

All About Me


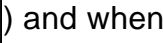

Copy the file, All About Me(Shell), from Class Assignment Files to the desktop. Open HyperStudio 4.0 from your local hard drive (LTCMAC). Open the HyperStudio stack, All About Me(Shell). Change the name of the stack by saving the stack as **ME.STK**. Be sure to save frequently and each time make a back-up copy of the stack by saving as **ME1.STK**.

This stack has been started for you. It contains a Ready Made Card from the HyperStudio CD-ROM and selected text. At this point in learning to use HyperStudio, you should have already completed the HyperStudio “State” Project. Now that you have worked with “painted” text, text objects, graphic objects and clip art, inserting a movie, sounds, and buttons, etc., this stack will demonstrate:


- ☑ Making corrections and additions to a stack.
- ☑ Creating a menu (nonlinear navigation).
- ☑ Creating “Shadowed Text” and text using the “Cookie Cutter” effect.
- ☑ The difference between background, clip art, and graphic objects.
- ☑ The difference between text tool (HyperStudio “States” Project) and text objects.
- ☑ Creating various types of invisible and regular buttons including a “hidden” button.
- ☑ Inserting pictures (Web, digitized pictures, and scanners).
- ☑ Inserting a simple music
- ☑ Placing “Path” animation in a stack
- ☑ The use of a variety of New Button Actions (NBAs).

Follow the steps below to complete the stack:

◆ Organization:

- ◇ Have a CD of your favorite music handy, scanned photographs (digitized) , a copy of your bookmark file, pictures of the city where you were born (Web), etc.
 - ◇ Open the stack from within HyperStudio.
 - ◇ “Tearing off” the tool palette and the color palette and positioning them next to the card.
 - ◇ Look through the stack by using the **Move** menu to get an overall idea of the project.
 - ◇ Any item can be positioned anywhere you like as long as it stays on the card for which it was intended.
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- ◆ Change the text object, “All About Me” on the first card (left-hand side) to reflect your name.
 - ◇ The first card has a text object (left-hand side) that has been made “Read Only” on the Text Appearance dialog box so the insertion point/cursor can not be seen.
 - ◇ Change to the object change tool () and when the change cursor () appears, double click on the text object box (left-hand side of card only).
 - ◇ In the dialog box that appears, uncheck the “Read Only” box and click OK. Change to the browse tool () . Alter the card by changing the word, “Me”, to reflect your name. .
 - ◇ While the text object is still selected, change the color of the text to dark gray. Use **Edit-Copy text object** and **Edit-Paste text object** to duplicate the text. Change the color of the text in the new box to a color of your choice.
 - ◇ When you choose a color from the color palette, use the arrow keys to move the upper object slightly to the right and above the bottom layer to form a three dimensional look to the text.



- ◇ Then, using the object change tool () and the previous method, reset the “Read Only” box so that the page will not show a blinking cursor (very unprofessional in multimedia circles)
- ◆ The right-hand side of the first card is a menu that allows the user to choose the next step in finding out “All About Me” (actually you).
 - ◇ Each of the 5 phrases requires an invisible button.
 - ◇ There are three that are appropriate:



The invisible rectangle that allows you to enclosed an area.



The freehand area that allows you to draw the shape of your button.



The lasso area that allows you to lasso an area on the screen.

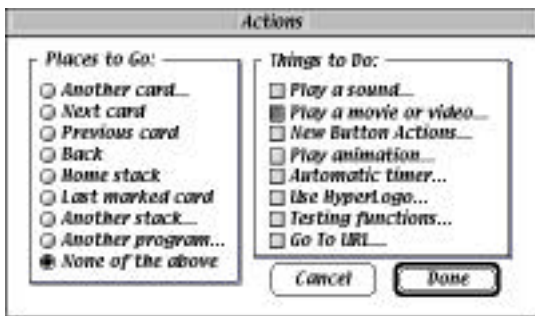
- ◇ Attach each of these buttons to the appropriate card using **Another Card** in the **Places to Go/Action** dialog box by using the right arrow to find the appropriate card then clicking OK.



- ◇ **NOTE:** the tips at the bottom of this card allow you to add a new card if needed or connect to any card in another stack!
In each case, add a sound in **Actions-Things to Do**.
- ◆ On the “Photograph” card, add the digitized photograph that is found in the Guided folder of the DP module (HEAD.JPG) as clip art and a scanned photograph as a text object.
 - ◇ Create an icon button to return to the main menu and add an appropriate sound. Be sure to use **Another Card** in the **Places to Go/Action** dialog box.
- ◇ On the “Birthplace” page, add a text object telling concisely about the city where you were born plus a picture of that city on the left-hand page. Add a map as a graphic object to the right-hand page and have the user “click the map” where you were born to return to the main menu.
- ◆ On the “Web favorites” card, add three Web sites from your bookmark list (lesson plans, free animated GIFs, a site from your topic, or other favorite site) and an appropriate graphics from one of those sites. The design of this page is up to you.

