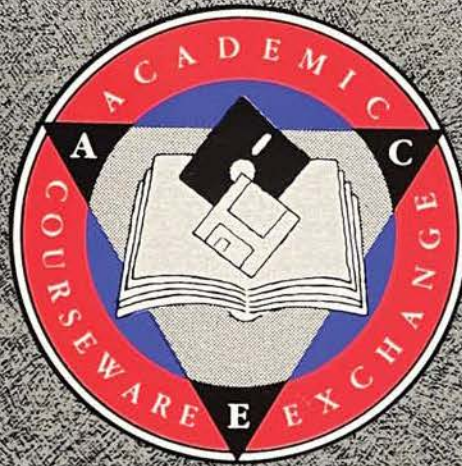


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HyperTrainer!

Developed By:

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John Green**

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University**

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HyperTrainer!

by

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Philadelphia, PA 19104

Version 1.0

7/22/88

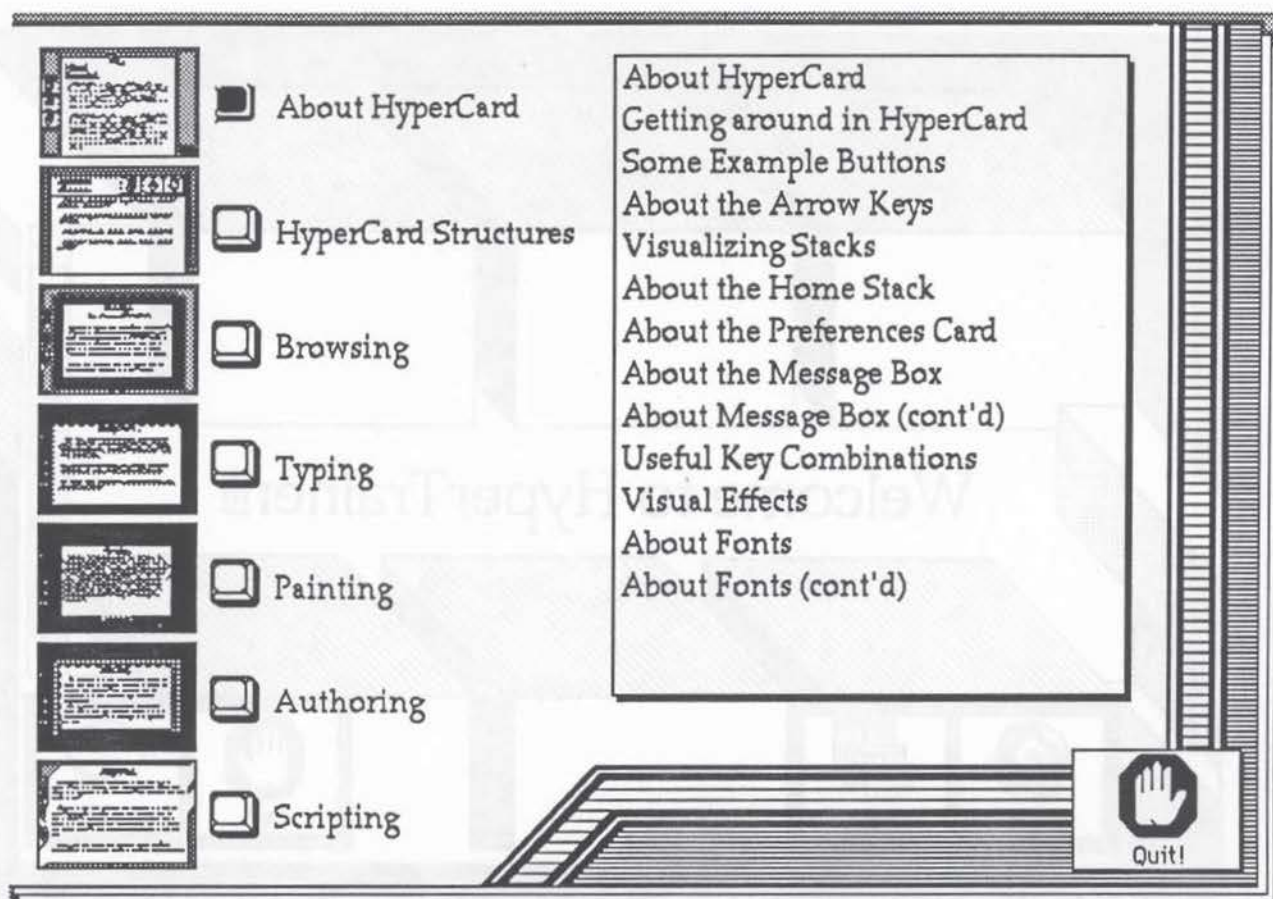
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The purpose of *HyperTrainer!* is to provide an introduction to the concepts of HyperCard. *HyperTrainer!* provides a summary of the important points of HyperCard, and provides the user with many samples and explanations. It is assumed that the user has some experience with the Macintosh. If not, they should read the manuals that come with the Macintosh and with the HyperCard disks and be familiar with them before using HyperCard and *HyperTrainer!*.

