



How did you get HyperStudio to do that?
Doug Gilliland - Sarasota High
FEIC 2001

Flash On/Off Title

1. Create* or import a Graphic and name it.

*To create a graphic: Draw an object or import clip-art. Use the lasso or rectangular selector tool to select it.

Select Options on the Menu Bar and drag down to Add a graphic object. Type in the name of the graphic and click on OK.

Reasons to convert clip-art to a graphic: 1. Graphics have all the actions of a button.

2. Graphics float over the background while clip-art is part of the background.

2. Create an invisible button. Under Button Actions select the following:

a. Automatic Timer - type in time and select Repeating

b. New Button Actions - Select Hide/Show then click on Use this NBA.

Type in the name of the Graphic (in this case "flash"), select Graphic and Flip. Click OK.

Drag and Drop

1. Create a Graphic object. Under Features select Draggable. Click OK.

2. Create a Hidden Button. Under Features select Drop Off only. Under Button Actions select where you wish the user to go if they drop off the graphic in the incorrect place. Click OK. Position the button over the area where it would be incorrect.

3. Create another Hidden Button and repeat step two except have it go to where a correct answer would take the user.

4. Position the hidden button over the correct area on the card. Click one time on the button to select it, click on Objects on the Menu Bar and drag down to Bring Closer. You may have to do this several times to layer the button on top.

5. Click on Objects on the Menu Bar and drag down to About this card. Select Leaving This Card and under New Button Actions select ClearChangeFlag. Click on Use This NBA then OK. Click OK until you get back to the card.

Drag and Drop Wrong Snap Back Using HyperLogo

6. Make a draggable graphic and give it a name. In this case we will call it DragG. Place the graphic where you want it when the user first comes to the card.

7. Create a visible button. Select Use HyperLogo under Button Actions and type in the following script:

```
getitemrect [ ] "DragG "graphic
```

(getitemrect tells HyperStudio to get the location of an object, [] tells HS it's on the current card, "DragG" tells HS the name of the object and "graphic" tells HS that it is a graphic.)

8. Close the HyperLogo Script window and when asked if you wish to save your changes click on Yes.

Click on Done to get back to the card.

9. Click on the button. You will get a message that states: Logo Error: You didn't say what to do with [four sets of numbers]. These four sets of numbers are the location of your graphic. Write down these numbers

(including any negative signs). Click on Darn. Delete the button - it is only used to get the location of the graphic.

10. Create a hidden button and place it over the area that is a correct drop off. In Button Actions designate where you want the user to go. Under New Button Actions select ClearChangeFlag.

11. Create another hidden button and place it over the area that is an incorrect drop off. In Button Actions select a “wrong” sound and select Use HyperLogo. Type in the following script:

```
wait 60  
setitemrect [ ] “DragG “graphic [ four sets of number with a space between them]
```

(wait 60 tells HS to wait one second, setitemrect tells HS to move the graphic ... the four sets of numbers tell HS where to place the graphic.) If you want to speed up or slow down the time it takes for logo to respond change 60 to another number. Logo counts 1/60 th of a second, so 30 would be 1/2 second.

Group Cards

Group Cards are cards in a stack that share the same background. The advantage of using Group Cards is that the amount of memory and HD space to run your stack is greatly reduced since the background is only saved once and shared by all the cards in the group.

To make Group Cards:

1. Make a background you wish to use with many cards in your stack.
2. Select Edit on the Menu Bar and drag down to Ready Made Cards. Drag over to Group Cards and let up. You now have a new card that has the same background as your first card.
3. Repeat #2 for as many cards as you need.
4. Warning - Should you change the background of any Group Card it will appear on all of the Group Cards in your stack. If you wish to add something to one card make it a Graphic, Text Field or Button - all “float over” the background and do not change it.

Hide/Show

There are two ways to hide and show objects in HyperStudio - use HideShow NBA or a HyperLogo script. Using the NBA is easier but HyperLogo gives you more control of the process.

Using HideShow NBA:

1. Draw an object (or bring in some clip-art). Using the lasso select it and under Objects on the Menu Bar select Add a Graphic. When asked if you wish to turn it into a graphic click on Yes. You have just converted clip-art (which is part of the background) to a graphic (which floats over the background). *Skip this procedure if you import a Graphic item.
2. Give the graphic a name.
3. Create a button.
4. Under Button Actions select New Button Actions. Scroll through the NBA names until you find HideShow. Double-click on it.
5. In the HideShow window: enter the name of the graphic, click on graphic, click on hide it (flip will cause the graphic to hide when the button is clicked, show when clicked again and so on) and select an effect. Click on OK.
6. Instead of creating a button to hide/show a graphic you can assign the action to the graphic itself. Just select the graphic tool and double-click on the graphic and assign it the action.

Using HyperLogo:

1. Complete steps 1-3 listed above.
2. In the Button Actions window select Use HyperLogo.
3. In the HyperLogo Script window type in the following script:

```
hideitem [ ] “graphicname “graphic
```

In the script type in the name of your graphic instead of graphicname. Leave a space between each of the four items but do not leave spaces between any of the words.