- ◇ To create the Web links, use the **Go to URL in Actions-Things to do** in the following manner:
 - ◇ Hide HyperStudio on the application menu or Task Bar. Launch Netscape and select the desired URL from your bookmark list. Use **Edit-Copy** to place the URL on the clipboard.
 - ◇ Select HyperStudio from the Application menu or Task Bar. On the right-hand page, enter a name (not a web address) or graphic to represent the Web site. Create an invisible button (one of the three types used), click OK and place it over this representation. When you click outside the button, choose **Actions-Go to URL**. When the dialog box appears, **Edit-Paste** the URL. Click Done. Repeat this process for the other two links. Check the new links to make sure they work. When checking the links, return to HyperStudio by **File-Quit** in Netscape.
 - ◇ Add an appropriate icon button and sound to return to the main menu. This icon button, sound and transition should be the same one used on "Photograph" for continuity.
- ◇ On the "Favorites music" card, create a "Quicktime Movie" of your favorite song from a CD of your choice using the following instructions:

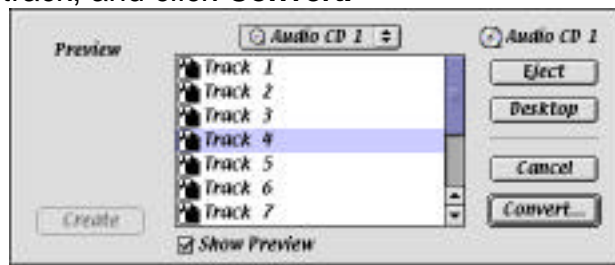
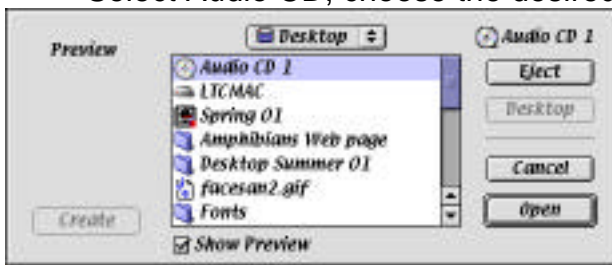
- ◇ Create an invisible button over the CD (📀) on the card. Click the **Actions** button and select "Play a movie or video..." under **Things to do**.



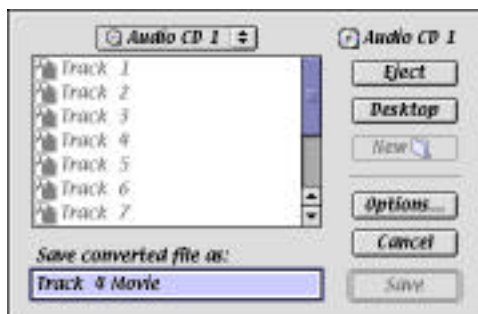
When asked where to get movie, select disk and click OK.



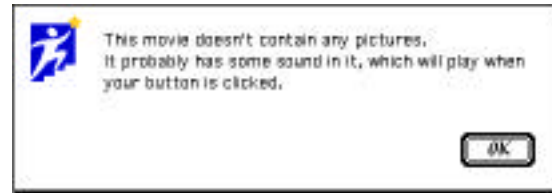
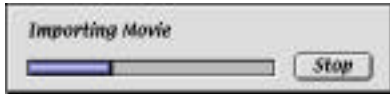
- ◇ Select Audio CD, choose the desired track, and click **Convert**.