The *HyperTrainer!* stack is divided into seven parts:

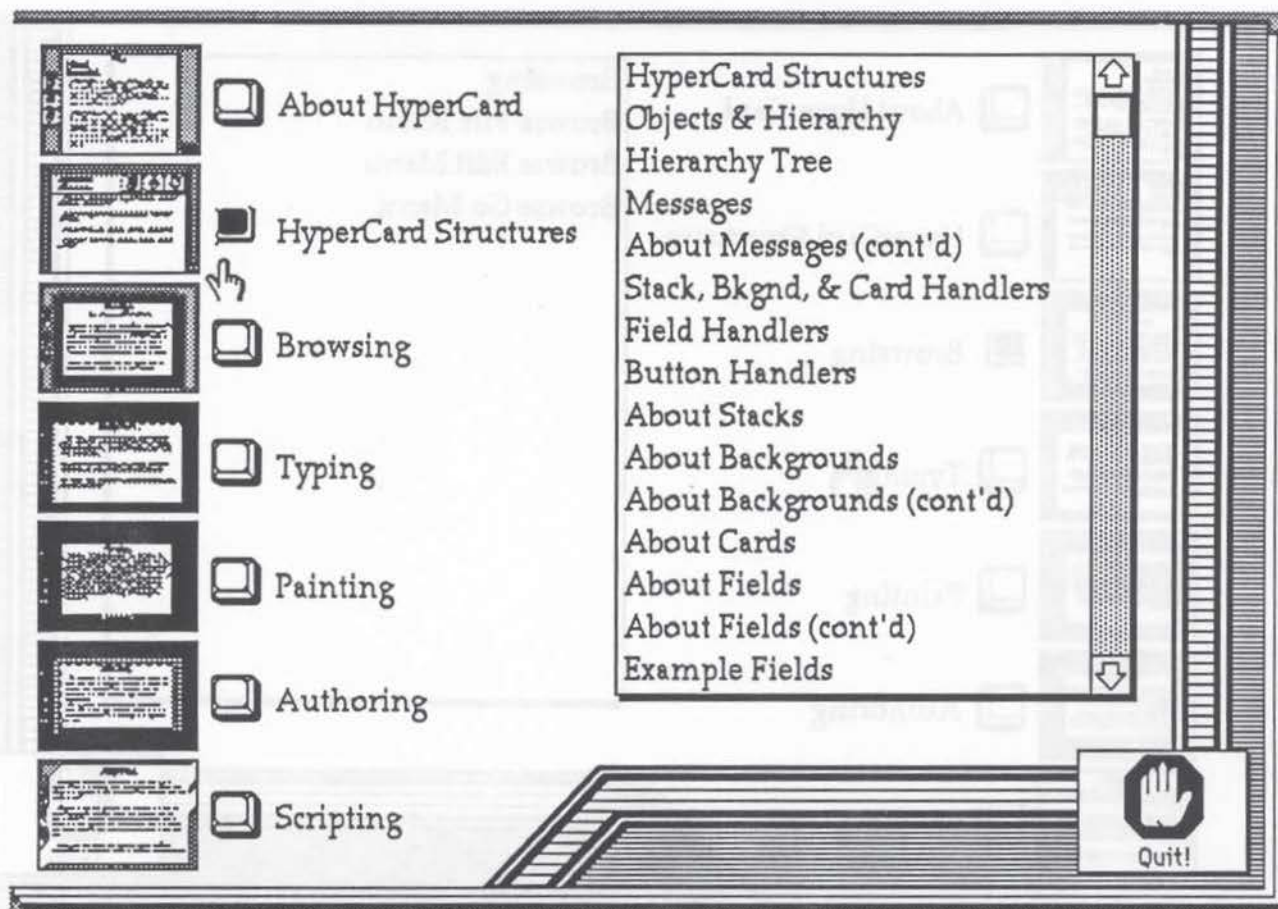
- Part one provides general information about HyperCard.
- Part two contains more detailed information about the actual structures that make up HyperCard. This section is essential for anyone who wishes to program in HyperCard.
- The other five sections of *HyperTrainer!* provide information about the menus and properties of each user level in HyperCard: Browsing, Typing, Painting, Authoring, and Scripting.



