



HyperStudio Quick Start

After planning and creating a storyboard, you will need to work with HyperStudio to create your presentation. The following instructions will provide you with basic steps to get your presentation started.

Starting a New Stack:

1. Launch the HyperStudio program.
2. Click on the "New Stack" button, or use File → "New Stack".
3. Click Yes (or OK) for each of the next two message boxes.
4. A new blank card appears, with "Untitled - Card 1" in the title bar.

Save Your New Stack:

1. As soon as a new stack is made, it should be saved.
2. Use File → "Save Stack As..." and type a meaningful name (e.g., mystack.STK) into the File Name box.
 - a. Note for Macintosh users: If you save your stacks as "aname.STK", using only 8 letters for the name and the three letter STK extension, your stacks can be used by either Macintosh or Windows users, without many problems.
3. Make note of the folder your file is being saved in (in the block above the list of files in the folder), and change it if you want the file saved somewhere else.
4. Click the "Save" button.

Save Your Stack After Changes:

1. Whenever you make changes to your stack, it is a good idea to save your work.
2. Use File → "Save Stack" (NOT "Save Stack As...") or use a keyboard command:
 - a. Ctrl-S (Windows)
 - b. ⌘ -S (Macintosh)
3. The work will save in the same location, making changes to the stack you have already created and saved.

Make New Cards:

1. Your stack has one card when it is created. If you are not using a Master Card, with a basic design for every card, it might be useful to make more blank cards for later use now.
2. Use either Edit → "New Card", a shortcut button, or a keyboard command:
 - a. Ctrl-N (Windows)
 - b. ⌘ -N (Macintosh)
3. Move from one card to the other using: Move → "Next Card" or Move → "Previous Card" or the keyboard commands:
 - a. Ctrl- > and Ctrl- < (Windows)
 - b. ⌘ - > and ⌘ - < (Macintosh)
4. Note that the title bar show the name of your stack and the card number of the card you are looking at (e.g., mystack.STK - Card 2).

Adding Buttons to Move From Card to Card:

1. Buttons initiate actions such as moving to other cards, or playing sounds.
2. Use Objects → "Add a Button..." or the shortcut or use the keyboard command:
 - a. Ctrl-B (Windows)
 - b. ⌘ -B (Macintosh)
3. Choose appearance, name (if desired), colours, and click OK.
4. Position the button where desired, and resize if needed. Click anywhere else in the card.
5. In the Actions window, choose in Places to Go (usually "Next card").
6. Choose a transition type and speed for moving from one card to another.
7. To test the button, change to the pointing finger tool, and click on the button.
8. It is generally a good idea to put a button on each card of a stack which will take you back to the first card of the stack, especially if there are several choices of direction on the first card.

Background Items:

1. Background images may cover the entire card, acting as a backdrop to other items on the card. Clip Art inserts small images, or a portion of an image onto the card.
2. Choose File → "Import Background". Select "Disk file" (usually) as the place to get the image. Click OK.
3. Go to File → "Add Clip Art", choose the location of the image (usually "Disk file"), and click OK.
4. Choose the selection tool, and draw a selection box around the image to be used. Click OK when done.
5. For both types of images, the default disk file location is the folder called "HS Art", where many images are available. The Macintosh version of HyperStudio allows a preview of these files; the Windows version doesn't have previews.

Use the Tools Menu to Create Images:

1. See list of terms as a reference.
2. The Tools Menu and the Colour Menu are "tear-off" menus, which can be placed to one side of your card for easy use.
3. Using any of the tools in the bottom four rows of the Tools Menu produces items that become part of the background. It is not easy to select, move, or change these items after they are made.
4. Choose painting tools, or the "T", which makes painted text.
5. Move the cursor to the card and click the mouse button. Hold the button down to draw or paint. Use the keyboard after clicking to type.
6. Many tools can be changed or give other options if you double-click on the button in the Tools Menu box.
7. Make sure you have selected the tool you want to use before choosing the colour you want to work with.

Using Graphics Objects or Text Boxes:

1. Images or text that are intended to “float” over any background material should be added as Graphics or as Text Boxes.
2. Use Objects → “Add a Graphic Object...” or Objects → “Add a Text Object...”
3. Follow instructions for choosing graphics, sizing, placement, etc.
4. Actions and special features can also be connected.
5. Select these objects for changes by using the arrow tool or the Graphics or the Text Box tool and clicking on it.

Using Buttons to Play Sounds:

1. Make a button, position it appropriately and click on the card or choose the Button tool and double-click on an existing button, then click on Actions at the bottom of the window.
2. When the Actions window opens, choose “Play a sound...” under the heading Things to Do.
3. Select the sound you want to play and test it, and then click OK.
4. Click “Done” in the Actions window.
5. To test the button, change to the pointing finger tool, and click on the button.
6. Use a similar method to try other Things to Do.

Final Touches:

1. Use the Storyboard in the Extras menu to move slides around and set the sequence.
2. Rehearse and test all aspects of the presentation before having others view it.
3. Save the stack often during this process.