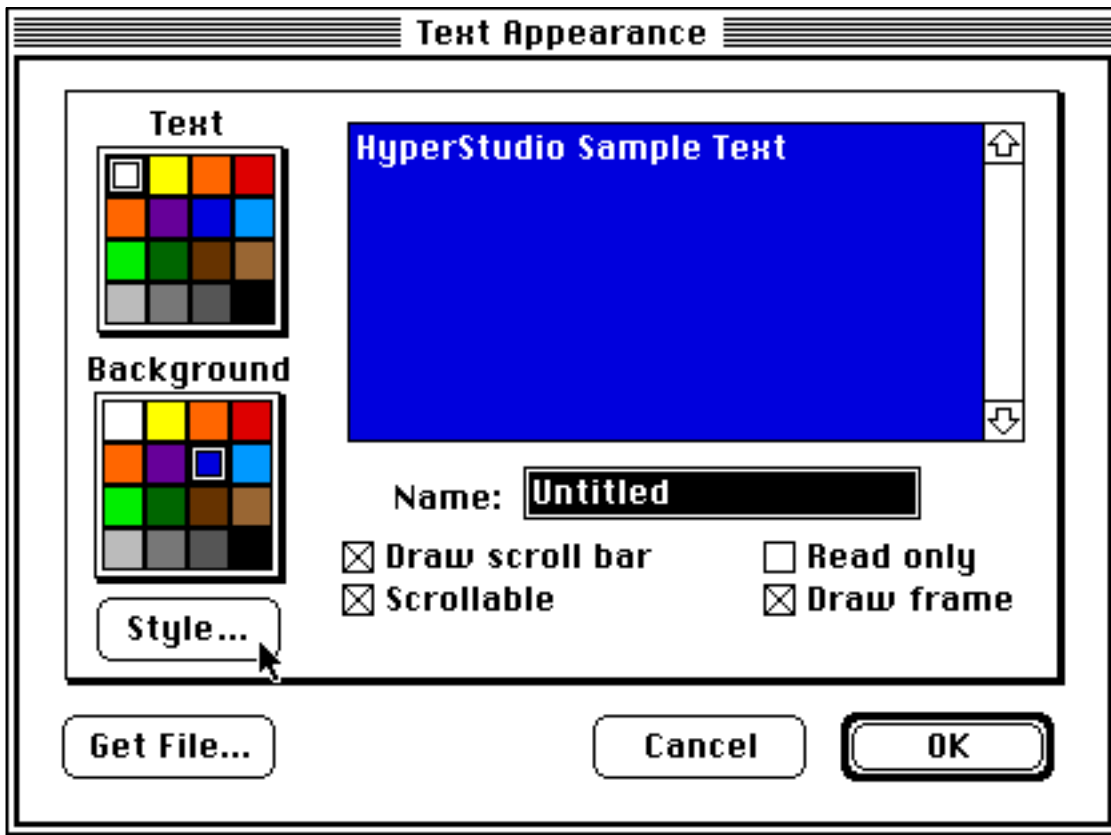
# HyperStudio Lesson 1

Assignment:

Create a simple 2 card stack

1. **Open** HyperStudio
2. From the **File** menu, pull down to **New Stack**.
3. Read the dialog box that appears. Click **OK**. Click on the **Tools** menu and pull straight down, “tearing” the pallet away for the menu bar. Position it over to one side, off the card’s surface, if possible.
4. When you begin a new stack in HyperStudio, you have one card. In this lesson, you will need two cards. Pull down the **Edit** menu to **New Card**.
5. You now have two cards. The first card will be your opening, or “Title” card. Since you just made a new card, you are looking at the second card. Pull down the **Move** menu to **First card** to return to card 1.
6. Your title card will contain 3 objects: two text objects, and a button. Pull down the **Objects** menu to **Add a Text Item...** A sample appears below.
7. You will see a dialog box telling you about the text object you have created. Click **OK**. You can drag the text box anywhere you want it to go. For now, just leave it in the center of the card. To go on, you need to click outside the text frame.
8. Once you have clicked outside the text frame, you will see the Text Appearance dialog box. Here you can change the color of the text itself, as well as the color of the background in the text box. Try some different combinations. Generally, dark colored text works well on light backgrounds, and light colored text (white or yellow) looks good on dark backgrounds.