GETTING STARTED

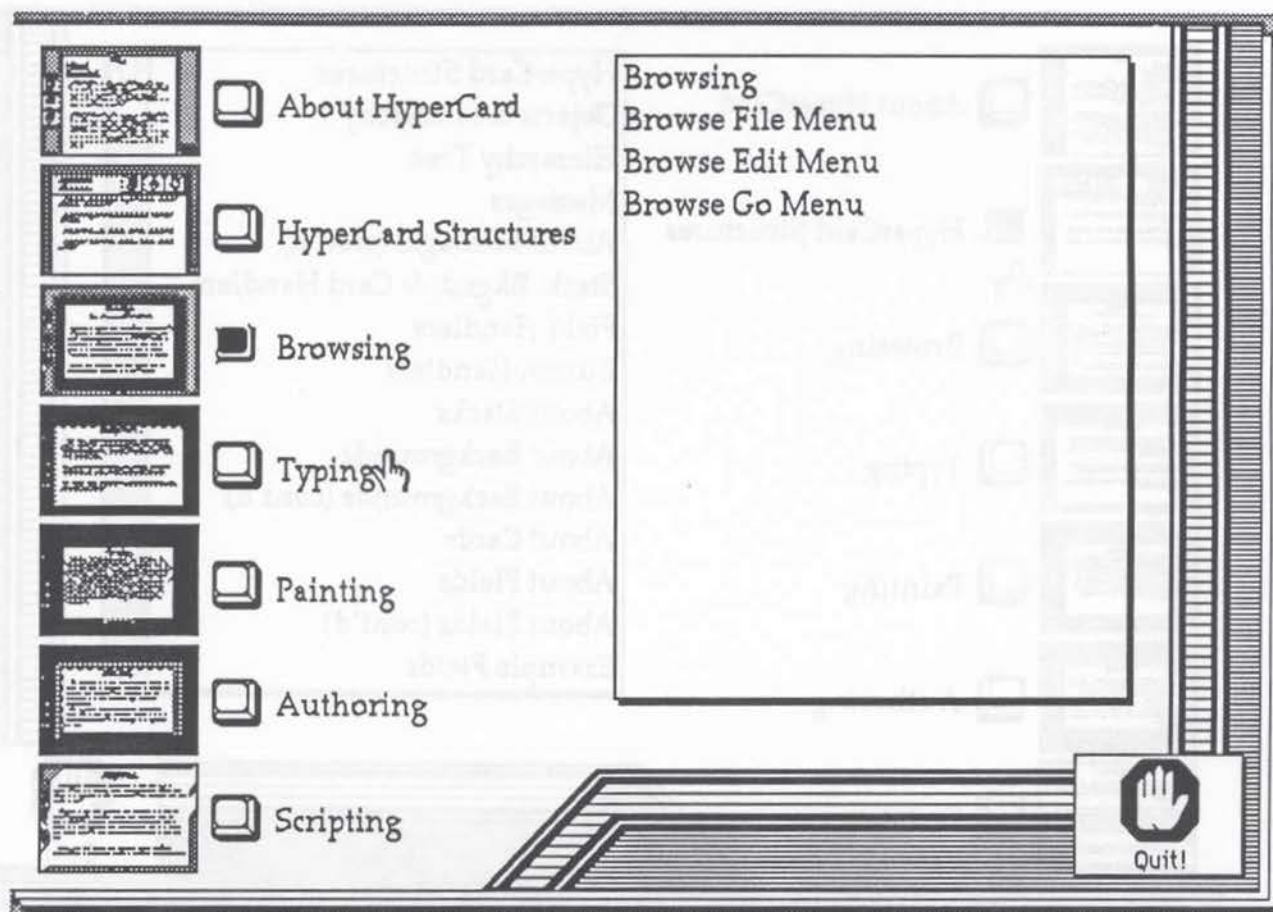
To get started, you must have your HyperCard v1.0, v1.1, or v1.2.1 stack and the Home stack in a folder on your hard drive; or on a floppy disk complete with start-up/system/finder files. (See your Macintosh and HyperCard manuals for more detailed information about copying files and creating a start-up disk).

After the two introductory screens have appeared, click on the "Index" button to get into *HyperTrainer!* When you click on any of the seven main buttons shown above (About HyperCard.....Scripting), a menu will appear in the field at the right. Some of the fields will be scrolling fields. Click on any line to go to the desired topic in each level of HyperCard. Click the directional arrow "buttons" to get around each section. Some cards have additional buttons on them for you to click. Each section takes you through informational cards about HyperCard. You will encounter INFORMATION buttons along the way. Click them for further help and explanations. Please note that each section "wraps around" to the first card after you have moved through every card in any given section. On each card you will find Index, Home, and Quit buttons which provide you with a way to get around or out of the stack.



