

Step-by-Step Getting Started With HyperStudio

This Step-by-Step Card provides the beginning user instructions on how to create a new stack, add a button, and add a graphic object.

Creating a new stack

To open HyperStudio and open a new stack, follow these steps:

- 1** Open the HyperStudio application. The main HyperStudio screen, or Home Stack, appears.
- 2** Click the New Stack button.
- 3** Click Yes when asked if you want to leave the Home Stack.
- 4** Click Yes if you see a message asking if you want the same card size and number of colors. The first card of a new HyperStudio stack appears.

Note: The standard card size for HyperStudio is 512 pixels wide by 342 pixels high. HyperStudio automatically selects a default of 256 colors. You can adjust both of these settings by clicking No in the dialog box that appears in step 4, or by choosing “About this Stack” from the Objects menu.

Moving the Tools menu

Each card of a HyperStudio project can be viewed as a canvas. You can draw, paint, or add text directly to each card with the help of HyperStudio tools. To make it easier to work with, the Tools menu can be removed from the menu bar and placed on your screen.

- 1** Position the pointer on the Tools menu, then drag away from the menu bar to another location on the screen. Release the mouse button. The Tools menu appears where you dragged it.

Once you have removed the Tools menu from the menu bar, you can move it again by dragging the title bar at the top of the Tools menu window, also called the Tools palette.

- 2** Place the Tools palette next to your blank HyperStudio card.

Adding a button

- 1 Choose “Add a Button” from the Objects menu.
- 2 Name your button, select a button type, and select a color scheme for the button and the background of the button. Click OK.

The button appears on the card with a red outline.

Tip: To move the button, drag when the pointer is inside the outline. To resize the button, drag one of the edges of the red outline.

- 3 Click outside the button to place the button on the card.
- 4 Click to select “Play a sound” in the “Things to Do:” section of the Actions dialog box.
- 5 Select a sound from the list on the right in the “Tape deck” dialog box. Click the PLAY button to preview the sound.
Tip: Select Disk Library to use a sound from a source other than HyperStudio.
- 6 After you have selected the sound you want, click OK. The Actions dialog box appears again.
- 7 Click Done.
- 8 Select the Browse tool (the hand) from the Tools menu if it’s not already selected, then click the button to play the sound.

Adding a graphic object

Next you’ll add a clip art illustration as a graphic object.

- 1 Choose “Add a Graphic Object” from the Objects menu. If you have a Macintosh with video input capability, a dialog box may appear asking where you want to get your picture. If it appears, select “Disk file,” then click OK.
- 2 In the next dialog box, navigate to the HS Art folder located in the HyperStudio folder and select the Education 1 file. Click Open.
- 3 Use the Square Selector tool to draw a box around one of the clip art pictures. Click OK.
The image is transferred to your HyperStudio card and is surrounded with a red rectangle with a dotted outline.
- 4 Drag to position it on your HyperStudio card.
- 5 Click outside the object to place it on the card. The Graphic Appearance dialog box appears.
- 6 Type a name for the graphic object, then click OK. The object appears on your card.
Tip: Double-clicking an object when the Arrow tool is selected displays the Graphic Appearance dialog box for that object.
- 7 Chose Save Stack As from the File menu and name your file. Click Save.
- 8 Quit the HyperStudio application.