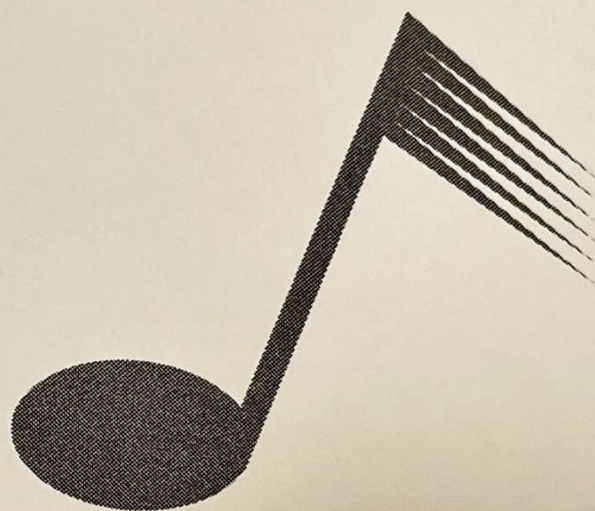




THE VOYAGER

CD *AudioStack*



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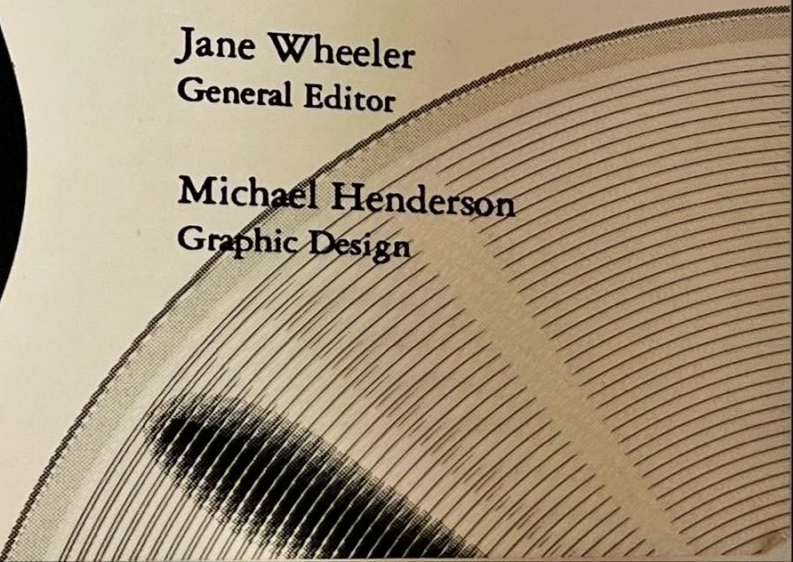




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INTRODUCTION

The Voyager CD AudioStack is a toolkit that allows users to play and control audio compact discs and the audio portions of mixed-mode CDs from HyperCard. It includes the following features:

CD AUDIO RESOURCE INSTALLER allows automatic installation of CD audio resources into any HyperCard stack.

CD AUDIO BUTTONS cards provide more than 40 buttons that control different CD audio functions and can be pasted into your own HyperCard stacks.

CD CONTROLLER is a remote control for CD audio.

EVENT MAKER lets you define audio events (e.g., play from 10 minutes, 32 seconds, 15 blocks from the beginning of the CD to 10 minutes, 42 seconds, 10 blocks from the beginning of the CD), and then automatically make a button to activate that event.

EVENT LIST lets you load CD passages, with descriptions, into a list and then play them back manually or automatically.

AUDIO IDEAS gives you scripting ideas and examples you can use to create your own interactive programs.

AUDIO SYNTAX provides full explanations of all of the HyperTalk CD audio commands supported by *The Voyager CD AudioStack*.

Installing the Program

The Voyager CD AudioStack comes to you on a floppy diskette. Copy the program onto your hard disk drive and store the original diskette in a safe location.

Warranty Card

Please fill out the warranty card and return it to The Voyager Company. This will entitle you to phone support and notification of updates. Call (213) 451-1383 for technical support.

ABOUT CDs AND CD-ROM DRIVES

CONTROLLING AUDIO CDs

- To control an audio CD or audio portions of a mixed-mode CD, you must have the appropriate CD-ROM software installed in your System Folder when you turn on your Macintosh. These software files should come with your CD-ROM drive. They include:

- 1) Audio CD Access
- 2) Foreign File Access
- 3) The Init file appropriate for your CD-ROM drive. (For example, "Apple CD-ROM" for the Apple CD-ROM drive.)