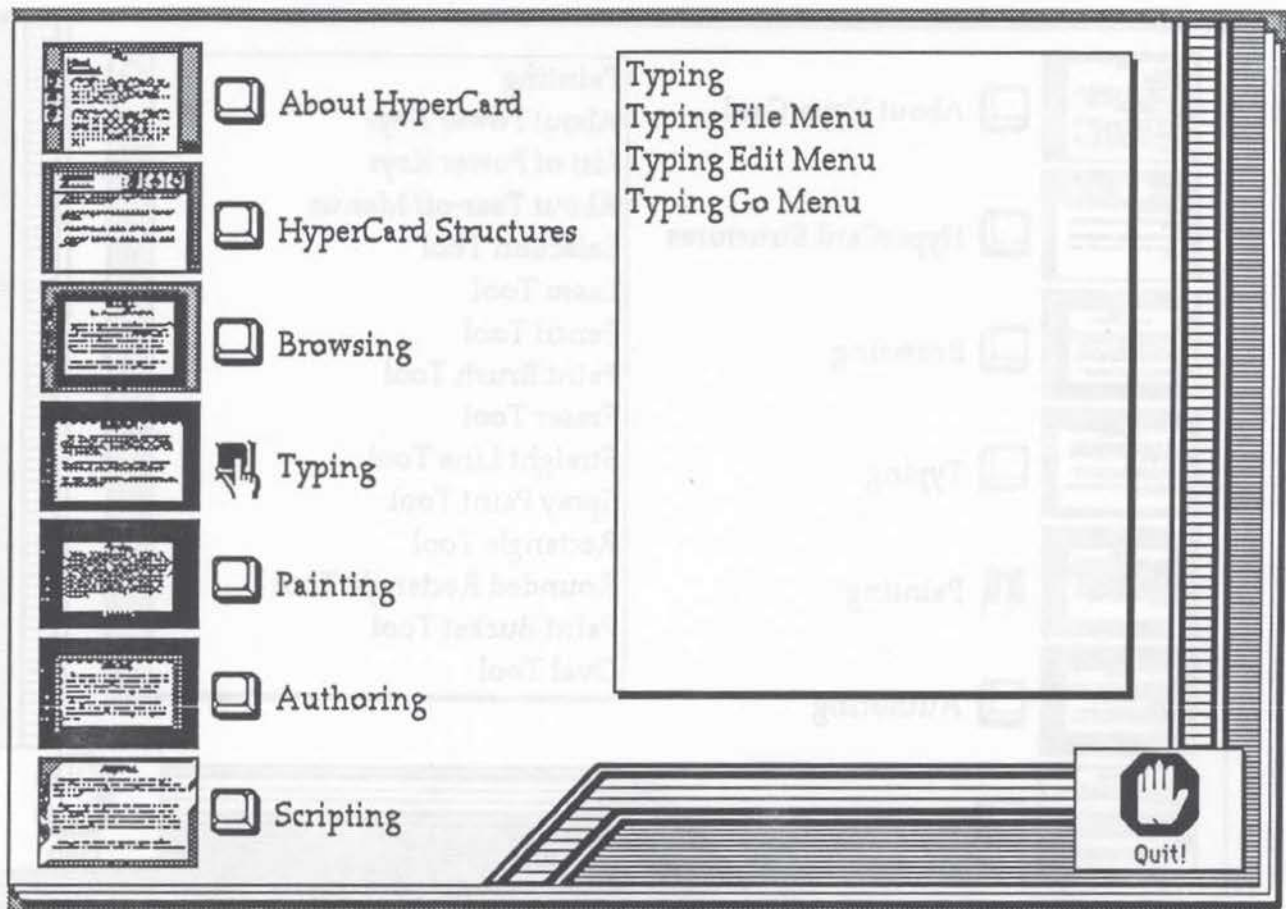
HYPERCARD STRUCTURES

This card will appear when you click on the *HyperCard Structures* button. When you click on any topic in the field at right, you will automatically go to that topic area within the section *HyperCard Structures*. This is a scrolling field, so by clicking the arrow at the bottom of the field, more topics will be revealed.