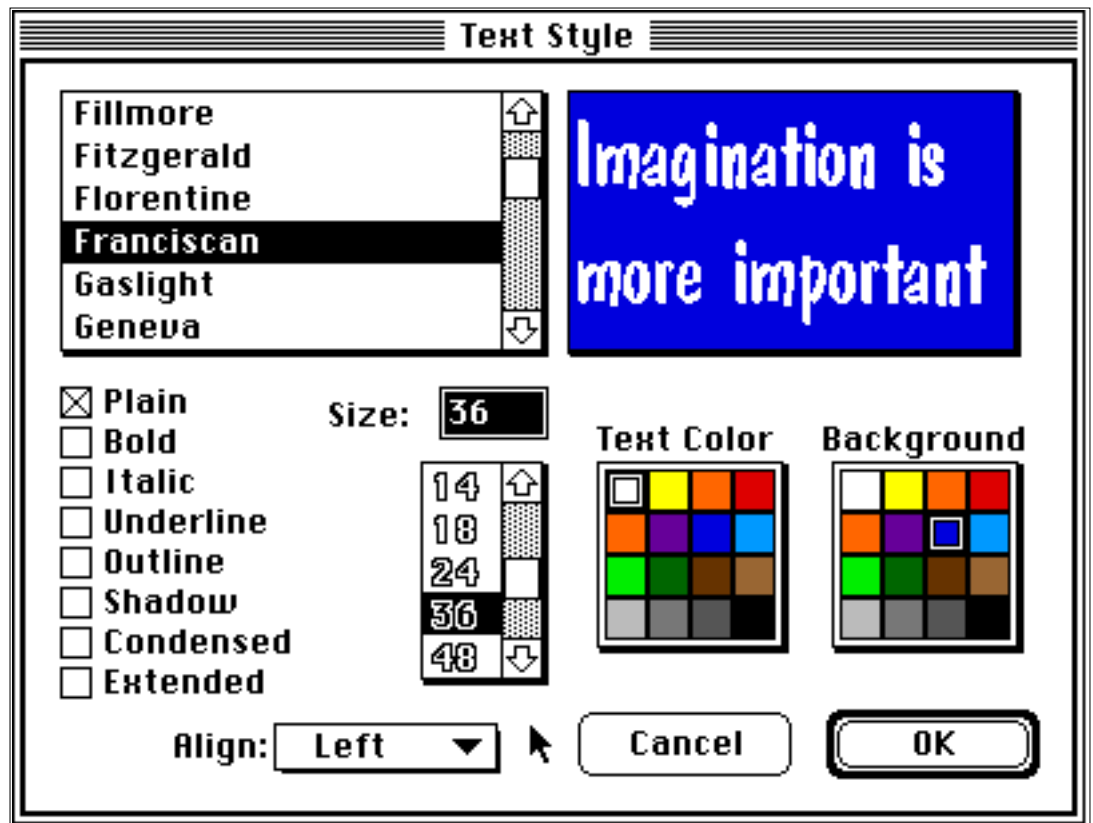




*Remove the "x" for Draw scroll bar, and scrollable. Those are used for text boxes with large amounts of text. For the text frames on your title card, you'll just write a few words, the title and the author's name... you.*

9. Click the **Style...** button. In this dialog box, you can choose a font, style, size, alignment, and again change the color of the text, if you choose to do so. Make the following changes, and you will see the sample reflect them:

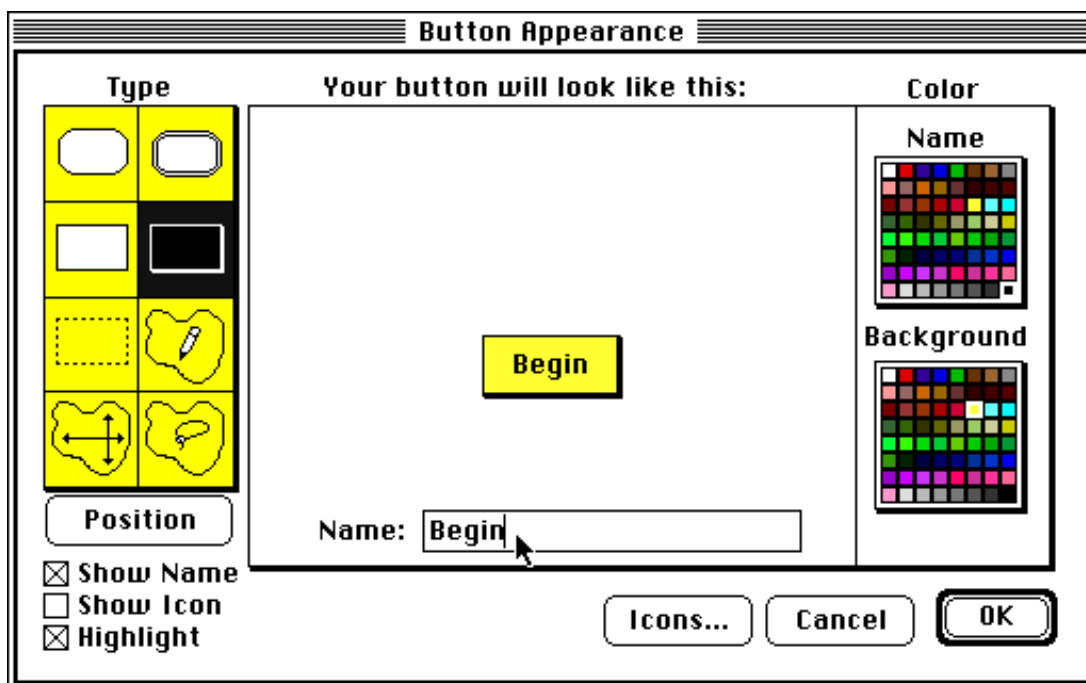
Font: **Times**  
 Size: **36**  
 Alignment: **Center**



10. Click **OK**. Now you are back to your first card. You should see the larger insertion point flashing in the text box. Type this title: "Things I Like"
11. The text frame is too deep for the small amount of text inside, but you can still change the size of the box itself. Click on the arrow tool in the tools pallet, and then click on the text frame to activate it. Then click and drag the lower edge of the box upward, until its depth is shallower. Finally, drag the entire text frame upward on the card to make room for the author's name frame.
12. Now you'll essentially repeat the process for the author frame box. Here are the steps in brief:
  - pull down the **Objects** menu to **Add a Text Item...**
  - click outside the text frame
  - remove the "x" from Draw Scroll bar & Scrollable
  - click the **Style...** button
  - choose a font, style(s), size, color(s) and an alignment of **Center**
  - click **OK**. Type your name.
  - click on the **arrow tool** in the tools pallet and resize and position the text frame in the center of the card, below the title text frame
13. You can add a background color to the card. Click on the **bucket tool** in the tools pallet. Pull down the color pallet to the solid color of your choice. Click on any white area of the card with the bucket tool, and the background changes to the color you chose.

(Double-clicking on the eraser tool will also give you the chance to change the background color of the card, without affecting other objects on the card.)

14. Now you need to create a button to allow the user of your stack to view the next card. Pull down the **Objects** menu to **Add a Button...** The Button Appearance dialog box appears. (See the diagram on the next page). In this dialog box, click on the button type shown, and change the name of the button to "**Begin.**" Leave the other features and colors alone for now. You'll learn them later. Click **OK**.



15. Read the information

about buttons when it appears, then click **OK**.

16. Of course it's possible to change the size of the button with the arrow tool or the button tool, but leave it in its current size for now. Drag the button beneath you author name text box on the title card.

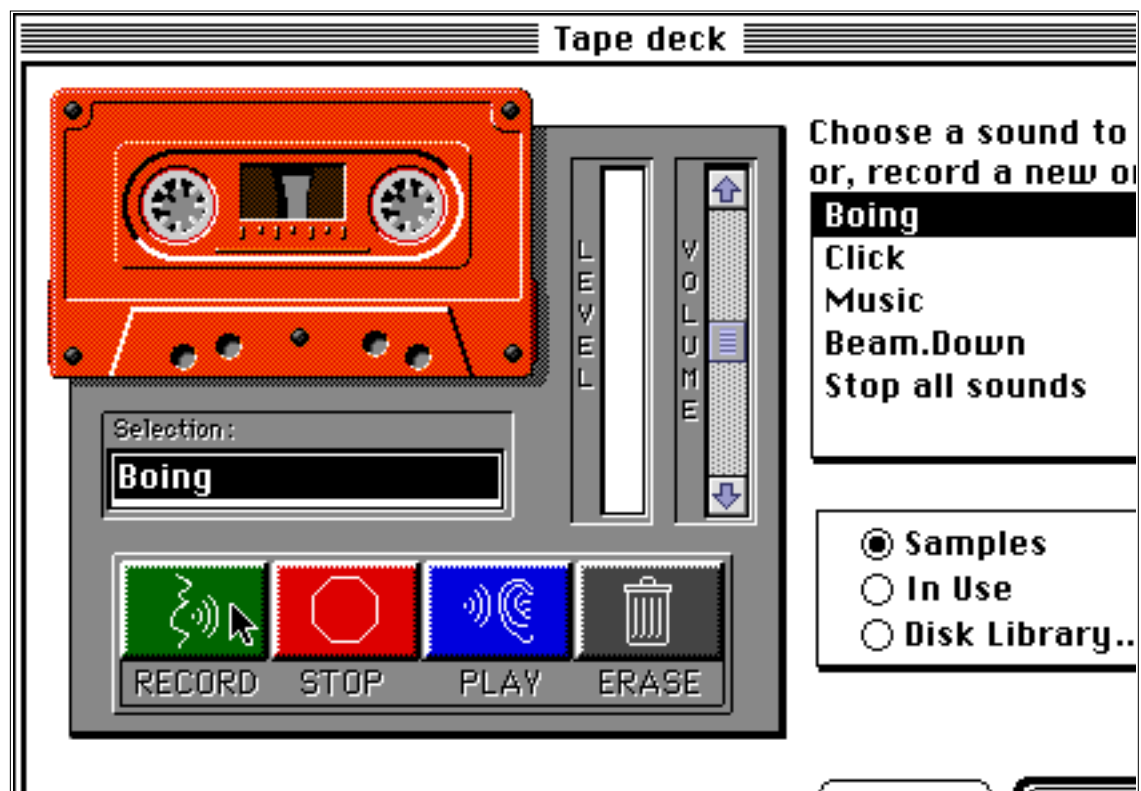
When it's where you want it, click outside the button's border, and the following dialog box appears:

17. As you can see, there are many actions that you can assign to a button. Here you will make the button play a sound (your voice), and then go to the next card with a special effect (called a "transition").



Click in the box to place an "x" next to **Play a sound...**

The Tape Deck dialog box opens:



18. Locate your Macintosh microphone. Generally it is an attached mike near the monitor of your computer, or it is a built-in hole in or around the monitor. In either case, you need only to speak naturally from your position in front of the computer to record your voice clearly.

You will record the word “**begin.**” Move the arrow over the green record button, then say, “Begin,” and then click the red stop button. To hear your sound, click play. If you’d like to rerecord, simply start over by clicking Record. When you’re satisfied with the sound, click **OK**.

You are returned to the Button Actions dialog box.

