

Hyperstudio 4 Tutorial

Opening a New Stack

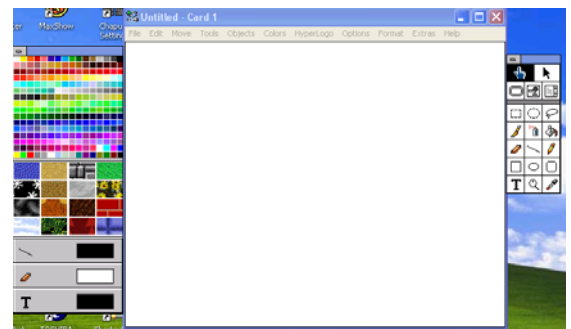
A new stack in HyperStudio is akin to a stack of index cards. Your presentation will be a stack of these index cards placed one on top of the next. A stack is the entire presentation, made up of those cards.

Upon opening HyperStudio you will see an image like the one shown here. To start a new presentation you will click *File > New Stack* and then click *OK*.



Setting up your screen to begin working

The first step in getting HyperStudio ready to work with is to bring your toolbars into view. To do this, click and hold down the *Tools* menu and drag the box that pops up anywhere else on the screen. This will leave those tools on your screen for easier use later. You are going to do the same thing with the colour palette. Click on *Colours* and hold your mouse button down. Now drag that colour palette to another place on the screen. You should see something like this on your screen.



Putting a Background on Your Card

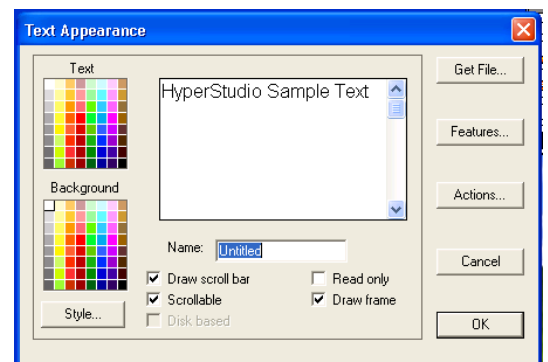
All cards start with a background. As a default, your background is a solid white colour. You have the option of either changing this default to another solid, a pattern, or an image that you have stored on your computer. Remember that you have already pulled your colour palette down so that you can see the available colours. The first step is to decide which colour or pattern you want on your card. To do this you need to click on the desired colour on the colour palette as shown here. Next choose the paint bucket to spill the colour on to the screen.

Adding Text to Your Cards

There are a number of different ways to place text on your card. We will explore two of these methods.

Using a "Text Object"

The most reliable method for placing text on your card is a *Text Object*. To place a *Text Object* on your card you will need to click on *Objects > Add a Text Object*. (Ctrl+T). The next step you will have to take is to place that *Text Object* on your card somewhere. You can drag it by clicking once on it and dragging it around your card and you can resize it by dragging on its corners. Once you have it in place simply click anywhere off of it and this image will appear.



You will need to give the object a title so HyperStudio will know what it is it needs to load on this card. You can manipulate the text and background colour settings on this card as well as the some actions the text can take during the presentation. Click *OK* once you have titled this *Text Object*. By typing at the cursor you are able to place any text you wish in the box that now appears on your screen.

If you move your cursor off of the *Text Object* you will notice a small pointing hand as your cursor. You will notice that the same cursor is highlighted in the tool box that we have previously moved to the work space. The hand should look like this:



Clicking on the arrow in the tool box will allow you to move the *Text Object* as well as resize it. Click back on the pointing hand to allow you to type or change what you have written in the *Text Object*.


Using Plain Text

Using plain text is not a preferable method for placing text on your cards. The main problem with using plain text is that it acts like a basic colour when it comes to backgrounds. If you decide to use the fill method for placing your backgrounds then the small holes in letters like "O" and "P" will not be filled in. Also, if you decide to erase your background to change the colour or from a pattern to another pattern you will loose all plain text you have inserted.

Therefore, the only time I recommend using plain text is when you are absolutely certain that you are not going to make any more changes to the card. It is even a hassle to try to fix any mistakes you make with plain text. You will have to use the eraser tool to get rid of the mistake and start over.