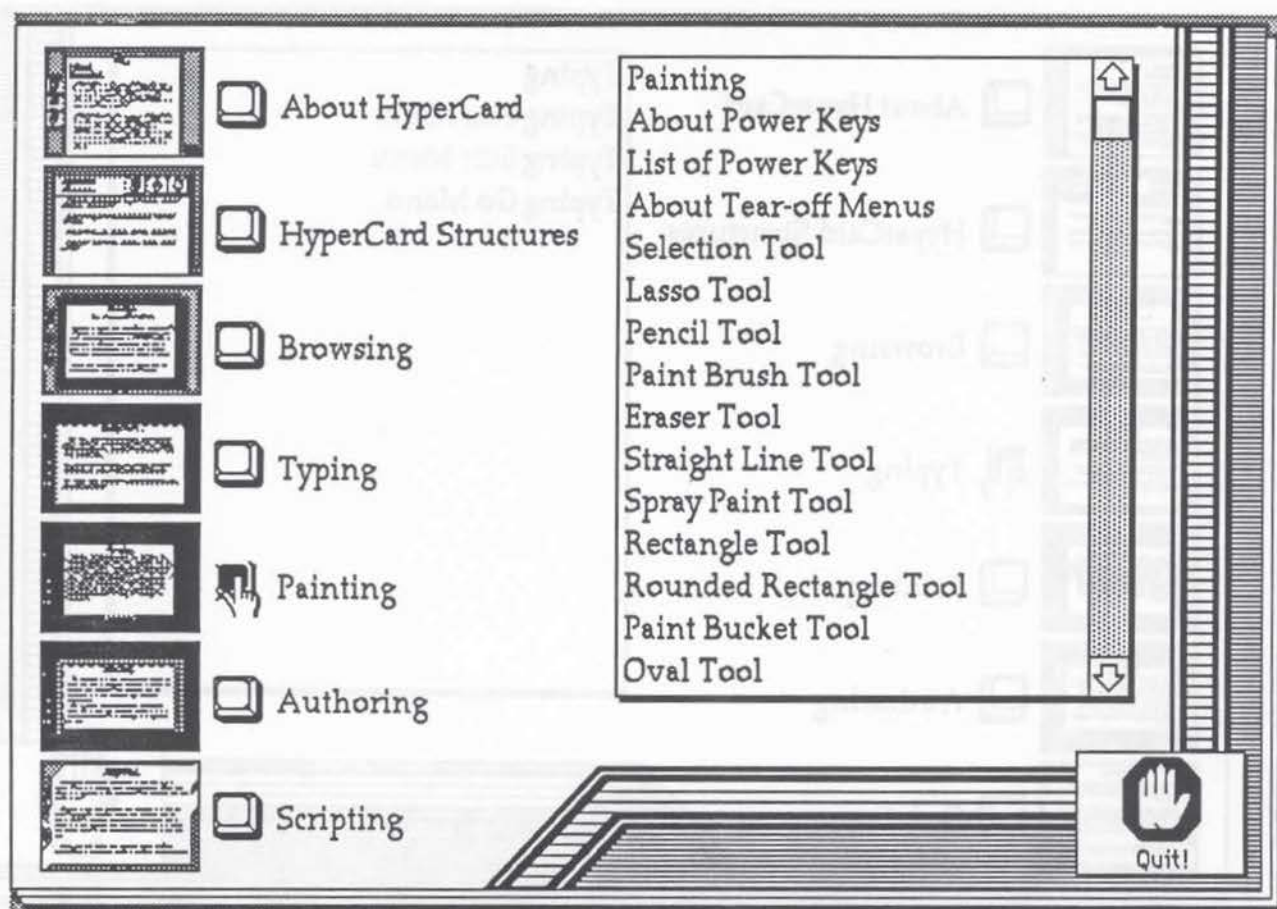
BROWSING

This card will appear when you click on the *Browsing* button. When you click on any topic in the field at right, you will automatically go to that topic area within the *Browsing* section.