- Connect your CD-ROM drive to the Macintosh and turn it on BEFORE you turn on your Mac. If you don't, the Mac will not recognize the CD-ROM drive.

- Put the CD in the CD caddy and insert it into the CD-ROM drive.

- Before the CD audio resources can control a CD drive, you must indicate where to send the CD commands.

- 1) If you are using only one CD-ROM drive:

The "CDOpen" command will tell HyperCard where to send the commands. *The Voyager CD AudioStack* will take care of this for you if the CD is in the drive when you open the stack.

If you insert the CD into the CD-ROM drive AFTER you have opened one of the stacks, you must press Command (⌘)-M to show the message box, then type "CDOpen" into the message box and press the return key.

- 2) You can control up to 6 CD-ROM drives using different SCSI ID numbers. Your CD-ROM drive(s)

can use any available SCSI ID number(s). If you are using more than one CD drive, you can either:

Use the "Select a CD Drive" button to switch between drives. PRESS and HOLD DOWN the mouse over the button. A list of the SCSI IDs of the mounted CD volumes will appear. Drag the mouse pointer over the number of the drive you want and release the mouse button.

OR

Type "CDOpen" into the message box. Find out the SCSI ID of the CD-ROM drive from which you want to play the CD. Press Command (⌘)-M to show the message box. Type CDOpen [SCSI ID] into the message box and press return. For example, if the CD-ROM drive that you want to use has SCSI ID 3, type "CDOpen 3" into the message box and press the return key.

For more information, see "CDOpen" in the "Audio Syntax" section of this User's Guide.

FORMAT OF AUDIO CDS

Audio compact discs and CD-ROM discs conform to two standards, called the Red Book and the Yellow Book. The Red Book specifies audio standards; the Yellow Book specifies additional standards for CD-ROM. These standards ensure that any audio CD is playable on any CD player.

An audio CD contains up to 74 minutes of sound, divided into minutes, seconds, and blocks (a block is 1/75 of a second). With the *CD AudioStack*, you can control a CD down to the block level.

The *CD AudioStack* supports two formats for specifying addresses on a CD: track number format, and absolute minute-second-block format.

- **Track Number Format.** The audio on a CD is divided up into tracks. There are a maximum of 99 tracks on a CD. You can address any track by specifying the appropriate track number.

- *Minute-Second-Block Format.* You can specify the address on a CD as a trio of numbers—minutes, seconds, and blocks from the beginning of the CD. In this format the ranges are as follows:

Minutes	00 to the end of the CD
Seconds	00 to 59
Blocks	00 to 74

For example, you can specify that you want to start playing at minute 42, second 30, block 15 from the beginning of the CD, and want to stop playing at minute 43, second 12, block 65 from the beginning of the CD. The HyperCard command for this is:

CDPlay 42,30,15,43,12,65

INSTALLING CD AUDIO RESOURCES

To control a CD-ROM drive with the CD audio commands in HyperCard, CD audio resources must be installed into either your home stack or the stack from which you want to control a CD-ROM drive. The CD Resource Installer allows you to install the CD audio resources automatically into the stack you choose.

In the Main Index, click on *Install Resources* to go to the CD Resource Installer card. To install the CD audio resources:

- Press and hold down the mouse button over *Install CD Resources*.
- Two choices will pop up: *Into Home Stack* or *Into Another Stack*.
- Drag the mouse pointer to your choice, then release the mouse button.

When you select *Into Home Stack*, the CD resources will be copied into your HyperCard Home stack. When you select *Into Another Stack*, a dialog box will appear asking you to select a stack.

When you activate the installation command, you will see messages indicating that the resources are being installed.

If you install the CD audio resources into your Home stack, you can issue the CD commands from any other stack, and they will work as long as you are using your own Home stack. If you install the CD resources into a specific stack, the CD commands will always work with that stack, regardless of which Home stack is used.

READY-MADE BUTTONS

The "Ready-Made Buttons" cards contain buttons that can be used to control the CD audio functions on CD-ROM drives. You can use the buttons while you are in the *CD AudioStack*, or paste them onto cards in other stacks. You can also think of these buttons as building blocks with which you can design your own custom CD audio controller.