To place plain text on your card you will need to click on the text tool in the tool box. (T) After you have clicked on this tool you can click anywhere on the card and start typing. You will notice that the colour of your text is the one you have chosen on your colour palette

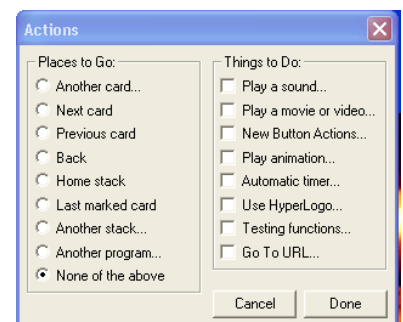
Adding Graphics to Your Card

Adding graphics is a simple and easy way to personalize your card. To do this click on *Objects > Add a Graphic Object*. (Ctrl+G) Click *OK* and then navigate to your graphics or photos. Select and open the graphic you want. Select the section or whole image by using the Selection Box or the Lasso () to outline the part of the picture that you want to add to your card. With the mouse circle the picture.

When you have circled an image, a red-dashed line will be around your graphic. If by chance you circle the wrong picture or get a piece of another picture, simply click with the mouse and the red-dashed line will disappear, allowing you to circle again. After you have successfully circled the picture you want, click *Done*. You can move your graphic to anywhere you want on the card. When you are satisfied with the location press enter and *OK*

Giving your graphics an action

After you have placed your graphic in the right spot you can select an action. Select which action and follow the prompts or click done if you do not want an action.

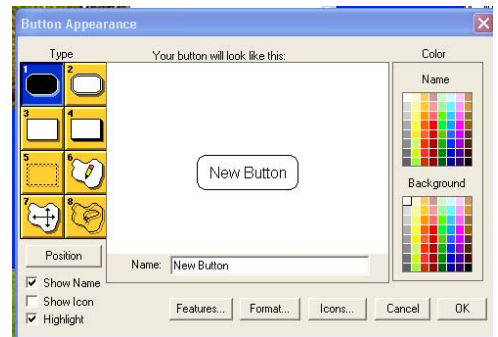


You should now see your card with your graphic back up. Now with the hand click on your graphic. You should see the mouse graphic move on your screen following the path that you created. What fun?!!! Now you can play around and try out different animations and graphics.

Adding Buttons

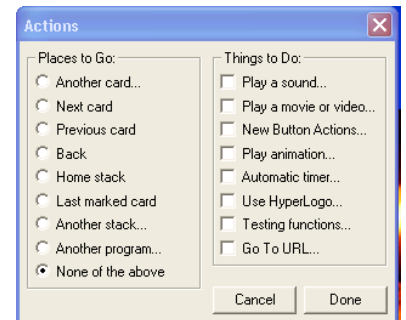
When you are creating a stack (a presentation) you will usually create more than one card. Buttons are an easy way to move from card to card. To create a button you will need to click on Object > Add a Button (Ctrl+B).

You will then see a dialog box titled Button Appearance, shown here. This is where you can choose what your button will look like, its name, or choose an icon instead.



Here's an easy way to make a button: Click on the *Name* section of the card and type *Next Card*. Next choose *Icons* where you decide which image you wish to use for your button. Choose the hand with the finger pointing to the right. Click *OK*.

Here you can also change the background and font colour of your button. You can do this by clicking on the colour square that you like. When you are happy with the look of your button, click *OK*. The familiar red-dashed line should be around your button. You can either move the button to its desired location or continue with the button set up by clicking anywhere else on the card. Once you click off the button, you will see the *Action* menu come up on the screen, under Places to Go choose *Next card* and then choose *fastest* and click *Ok* and *Done*. Your button should now take you to the next card when you click on it.



On your title card you only need one button because you only have one direction to go - forward. All other cards should have a backwards and a forwards button. Your last card should have a button that takes you to the first card. You can make your buttons take you anywhere by clicking on various locations on the Places to Go section. For example, if you want to make you button go backwards choose previous card and if you want your button to take you to the first card choose "Home Stack." It's that easy.

Under Things to Do you can make the button initiate another type of action.

Adding a New Card

After you have finished creating your first card, you will want to start on another card. To do this, choose *Edit > New Card*. A blank card should appear on your screen. You can start to create on that card just like you did on the previous ones.

Deleting a Card

Sometimes there will be too many mistakes to attempt to correct each one. If this should happen it may be easier or quicker to just erase the whole card and start over. To do this select *Edit > Delete Card*. HyperStudio will then ask you if you want to delete the entire card, click *Yes*.