19. Now, on the “**Places to go...**” side, click in the circle (known as “radio buttons” in Mac parlance) next to **Another card...**

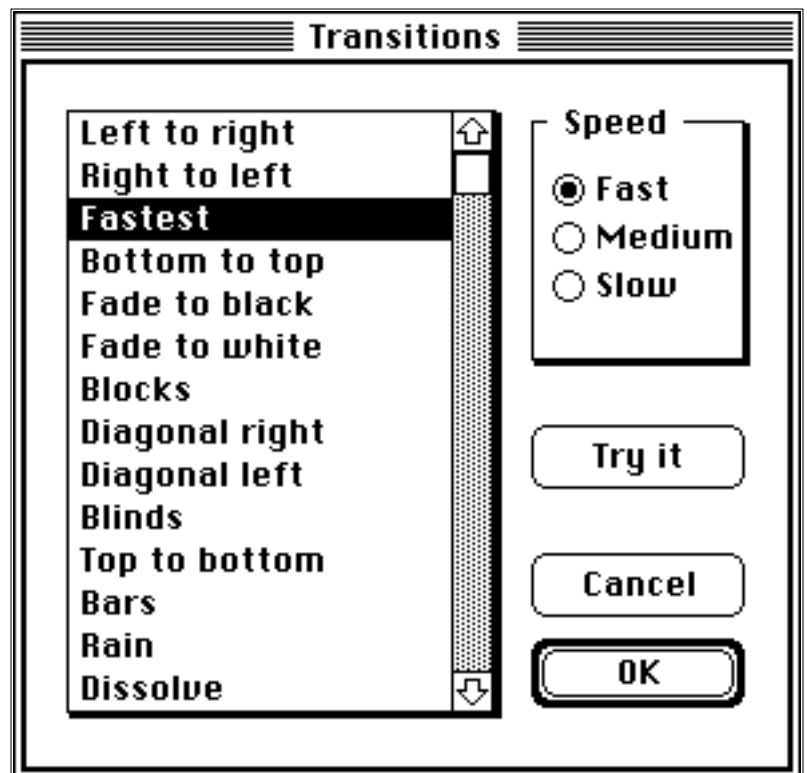
You’ll see the dialog box shown on the next page, asking you to locate the card you want the user of your stack to see next. Click on the right arrow one time, and you’ll be on the second (currently blank) card.



Click **OK**.

20. Once you’ve clicked OK, you are given the opportunity to choose a transition (the special effect used to take the user from one card to another).

No transition is necessary if you’d prefer not to use one (in this case, just use “Fastest”), but they do add to the user’s



experience with your stack if they are used well. (Just try not to get carried away using a different one between every two cards.)

You can use the “Try it” button to see how the transition will look. Select the transition you like best, and then click **OK**.

21. Now try out your “Begin” button. You should hear the word “begin” spoken, see the transition, and then arrive on the second card.

Now you will change the background color of this card. You can make it the same as the first card, or another color. Click on the bucket tool, choose a color from the color menu, and then click with the bucket on the card. The color will change.

22. On this card, you will add a graphic (picture). There are many ways to include graphical elements to HyperStudio.
  - use clip art from HyperStudio or another program or collection
  - copy an image from the Internet or CD-ROM
  - use a draw or paint program to create and save a graphic to place
  - draw or paint directly on the HyperStudio card

If you are familiar with how to do any of the first three methods listed above, use one or more of those. If you aren't, this is a good opportunity to try out the paint tools in Hyperstudio. Draw out a white rectangle on the card, and then use the other painting tools to make a picture within the rectangle. See my sample below:

23. To finish off this beginning lesson, make a button that will return the user to the first card in the stack. Pull down the **Objects** menu to **Add a button...**

Choose the button style shown in the example (with the extra thick outline).

24. If you are familiar with Macintosh conventions, then you know that this button can be clicked on, but will also respond to the pressing of the Return or Enter keys. Name the button as shown, or something that gives the same idea. Then click **OK**, and choose **Play a sound...** in the next dialog box, or choose one of the sounds available in the list of sounds.

Record or choose a sound to indicate the user's movement to the next card, which in this case, is back to the first card. Click **OK** when you are satisfied with the sound you have chosen or recorded.

To tell Hyperstudio to return to the first card, you could choose any of the following, as there is only one other card in the stack:

- Previous card**
- Next card**
- Back**
- Another card...** (Then indicate which one with the arrows and OK.)

25. Now you can try out your Return key button with the **Return key** (make sure you have the **Browse tool** (the pointing finger) selected in the tools pallet.