If you check *Show Scripts* near the upper right of a Ready-Made Buttons card, when you press one of the buttons you will be shown the script of that button, which contains a short description of what it does. When you click *OK*, the script will go away and then send its instructions to the CD-ROM drive, so that you can see exactly what the button does.

Click the left and right arrows at the bottom right of each card to move through the Ready-Made Buttons cards.

BASIC CD AUDIO COMMANDS

The first button card contains buttons that control basic CD audio functions. Each button activates a different audio command. You can use the button tool to change their names, shapes, or other properties (indeed, you are encouraged to customize these buttons as much as possible to suit your own needs).

Select a CD Drive. If you use more than one CD-ROM drive, paste this button into your stacks to switch between drives.

AUDIO CHANNEL BUTTONS

The Speaker Channels Settings

To use the Speaker Channels buttons in your own stack, you must copy all four buttons onto the card on which you want to use them. You also must copy the *SetChannels* handler from the script of this card into the script of your card.

Multi-function Buttons

Each of the elongated buttons on the bottom of the card is an audio channel mini-controller that can be pasted onto any

card. DO NOT change the size of any of these buttons. DO NOT use a substitute font. The buttons are available in both Palatino and Geneva fonts.

MULTI-FUNCTION BUTTONS

Each of the elongated buttons on these cards is a mini-controller that can be pasted onto any card. DO NOT change the size of any of these buttons. DO NOT use a substitute font.

The buttons on the first multi-function button card use the Palatino 12 point font. To use them in another stack, you must have Palatino installed in that stack, or in the System file you are using. These same buttons are also available in Geneva 12 point font, which is installed on every Macintosh System. Click *To Geneva Fonts* to go to a card with the buttons in Geneva font.

CD STATUS COMMANDS

The next button card contains buttons that get information about the current state of the CD and the CD-ROM drive. The buttons on the left put the current location of the CD, in varying formats, into the message box.

The "CD Status" button on the right displays in the message box a number signifying the status of the CD-ROM drive.

- If the value of the number displayed is negative, an error occurred:

- 21 There is no CD in a mounted CD-ROM drive, there was no CD in the drive the last time CDOpen was issued, or the CDOpen command has not been issued since HyperCard was opened.

- 50 The CD is on a digital data track.

- 65 The CD was mounted, and has since been ejected. No CDOpen command has been issued since the CD was ejected.

- If the value is 0 to 5, it means:

- 0 audio pause

- 1 audio play in progress

- 2 audio muting on
- 3 audio play operation complete
- 4 An error occurred during audio play operation.
- 5 The CD is not currently playing.

"MOUSE WITHIN" BUTTONS

"Mouse Within" buttons activate as soon as the mouse is passed over them. You do not need to click the mouse. These are also multi-function buttons, so you can activate a command such as **PLAY** or **PAUSE** merely by passing the mouse over that word. **DO NOT** change the size of any of these buttons.

The buttons on the top half of the card are in the Geneva 12 point font. The buttons on the bottom half of the card are in the Palatino 12 point font.

CD CONTROLLER

The CD Controller looks and works like a remote control for an audio CD player. You can use the controller here or in your own HyperCard stacks. Copy the controller card by clicking *Copy CD Controller*, then paste it into your stack, using the blank space at the left to customize the controller for your application. Be sure you have installed the CD audio resources into your stack as well.

At the top of the CD Controller are buttons for Play, Scan forward and reverse, Next Track/Previous Track, Pause, and Eject. Below these buttons, a continuous readout displays the current track and elapsed disc and track times.

The *Time Search* and *Track Search* buttons allow you to search to a particular time or track on the CD. The Time Search button brings up a dialog box that asks "Search to where on the CD?" Type the desired time in the format MM,SS,BB (minutes, seconds, blocks). For example, enter 16,09,20 to search to 16 minutes, 9 seconds, and 20 blocks from the beginning of CD. *Play a Track* allows you to choose a track and play it from beginning to end.

Click on *Speaker Channels* to show check boxes that indicate which source channels will be played through which speakers. You can set these boxes in any configuration you wish. However, if you have all of the boxes unchecked (indicating no sound coming through either speaker), the head of the CD-ROM drive will not move when you press *Play*.

