

Hyperstudio Survival Skills

Selecting and using the toolbox (same as drawing programs).

- Pull down and tear off toolbox and colors to side of screen.
- Top row of tools used to create buttons and text objects.
- Bottom five rows of tools are used to type words and to draw.

Paint tool shortcuts

- Double click paintbrush to get different brush sizes and shapes.
- Double click eraser to erase entire screen.
- Hold down the shift key to draw and erase in a straight line.
- Double click rectangle/oval tool for filled.
- Double click a color to get more colors.
- Eyedropper is used to change your current painting color.

To cycle among cards: Press command < and > keys

To create a new card: Edit menu -- new card

To delete a card: Edit menu -- delete card

To build a button

- Select *Add a button ...* from the **Objects** menu.
- Make selections in the **Button Appearance** dialog box, click OK.
- Move button where desired. Resize if necessary.
- Click outside the marching ants to place the button.

To delete a button

- Select the button tool or arrow tool and click on the button (marching ants will appear). Press the delete key.

To link a button from the Actions dialog box

- Choose from Places to Go...
- Choose a transition from the **Transitions dialog box**

To play a sound or movie

- Choose *Play a sound...* from the Things to do menu
Select the sound you want and click OK then click DONE.
- Choose *Play a movie or video...* under **Things to do** in the Actions window.
(The movie CD must be in your CD-ROM Drive.)
- Where do you want to get your movie from? **DISK FILE**
- Navigate to the CD. Click on **PLACES** and then double click on the CD to open it. Find the movies folder and open it.

To build a text object

- Select *Add a Text Object...* from the **Objects** menu.
- Move and resize the rectangle. Click outside of it to “set” it in place.
- Choose color and style from the **Text Appearance** dialog box. Click OK.
- Select the Browse (hand) tool (*not* the T), position it over the object and type text. Use standard editing techniques, including cut, copy and paste text.
- To delete a text object: Choose the **Arrow** tool and click on the object. Press delete.

To add clip art

- Choose *Add Clip Art...* from the **File** menu.
- Choose from **DISK FILE**.
- Navigate to the **HS ART** folder and open it. Lasso the picture you want and click OK.
- Drag the clip art to the desired location. Resize by clicking and dragging on any corner of the marching ants.
- Click outside of the marching ants to place the clip art onto the card.

To create a Graphic Object (from a graphic already on the screen)

- Lasso the graphic
- Choose *Add a Graphic Object...* from the **Objects** menu.
- Choose an action if desired.
- The graphic can now be moved with the G tool. It will “float” in front of the background.

New Button Actions - The directions for each action are given in the info box.

- Remember to use Ghostwriter and Roll Credits in different text objects.
- To make the credits scroll, start the contents of the Text Object with several carriage returns.

EXTRAS

Storyboard, found under the **Extras** menu, lets you preview the entire stack of cards, rearrange the order of the cards in the stack or delete cards.

Box Maker, found under the **Extras** menu, allows you to create 3D boxes in two easy steps:

1. Draw a rectangle, after choosing BoxMaker, to make the front or the back of the box.
2. Move the remaining part of the box to the desired location and click. The box may be made to appear solid by using the Fill tool with colors or patterns to fill in the sides.