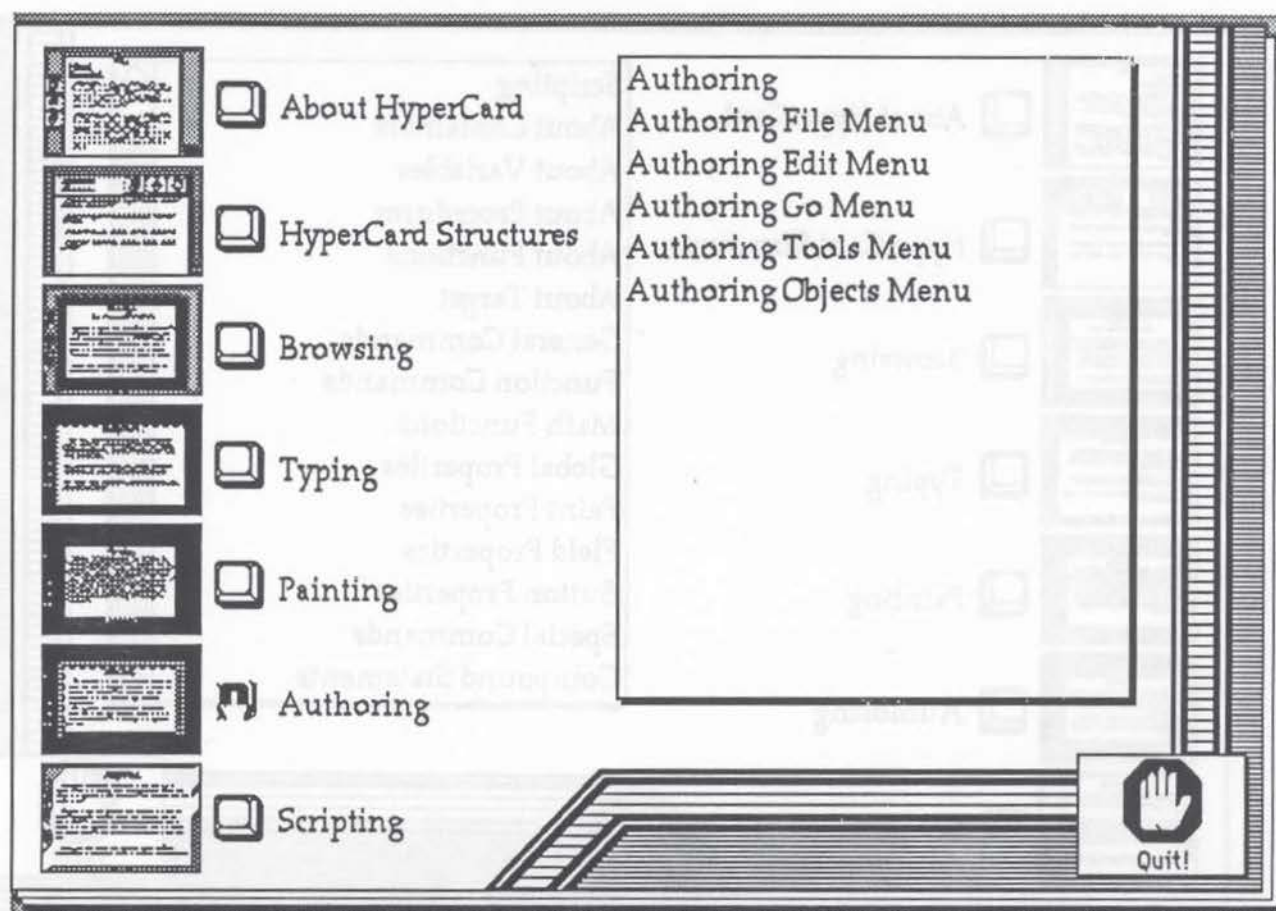
TYPING SECTION

This card will appear when you click on the *Typing* button. When you click on any topic in the field at right, you will automatically go to that topic area within the *Typing* section.



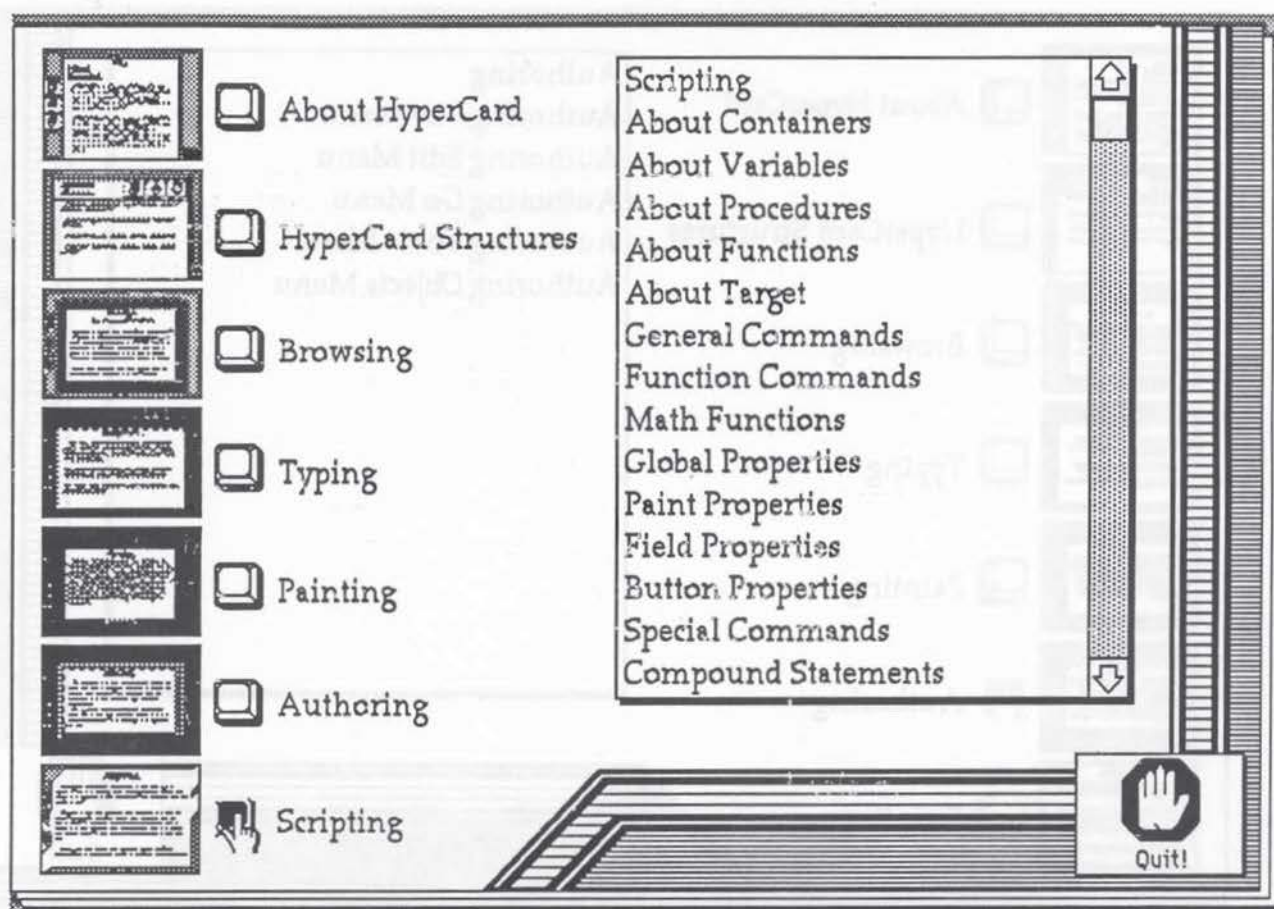
PAINTING SECTION

This card will appear when you click on the *Painting* button. When you click on any topic in the field at right, you will automatically go to that topic area within the section *Painting*. This is a scrolling field, so by clicking the arrow at the bottom of the field, more topics will be revealed.



AUTHORING SECTION

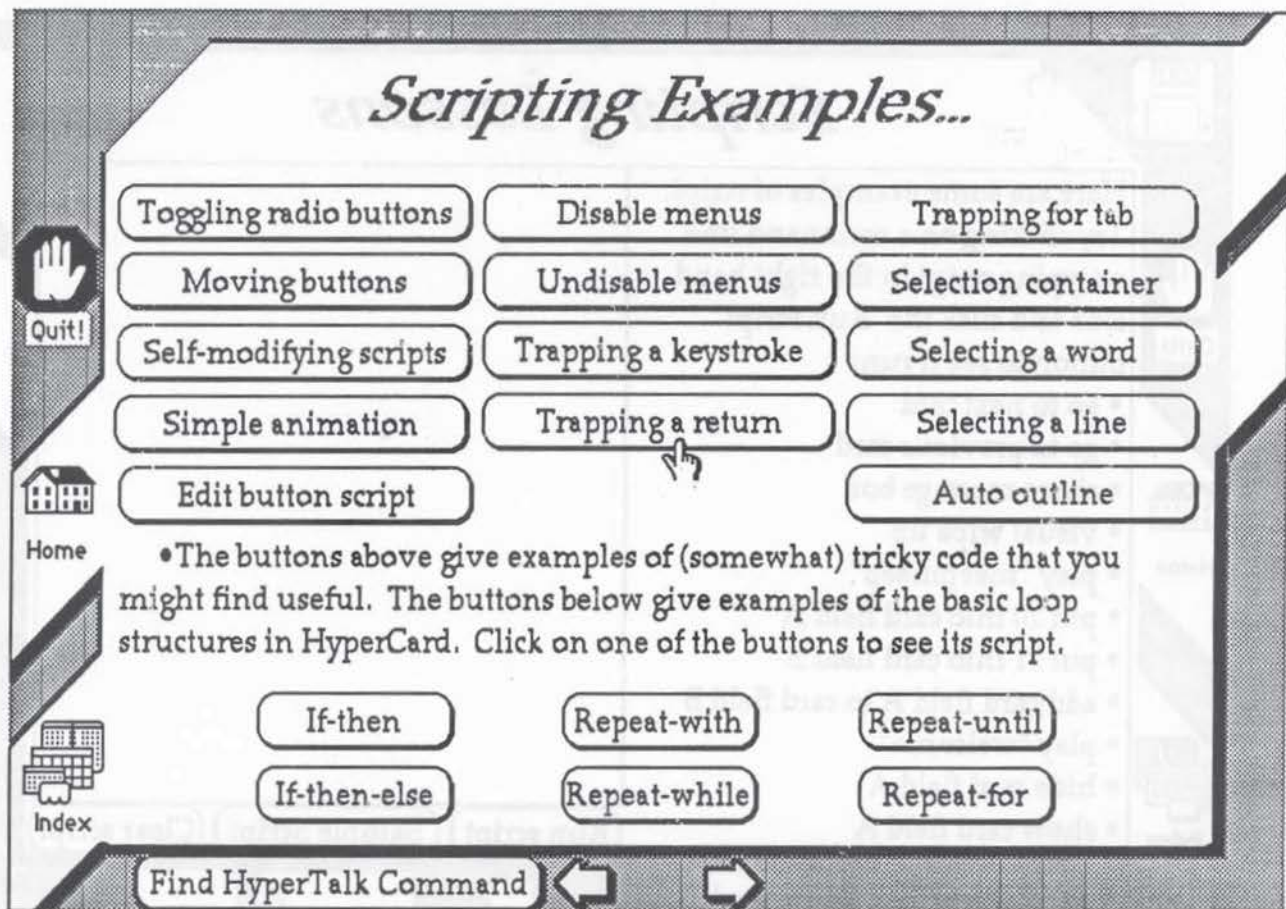
This card will appear when you click on the *Authoring* button. When you click on any topic in the field at right, you will automatically go to that topic area within the *Authoring* section.