Select a CD Drive allows you to switch between CD-ROM drives if you are using more than one. When you click on the button and hold the mouse button down, a menu pops up displaying the SCSI IDs of the mounted CD-ROM drives that currently have CDs in them.

NOTE: Even if you are using only one CD-ROM drive, if you eject a CD and put in another one while you are using this card, you will need to use the *Select a CD Drive* button to open the new CD.

The "Play Passage" portion of the controller allows you to define and play an audio passage. Click on the word *IN* or *OUT*

when the CD is currently at the point at which you want to start or end, and the current CD location will be entered in the appropriate field. Then click on *Play Passage* to play from the beginning point to the end point. Or, you can type in the beginning or ending CD locations (in Minutes, Seconds, Blocks), next to "In" or "Out." You cannot type in text while the CD is playing; pause the CD first.

AUDIO EVENT MAKER

If you are making a HyperCard stack that works with an audio CD, you can use the "Audio Event Maker" in several ways, such as:

- A mapping tool. Make a list of all the sound passages that you want to play in your program.
- A button maker. When you have defined an audio sequence as an event, you can automatically make a button that will do that event. These buttons can be pasted into any stack.
- A script writer. You can copy the HyperTalk script for an event to the Macintosh clipboard and then paste it into your own scripts.

An audio event plays a passage that begins at one location on the CD, and ends at another. The "in" and "out" points of the event are defined as so many minutes, seconds, and blocks (1/75th of a second) from the beginning of the CD (disc time), or from the beginning of a specific track (track time). In addition, you can specify:

- The CD-ROM drive to which you want to send CD commands.
- Which source channels (channels 1 and 2) will be played through which speakers (left and right), with any of sixteen possible combinations.

When the CD AudioStack is shipped to you, it contains one Audio Event Maker card. You can use the one Event Maker card to define an audio event, make a button for the event, and then clear and re-use the event card for the next audio event. Or, you can make an event card for each event that you define, so that you can easily change and edit a series of events that you are creating.

Audio EVENT MAKER

Event Number: 7 of 13

Link To CD **CD TITLE:** Movies Go to the Opera

SHOW: Audio Command List

CDPlay 24:56:52.31.16.56

☒ **Disc Time** **Time:** 25:02 **Track** 07 **of** 16

☐ **Track Time** **Track Length:** 06:20:05

THIS EVENT:

START OF EVENT  MIN 24 SEC 56 BLOCK 52

END OF EVENT  MIN 31 SEC 16 BLOCK 56

DESCRIPTION:
Dark Eyes: The Barber of Seville

SELECT A TRACK AS THE EVENT

LENGTH OF EVENT MIN 06 SEC 20 BLOCK 04

CHECK START **CHECK END** **PLAY EVENT**

MAKE BUTTON **ADD TO EVENT LIST** **COPY TO CLIPBOARD**

PREV TRACK **SCAN** **PAUSE** **PLAY** **SCAN** **NEXT TRACK** **EJECT**

Index **Track Search** **Clear All Entries** **New Event** **Event List** **Find Event**

Time Search **Delete Event** **Insert Event** **Button Card**

An Event Maker Card

CD Information:

This section of the Event Maker lets you link the audio event you are creating to the CD you are using, and displays information about the compact disc. (See page 14.)

Display Options:

This section of the Event Maker can display different types of information and choices: multiple drive settings, audio channel routing, check event options, or an audio command list. (See page 18.)

Creating an Event:

Use this section of the Event Maker to create and test an audio event, then make a button for the event or add it to your Event List. (See page 16.)

Control Panel:

The Control Panel lets you navigate to different locations on the CD and on the CD AudioStack. It also allows you to add and delete Event Maker cards. (See page 21.)

CD INFORMATION

Audio EVENT MAKER		Event Number: 7 of 13
☐ Link To CD	CD TITLE: <u>Movies Go to the Opera</u>	
☒ Disc Time	Time:	Track <u>07</u> of <u>16</u>
☐ Track Time	<u>25:02</u>	Track Length: <u>06:20:05</u>

Event Number—Displays the number of this event and the total number of events currently in the Event Maker.