In this script: hideitem tells HyperStudio to hide the item, [] tells HS that the item is on the current card, “graphicname tells HS the name of the graphic to hide, “graphic tells HS it is a graphic object.

Tip: You can do the same thing with text fields or buttons. Just name them and substitute “text or “button for “graphic. HyperLogo allows you more control over hiding and showing objects. With the following script you can hide a graphic for a set amount of time then have it show again. Here is the script:

```
hideitem [ ] “graphicname “graphic  
wait 60  
showitem [ ] “graphicname “graphic
```

Reverse this to show a hidden graphic that can be used on a quiz to tell the student if they were right or wrong.

IMPORTANT: Whenever creating an action that will change a stack (such as dragging or hiding an object) HyperStudio will produce an alert window that will ask if you wish to save changes when you exit the stack. This will occur in the "player" mode as well as in the "author" mode. This can cause problems since Save is the default and saving will cause the stack to be changed. To prevent this window from showing do the following:

1. Under Object in the Menu Bar select About this Card. Under Leaving this Card select New Button Actions. Select ClearChangeFlag, use this NBA then OK.

NetConnect

If you have internet access creating a link to an internet site is easy with HyperStudio. Just create a button and select New Button Actions. Double-click on NetPage from the NBA Names. Type in the URL then OK. That's it. When you click on the button HyperStudio will launch your browser and take you to the site. When you quit your browser you will be brought back to the current card in HyperStudio.

No Force Quit

A problem I once faced was students force quitting a stack (Command-Q on a Mac, Control-Q on a PC). This would occur when students missed a question in a quiz stack and would force quit without me knowing then go back into the quiz as if they were starting for the first time.

This problem can be solved using Key Mapper NBA. Make a button and select New Button Actions. Find KeyMapper NBA and double-click on it. Assign Command-Q (Mac) or Control-Q (PC) a new action. Put the button on the first card. Under Button actions select Automatic Timer and set it to start as soon as the card is shown.

Another use for this is to assign an F-key as a quit key so that students can quit by hitting that key.

Pass Over

This action allows you to have graphics, buttons or text fields appear and/or disappear when the mouse moves over an area on a card. To do this:

1. Create a graphic and give it a name. Under Features select Hidden.
2. Create an invisible button, place it over the object you wish and give it the following properties:
 - a. under Features select No Click (this will set off the button when the mouse passes over it).
 - b. under Button Actions click on New Button Actions. Double-click on HideShow. Type in the name of the graphic, then click on graphic, show it, then OK.

This will cause the graphic to appear once the mouse passes over the invisible button. To get the graphic to disappear when you move off the button:

1. Create an invisible button and place it over your first button. Position it so that it overlaps the first button an inch on all sides. Repeat step 2 except click on hide it in the HideShow window.
2. Using the button editing tool, click on this "hide" button once to select it. Click on objects on the menu bar and drag down to Send Farther. This should place the "hide" button behind the "show" button. (You may have to repeat this several times.)

Test Results

This HyperLogo stack will read the results of a HyperStudio quiz and display the scores of the last 19 students on the screen (and give you the option to print out). You can download it (with instructions on how to use it) from my site at: www.physicalscienceseries.com

It is currently only available for the Macintosh OS but as soon as I can figure out how to get it to work on a PC I will post it.

Volume Control

Some computers, such as the iMac, have no external volume control. Once in a stack, students were no longer able to control the volume. So I began making volume control buttons on the title page of the stack. This can easily be done by:

1. Create a button and under icons select a radio button and name it "loud". In Button Actions select Play a Sound and select one. This will enable the student to hear the volume of the button.
2. Select New Button Actions. Scroll down to SetVolume and double-click on it. If it is not listed click on Disk Library and select it from the list.
3. Type the number 7 in the text field below the names. 7 is loudest while 0 is no sound.
4. Click on OK.

Make two or three buttons with different volumes to give the students a choice.

HyperStudio Resources

The HyperStudio web site is packed with resources, downloads and free evaluation software. You can find their site at: **www.HyperStudio.com**

A great resource, The HyperStudio Forum Newsletter can be found at this site. The newsletter is in PDF format and can be printed out.

A good beginners book on HyperStudio (other than the manual that comes with HS) is: **HyperStudio in One Hour** by Vicki Sharp, ISTE publications*

An excellent text for beginners wanting to learn HyperLogo is:

Inside HyperStudio: Scripting with HyperLogo by Irene Smith and Sharon Yoder, ISTE publications*

* These and other HyperStudio items can be purchased at **http://www.iste.org**

Please visit my website for free downloads. The site is currently down but will be up and running by the end of January, 2001.

www.physicalscienceseries.com

If you have a problem with directions in this handout (or anything else HyperStudio) you can e-mail me at: **doug_gilliland@excite.com**

Notes:
