# HYPERMEDIA
## WEEK 3 EXERCISE

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## CREATE A THREE CARD LOOP WITH THE SAME BACKGROUND LAYER  BUT DIFFERENT CARD LAYER ON EACH. UTILISE GRAPHICS AND TEXT FIELD TOOLS, AND FINALLY LINK THE CARDS VIA  A SIMPLE SCRIPT

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### 1. BEFORE YOU START MAKING YOUR 3 CARD STACK, PLAN THE CARDS FIRST.

Before you begin, decide what the content of your cards will be- don't design on the Mac. What is your content? How many buttons? You must make at least one button that will function as a "next" button, that will take you along to the next card in the stack.

### 2. START UP HYPERCARD

Double click on : **Local HD**, then **Applications**, then **Hypercard** then **Hypercard 2.1.**

### 3. MAKE A NEW STACK

You will see the card "Welcome to Hypercard". Select **New Stack** from the **File** menu; a dialogue box will ask for your stack name- name it and click on **New**. This will take you to the first card in your stack, which is currently blank.

### 4. DRAG THE TOOL PALETTE TO A CONVENIENT PLACE ON THE SCREEN

### 5. SELECT TO WORK IN THE BACKGROUND LAYER OF YOUR STACK.

To work in the background layer of your card, select **Background** from the **Edit** menu or press **Command B**. Your choice to work in the background layer will be confirmed by the "candy stripes" appearing on the menu bar at the top of your screen. Whenever you see the stripes, you are working in background mode- which means that anything you put on this layer will turn up in the background of every other card in your stack.

**REMEMBER:-**
**• If you have graphics or text that must appear on every card in your stack, place them in the background.**
**• If you have buttons that must appear on every card in the stack, place them in the background**
Place card specific graphics, text or buttons in the **card** layer.

**6. CREATE A BACKGROUND FOR YOUR STACK.**

Using the tools and patterns palettes, design a background for your stack.

**7. PLACE A BUTTON IN THE BACKGROUND.**

Choose the **Button** tool from the **Tool** palette, and select **New Button** from the **Objects** menu. Resize the button by dragging on it's corners, and place it where you want on the screen by clicking and dragging.

**8. RENAME OR CHOOSE AN ICON FOR YOUR BUTTON TO SIGNIFY "NEXT"**

By double clicking on the button, a dialogue box will open. Either rename the button or select the Icon box to choose an icon for it. Utilise the style options-eg transparent, radio button etc.

**9. PLACE ANYTHING ELSE IN THE BACKGROUND THAT YOU WANT TO APPEAR THROUGHOUT YOUR STACK.**

**10. START WORKING IN THE CARD LAYER.**

To work in the card layer (think of it as the foreground) you need to deselect the background layer. You do this by pressing **Command B** or deselecting **Background** from the **Edit** menu. You will know that you are in the card layer because the "candy stripes" will disappear.

**11. CREATE A TEXT FIELD IN THE CARD LAYER.**

Select the **text field** button from the tool palette, then **New Field** from **Objects** menu. Resize and move your text field. Select the **browse** tool from the palette and place it inside the text field- notice how it changes into a cursor. You can now type in your text, highlight it, change the font, point size etc as desired. You can alter the qualities of the text field itself by double clicking on it and selecting your desired opions.

Don't type text into the text field using the "A" text tool. (This is one of the confusing things about Hypercard). The "A" text tool creates a separate bitmapped object- like a graphic- that is not part of a text field, but is an object in itself.
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**12. FINISH OFF YOUR FIRST CARD, THEN CREATE YOUR SECOND AND THIRD CARDS.**

Once you have finished your first card, select **New Card** from the **Edit** menu to create your second, and later, third cards. Notice that all of the cards share the same backgrounds. Work in the card layer (foreground) and add graphics and text as desired to your second and third cards.

## 13. WRITE A SIMPLE SCRIPT FOR YOUR BUTTON.

Now you are going to write a script for the button that you placed in the background of your cards. It doesn't matter which card you are currently on, since the button is the same throughout the stack. Using the **button** tool, double click on your "next" button. The button dialogue box will appear-choose the **Script** option. The Script dialogue box will appear, which states what the current script command is for when the button is clicked. It should say

on mouse up
   |
end mouse up

This means that the button has not been scripted to perform anything when the user clicks on it. You are going to make it into a "next" button which takes you to the next card in the stack when clicked. To do this, type

go next card

exactly where the cursor is flashing. Close the dialogue box and save the changes.

## 14. SELECT A NEW VISUAL EFFECT FOR YOUR "NEXT" BUTTON.

Making sure that the **Button dialogue box** is open, select **"Effect"** and then scroll through the visual effects until you find one that you like the sound of. Once you have decided on a visual effect, open up the script dialogue box and see how the script has changed.

## 15. NOW TEST OUT YOUR BUTTON AND YOUR STACK.

If tou'rre still in the background, deselect it and, then, using the **browse** tool, test out your button. It will now keep linking to the next card in the stack every time that you click on it. How do you like your new visual effect? If you're not satisfied with it, keep experimenting until you find a visual effect that you like.