Link to CD—Links this audio event to the CD you are listening to by ensuring that the Event Maker is set to work with the CD currently in the CD-ROM drive. Use *Link to CD* whenever you change the CD in your CD-ROM drive.

If you have never worked with the current CD while in the Event Maker, clicking *Link to CD* brings up a dialog box that asks you to name the CD. You can type in any name you like. The Event Maker stores the beginning of each track from the CD, the ID number and length of the CD, and the name you have given to it.

Any time you link the Event Maker to a CD for which it has already stored a name, it will bring up a dialog box that allows you to give the CD a new name in the Event Maker database. (NOTE: The Event Maker database is different from the database in the CD Remote Programs file. To find out more about the CD Remote Programs file, look at CDDiscTitle and CDTrackTitle in the "Audio Syntax" section of this User's Guide.)

CD Title—Displays the title *you have given* to the CD you are currently using.

Disc Time/Track Time—Click one of these radio buttons to choose whether the current CD time is displayed in disc time or in track time. NOTE: Audio commands for events created with the Event Maker are always written in disc time, regardless of whether disc or track time is displayed.

Current Time—Displays the current CD location in disc or track time (in minutes and seconds).

Current Track—Displays the current track and the number of tracks on the CD.

Track Length—Displays the length of the current track in minutes, seconds and blocks.

CREATING AN EVENT

THIS EVENT:		TRACK	MIN	SEC	BLOCK	DESCRIPTION: Dark Eyes: The Barber of Seville MAKE BUTTON ADD TO EVENT LIST COPY TO CLIPBOARD	
START OF EVENT		07	00	00	00		CHECK START
END OF EVENT		07	06	20	04		CHECK END
SELECT A TRACK AS THE EVENT		LENGTH OF EVENT	06	20	04	PLAY EVENT	

Selecting "In" and "Out" Points

Start of Event—Click the pointing hand to automatically select the current CD location as the beginning or "in" point of an audio event. This button can be clicked if the CD is playing or in pause mode.

End of Event—Click the pointing hand to automatically select the current CD location as the ending or "out" point of an audio event. This button can be clicked if the CD is playing or in pause mode.

Select Track as Event—Lets you choose a single track as your audio event; enters the beginning of the track as the "in" point and the end of the track as the "out" point.

Track, Min, Sec and Block boxes—Display the "in" and "out" points, as well as the length, of the audio event. You can manually enter "in" and "out" points, as well as length of the event, by typing the numbers you want into the appropriate boxes. Note: When you type into the boxes, the CD goes into "pause" mode if it was playing.

You can adjust the "in" and "out" points, as well as length, by using the plus and minus (+ and -) buttons under each box. Press and hold down the mouse over the "+" and "-" buttons underneath the appropriate box to add or subtract time.

Make End into Start—If you are using one Event card to make a series of events, each of which begins where the previous one left off, use this curved-arrow button to enter the current "out" point of the event as the "in" point of the event. (If you click on *New Event* to make a new event card, this will happen automatically.)

Testing an Event

Check Start—Lets you listen to the beginning of the audio event. Using Check Event Options (see page 20), you can specify the number of seconds before and/or after the beginning of the event that you want to listen to. At the “in” point the Mac screen will flash.

Check End—Lets you check the ending of the audio event. Using Check Event Options (see page 20), you can specify the number of seconds before and/or after the end of the event that you want to listen to. At the “out” point the Mac screen will flash.

Play Event—Plays the audio event you have created.

Storing an Event

Description—You can type in a description of the audio event you have created. NOTE: When you type in the description, the CD goes into “pause” mode if it was playing.

Make a Button—Once your audio event does exactly what you want it to, you can then click on *Make a Button* to create a button that will do that event. You will be asked to name the button; the default name will be set to the text you have typed into the description field. The button is automatically pasted onto the BUTTON CARD, which is a scrapbook for buttons. The Button Card will allow you to set and modify the properties of the buttons you create, such as font, fontsize, icon, or button style. Click the *Event Maker* button to return to the Event card you were on.