SCRIPTING SECTION

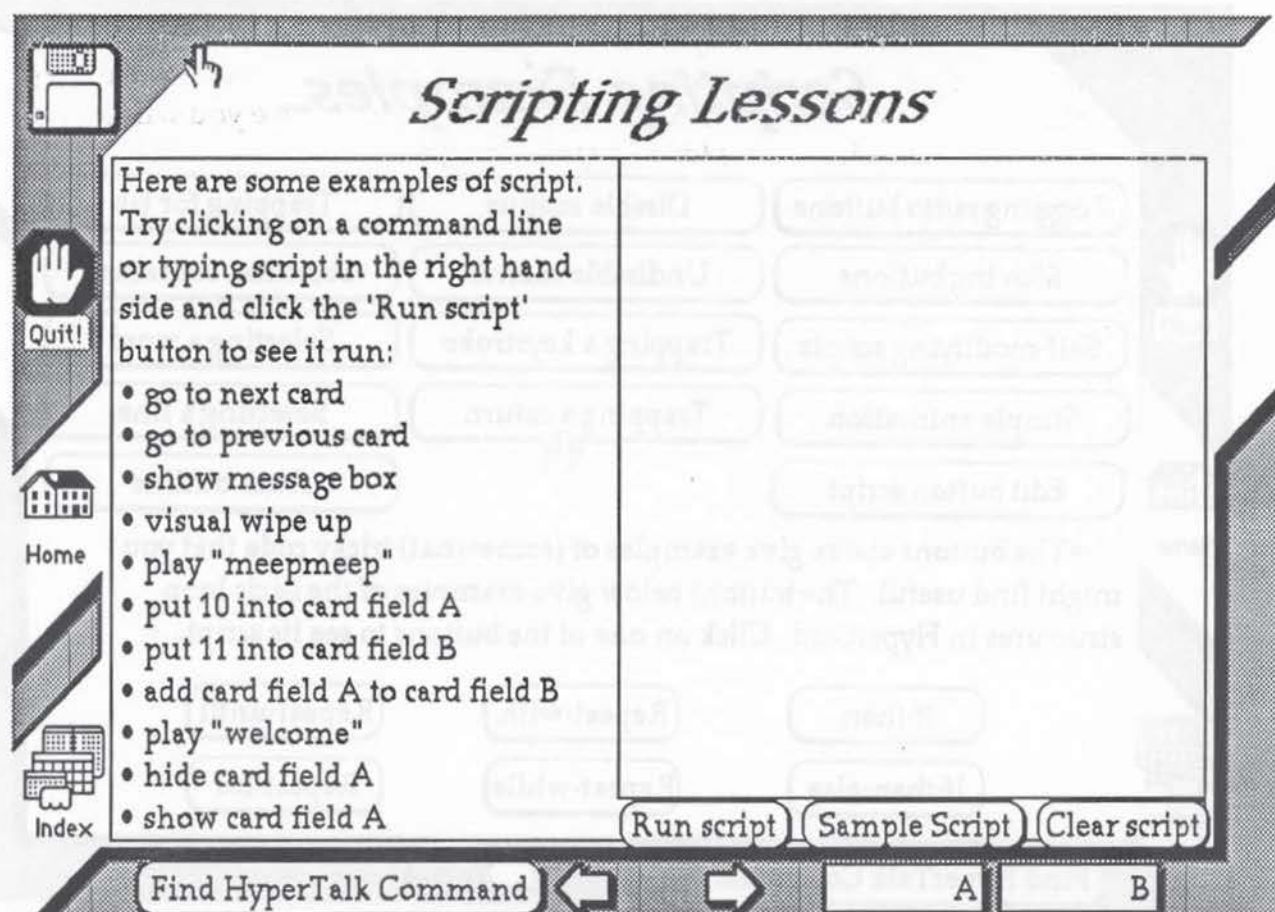
This section has several important parts to it. When you click on any line of text on the field at the right, you will automatically go to that topic area. This is a scrolling field, so when you click over the arrow at the bottom of the field, more topics will be revealed.

- You will also find a button on each card contained in the *Scripting* section that, when clicked, reveals a scrolling field containing all HyperTalk commands (with examples). Just click on any line in the scrolling field to go to that command.



SCRIPTING EXAMPLES CARD

There are many useful samples of script included with *HyperTrainer!*, located on the *Scripting Examples* card shown above. When you click on any of the buttons positioned on this card, HyperTalk script associated with the button name will appear in a replica of the edit script box. There will also be a few lines of "commented out" information about each script you access. Feel free to copy and paste any lines of script from the replica of the edit script box (and put them into an actual edit script box) for experimentation or use in a stack, card, background, button, or field script of your own.



SCRIPTING LESSONS

The Scripting section gives description of most of the commands found in HyperTalk, HyperCard's programming language.

Scripting Lessons Card:

- Try starting by clicking the "Sample Script" button. The script that fills the field will perform some simple 2-D animation for you. You can experiment with this script; for example: run the script once, then try changing the dragspeed from 400 to 2000.

- The card show above is a lesson card that allows you to build simple scripts from the lines of HyperTalk code in the field on the left. Click on any line of text in the field on the left to install it into the field on the right. You will be building small scripts that you can run. As the scripts execute, each line currently being processed will become momentarily highlighted. Just move at your own speed, try adding lines of code, and click the "Run Script" button to see how the script executes. Use the "Clear Script" button to reset the field on the right to "empty".

We hope that *HyperTrainer!* will help both the newcomer and more experienced HyperCard users to get the most out of this amazing new authoring tool. You will see that HyperCard really isn't difficult to understand, and with practice you will be able to develop useful, interesting stacks for all types of projects.

Learn, experiment, and *enjoy!*