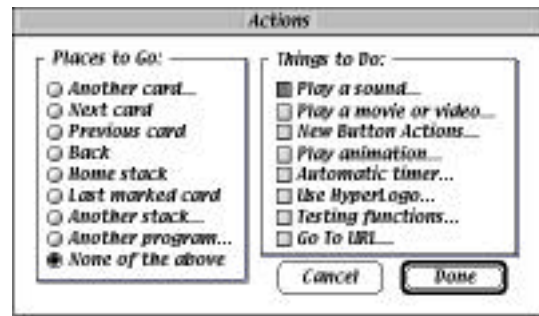
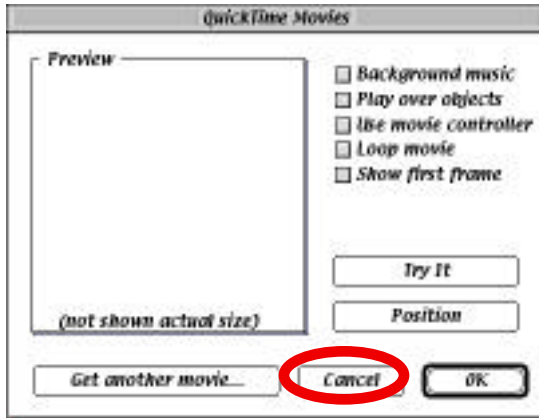
- ◇ In the next dialog box, click **Options**. In the resulting box, use the slider to select 10 secs. of music., then **click OK**.



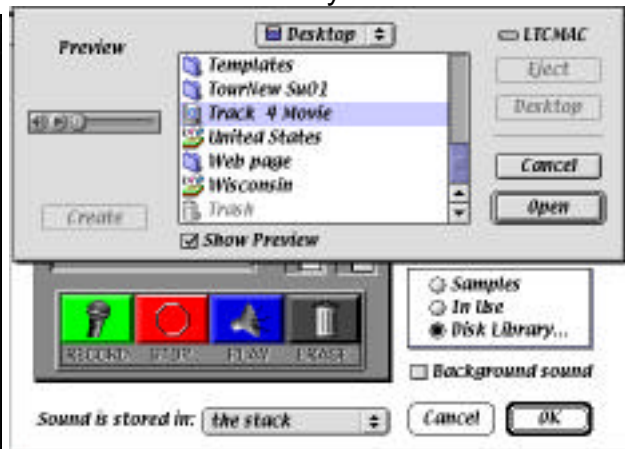
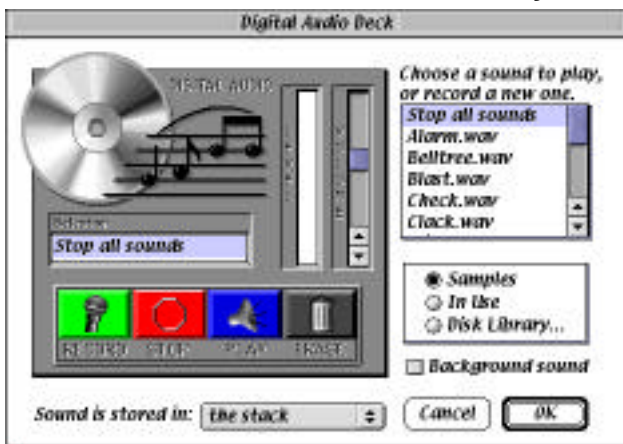
- ◇ You will see the music being imported and and a message.



- ◊ When you are returned to the movie dialog box, click cancel and choose “Play a sound” from the **Action** dialog box.




- ◊ When the Digital Audio Deck appears, make sure that “sound is stored in stack” is selected and select **Disk Library** to retrieve the music movie you created.



- ◊
 - ◊ Select the **Track # movie** you created, click **Open**, click **OK**, and click **Done**
 - ◆ Your music is now associated with the button.
 - ◊ Be sure to replace text on the card citing the song, artist, publisher, etc. (Make the text object containing the text transparent.)
 - ◊ Add an appropriate button and sound to return to the main menu (remember continuity).
- ◆ On the last card, create a bibliography indicating information used.
 - ◊ Create a hidden button by selecting an invisible button and using **Features-Hidden** in the button dialog box. In **Actions-Things to do** check **Automatic Timer** and **Do these actions as soon as card is shown** in the resulting dialog box. Click **OK**.
 - ◆ Before leaving **Actions-Things to do**, check **Play animation**
 - ◊ Choose an appropriate animated GIF from the HyperStudio selection for this card.
 - ◊ Be sure that the animated GIF is transparent (NO white box). To accomplish this, first record the path (instructions at the lower right of the card). When the dialog box appears, check the box at the left of transparent color and then clip in the box at the right. An eyedropper will appear. Move the eyedropper toward the image until it changes direction. Click the mouse causing this box to turn white. The entire

animated GIF is now transparent.

- ◇ You may also wish to change the speed of the animated GIF so that the path is not jerky.
- ◇ The GIF should float over any other object (including text objects) on the card (Path-Path-Options).

- ◇ Check each page to make sure that there are no “blinking” cursors. If found use the correction tool () to access the text dialog box and change to **Read Only**.
- ◇ Save the stack as **ME.STK**.