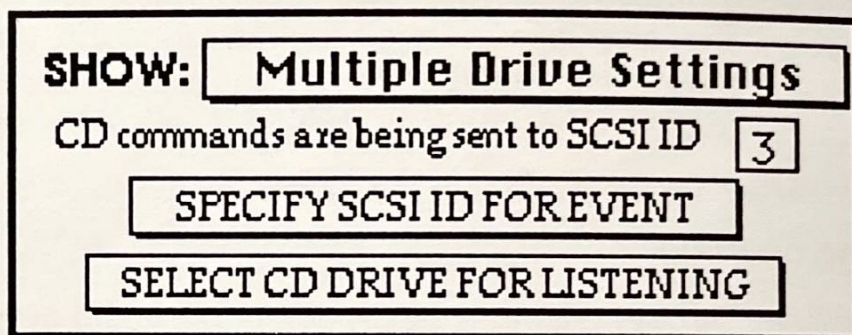
Add to Event List—Adds this audio event to the Event List, a list of all the events you have described. NOTE: Be sure to click *Add to Event List* again when you modify an event, or the latest version of that event will not be stored on the Event List.

Copy to Clipboard—Copies the HyperTalk script for the event you have created to the Macintosh clipboard

DISPLAY OPTIONS

Following the word "SHOW:" is a button with a pop-up menu that lets you choose one of these four items for viewing: Multiple Drive Settings, Audio Channel Routing, Check Event Options, or an Audio Command List.

Multiple Drive Settings



If you are using more than one CD-ROM drive, you may want to view Multiple Drive Settings.

CD Drive Display—Shows the SCSI ID of the CD-ROM drive to which you are currently sending CD commands.

Specify SCSI ID—If you are designing a stack to be used with more than one CD-ROM drive, you can specify in the command list for the audio event you are creating the SCSI ID of the CD-ROM drive to which CD commands will be sent. Click and hold down the mouse over this button. A pop-up menu with the choices "Don't Specify" and SCSI IDs 0-6 will appear. You then can choose which drive (0-6) you want the event or button to play from. If you select "Don't Specify," CD commands for your event will be sent, by default, to whichever CD-ROM drive was previously opened.

This button is best used for stacks intended for your own Macintosh setup, since you can't be sure how others will set up their drives. If you are designing a stack for only one CD, or to work with only one CD-ROM drive, you do not need to specify the CD-ROM drive as part of your individual events.

Select CD Drive for Listening—If you want to play a CD from a different CD-ROM drive, click and hold down the mouse over this button. A pop-up list of mounted drives with CDs in them will appear, and you can choose which one you want to hear next. This

button does NOT specify the SCSI ID of the CD-ROM drive in the event command list.

Audio Channel Routing

SHOW:	Audio Channel Routing
Source: 1 (LEFT) 2 (RIGHT)	
Destination: ☒ L ☐ R ☐ L ☒ R	
☒ Include Audio Routing In Event	

Audio Channel Routing shows you which source channels will be played through which speakers, and lets you include audio channel routing in your event's command list.

Source—Shows the source channels on the CD.

Destination—The checked boxes indicate which speakers (L for left, R for right) will play the audio from each source channel. Click the boxes to check or uncheck them. You can play each source channel through the left speaker, the right speaker, both speakers, or neither speaker. If none of the boxes are checked, no sound will come through any speaker, but the head of the CD-ROM drive will move if you try to play.

Include Audio Routing in Event—Check this button ONLY if you want the event's command list to specify the audio channel routing you have selected.

Check Event Options

SHOW:	Check Event Options
☒	Check for 2 secs before start/end
☒	Check for 2 secs after start/end

Check Event Options contains the settings for the *Check Start* and *Check End* buttons. The *Check Start* and *Check End* buttons allow you to check the beginning and ending of your events, without listening to the entire passage.

Check for ____ *secs before start/end*—Check the box and type in a number before “secs” to specify the number of seconds you want to listen to before the beginning or the end of the event.

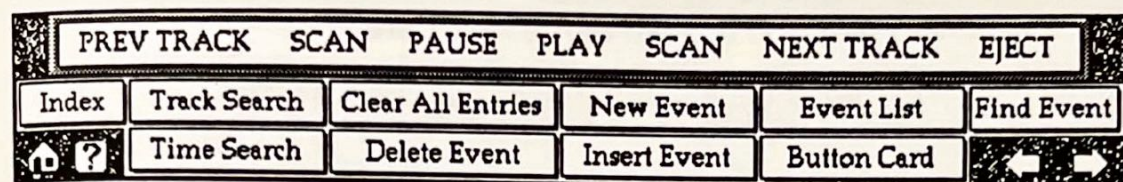
Check for ____ *secs after start/end*—Check the box and type in a number before “secs” to specify the number of seconds you want to listen to after the beginning or the end of the event.

Audio Command List

SHOW:	Audio Command List
Global xxxCDPlayMode	
CDOpen 3	
put 9 into xxxCDPlayMode	
CDPlay 24,56,52,31,16,56	

The Audio Command List displays the HyperTalk commands for the audio event you have created. The Audio Command List is updated as you define an event.

CONTROL PANEL



Audio Controller—This multi-function CD audio controller lets you quickly navigate to different locations on the CD. Use it and the “Search” functions at the bottom of the card to help you locate the CD passage for which you want to define an audio event.

Index—Takes you to the Main Index of the CD AudioStack.

Home—Takes you to your HyperCard Home stack.

?—Brings up an explanation of the Event Maker’s function.

Track Search—Searches to the track you specify.

Time Search—Searches to the elapsed time on the CD that you specify.

Clear All Entries—Clears the entries you have made on the Event Maker card so that you can make new entries. By default, the “in” and “out” points of the event will be set to the beginning of the first track on the CD.

Delete Event—Deletes the Event Maker card that you are currently viewing, and rennumbers the following Event cards. (The Event Maker will not let you delete the last Event Maker card in the stack, but you can clear all the entries.)

New Event—Creates a new Event Maker card that comes after all of the existing Event Maker cards. The “in” point of the new Event card will default to the “out” point of the card you were on when you clicked *New Event*.

Insert Event—Creates a new Event Maker card and allows you to insert it between events you have already created.

NOTE: Do not choose “New Card,” “Delete Card” or “Cut Card” from the “Edit” menu, because the cards remaining in the Event Maker will not be rennumbered properly.

Event List—Takes you to the Event List.

Button Card—Takes you to the Button Card.

Find Event—Lets you locate another event by number or description. Click the button and type in an event number or a word in the description to go to that Event Card.

Right and left arrows—Take you to the next/previous event.

EVENT LIST

The Event List lists events described on the cards in the Event Maker.

Each of the lines on the Event List is active. Just click anywhere on the line and the CD AudioStack will play the passage defined in the event.

EVENT FORMAT

Each event is described in the following format:

- Drive, identified by SCSI ID number. For example, "Drive3" indicates that audio commands will be sent to the CD-ROM drive with SCSI ID 3.

The drive is specified ONLY if you chose a specific SCSI ID for this event under "Multiple Drive Settings" in the Event Maker.

- Audio Channel Routing. For example, "Ch9" indicates that the sound from source channel 1 will come out of the left speaker and the sound from source channel 2, out of the right speaker. The meaning of the numbers after the "Ch" is shown in the "Audio Channel Routing" portion of "Audio Syntax" on page 44.

Audio channel routing is specified ONLY if you selected "Include Audio Routing in Event" under "Audio Channel Routing" in the Event Maker.

- "In" and "Out" points of the audio event. For example, 31,16,57,36,41,49 indicates that the event passage begins at 31 minutes, 16 seconds, and 57 blocks from the beginning of the CD, and ends at 36 minutes, 41 seconds, and 49 blocks from the beginning of the CD.
- ID number of the CD, preceded by a bullet. For example, "•7406896" indicates that this event was created for the CD *Movies Go to the Opera*.
- Your description (optional), preceded by a bullet; for example, "Ride of the Valkyries."

PLAYING ALL EVENTS

Clicking on *Do All Events* will activate the events on the Event List, in order. You will be asked which event you want to start with. After you type in the event number, you will be asked to choose whether to start each passage with a mouse click, or according to a timer. If you choose the mouse click, you must click the mouse at the end of a passage to begin the next passage. If you choose the timer, you will be asked to type in the number of seconds between passages. To stop the sequence of events, click on *Abort*.

MAKING A BUTTON

Click on *Make a Button* to make a button for any of the events on the Event List. It will be pasted onto the Button Card for later use. The Button Card will allow you to set and modify the properties of the buttons you create, such as font, fontsize, icon, or button style.

EDITING THE EVENT LIST

To edit the Event List, click on *Edit List* so that it becomes black (highlighted). BE CAREFUL when you edit the part of a line that defines an event [e.g., Drive3 Ch9 12,34,56,23,45,67]. You MUST follow the same format for the Event List to work properly. Changing the order or placement of elements of the event definition will make it impossible to activate the event by clicking on the line.

If you change or edit the events on this list, you can update the Event Maker cards that describe the events by clicking on *Update Cards*.

If you want to delete an event from the Event List, click *Delete Event* and type in the number of the event you want to delete. This will also delete the Event Maker card that describes that event, and renumber the remaining cards. Use the *Delete Event* button ONLY if the list on the Event List matches the events currently on the Event Maker cards.

Use the Controller bar and the Search functions at the bottom of the card to locate what you want on the CD.

SAVING AND RELOADING EVENT LISTS

The buttons titled *Save*, *Load*, *Print* and *Clear List* allow you to save the current list of events to a text file, load a list you saved previously, print the list currently on the Event List, and clear all entries from the Event List.

When you load a list, you can replace the current list on the screen, or insert the list you are loading into the current list. You can re-create Event Maker cards for a list you have reloaded by clicking *Update Cards*.

RETURNING TO THE EVENT MAKER

You can go directly back to a particular Event Maker card by clicking on the number of that event in the number column on the left side of the Event List.

The *Event Maker* button will return you to the Event Maker card you were last on, and the *Button Card* button will take you to the Button scrapbook.

BUTTON CARD

The Button Card is a scrapbook for buttons you make in the Event Maker or Event List. When an event button is first pasted onto the card, you can move it around by moving the mouse. After you have placed your button where you want it, press the Enter key to get the browse tool.

BUTTON PROPERTIES

The *Button Properties* button lets you set all of the properties (including font, fontsize, button style, icon, height and width) of the buttons created in the Event Maker and the Event List. Press and hold down the mouse over Button Properties to bring up the Button Properties menu. Then move the cursor over your selection and release the mouse button:

Modify default button properties . . . brings up a dialog box that lets you set defaults for all NEW event buttons. The current defaults are displayed.

- To show the button name, check "Show Name." Click to uncheck "Show Name" if you don't want the button's name to appear on the screen.
- Check "Auto Hilite" for automatic highlighting of buttons when they are clicked. Uncheck if you don't want automatic highlighting of buttons.
- Select a button style by clicking on the radio button for the desired style.
- If you want each button to contain the same icon, click *Icon . . .* to bring up the icons you can choose from. The icons displayed will be those from your HyperCard Home stack. Click on an icon to select it, then click "OK." Or click "None" if you decide you do not want a default icon.
- Click *Font . . .* to bring up default font selections for the button name. You can check as many style options as you want. Choose left, center or right alignment of the button name by clicking on the radio box. Select a font and font size by clicking on your choices. The

fonts shown will be those from your System Folder, as well as those from the CD AudioStack itself.

- Set default button height and width in pixels by typing in your choice.

When you have finished setting the button property defaults, click "OK." These defaults will automatically be applied to all NEW buttons you make. You will be asked whether the new defaults should be applied to one button, all buttons, or none of the EXISTING buttons.

Apply defaults to all card buttons and *Apply defaults to one card button* allow you to apply the current defaults to one or all of the buttons you have created, in case you did not do so when you set or changed your button property defaults. If you choose "all card buttons," all existing card buttons will be set to the current button property defaults. If you choose "one card button," you will be told to click on a card button to set its properties to the defaults.

Modify properties of a card button . . . lets you change the properties of one of your buttons, without changing the default settings. First, you will be told to click on the card button you want to change. Then, a dialog box will appear, with the same properties selections as *Modify default button properties . . .*. When you have made your selections, click "OK." The card button will change to display the properties you selected.

COPYING AND CLEARING BUTTONS

You can cut and paste the event buttons from this card to another card or stack by using the customary HyperCard commands. See your HyperCard manual for instructions on copying and pasting buttons. Use the Controller bar at the bottom of the card to help you locate what you want on the compact disc.

Click *Clear All Buttons* to delete ALL event buttons from the card. If you want to delete only one event button, choose the button tool under "Tools" in the menu bar. Select the button you want to delete by clicking on it, then press the Delete key. Return to the browse tool by pressing the Enter key.

Return to the Event Maker or the Event List by clicking the appropriate button.