Clip-Art Volume Two™

created by
Donald McIntosh

Roger Wagner™
PUBLISHING, INC.

HyperStudio Clip-Art
Volume Two

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HyperStudio Clip-Art Volume Two

by Donald McIntosh

The pages following these instructions illustrate each of the screens on this clip-art disk.

HyperStudio Use

Exactly which of the various ways of importing graphics in HyperStudio you decide to use will depend on what particular effect you are trying to achieve.

"Load Backgrounds"

Almost all of the screens in this collection are framed with a border that can be used as the starting point for a background of a card in your own stacks.

The best way to use these is to use the Load Background function (File menu) to import the screen that has the border you wish to use. Then, use the dotted-square selector tool in the Tools menu to select and then Cut out the center part of the screen. From there, you can add your own additional graphics to the background to make up each card in your stack.

"Add Clip-Art"

In most cases, you'll just want to import a small graphic item to add to an existing card background. The Add Clip-Art function in HyperStudio will let you select, with either the square selector or lasso, the graphic of your choice.

Note that in version 2.1 of HyperStudio, any white areas of the imported clip-art will be transparent when the lasso tool is used.

If you don't want the white areas to be transparent (sometimes this can be desirable - it lets the background color or pattern show through), use the square selector tool to grab the clip-art, and then use the paint-can "fill" tool to fill in around the object after it's been pasted onto your card.

"Add a Graphic Item"

Graphic Items are a special object in HyperStudio stacks. They "float" over the background graphic, and can be moved, copied or deleted without affecting the background.

Graphic Items are most useful in those cases where you want to have a common background for several cards (this saves memory), and the graphic items are used to individualize the specific cards.

One could imagine, for example, a 50-card stack where each card had a common background of the U.S. map. On each individual card, you could have graphic items - one a rectangle with the state's name, and perhaps a star showing where the state capital was located.

When using the Add a Graphic Item (Objects menu), use the mouse to move the corners of the frame to crop the image to just the size you want. Dragging the rectangle by the frame will let you reposition it. Dragging the mouse in the interior of the frame will slide the underlying graphic image so that you can see just the portion you want.

AppleWorks GS Use

All of the HyperStudio Clip-Art is also usable in AppleWorks GS, in both the paint program, and the desktop publishing section. In addition, you can also export graphics from AppleWorks GS to use in HyperStudio.

Paint Program

Any of the clip-art graphics can be opened using the Open File menu choice in AppleWorks GS. Make sure you've clicked on the icon of the artist's palette when selecting a file, so AppleWorks GS will know you want to load a graphic.

If you want to bring in just a single image, open the graphics file as a second window, and then use the AppleWorks paint tools to copy and paste the part you want.

Use the Add Clip-Art, Add a Graphic, or Load a Background functions in HyperStudio to import any of the graphics you've created in AppleWorks GS.

Page Layout Program

Use the HyperStudio clip-art in the Page Layout section of AppleWorks GS just as you would any other artwork.

Remember that in the Page Layout program, you can hold down the Option key while you drag any of the corners of the graphic frame to cut away any of the graphic screen that you do not want to use. In both the Paint and Page Layout programs, you can hold down the Apple key while dragging a corner to shrink or enlarge the selected area.

Other Graphics Programs

You can use the HyperStudio Clip-Art in any Apple IIGS paint (or other) program that uses the 640-mode of the Super Hi-Res display. This includes Paintworks Gold, 8/16 Paint, Deluxe Paint II, and Beagle Paint.

The "Slide Show" Stack

The clip-art disk includes a stack called "Slide Show", that you can use to browse the files on the clip-art disk. Click the "Continous" button to see a non-stop display of the graphics. Click "One at a time" if you want the program to wait for a mouse-click or keypress between each graphic. Press the Escape key to end the slide show.

When you're finished with the Slide Show stack, press Apple-H to return to your Home Card, or use Apple-O to open a new stack.

Using the Switches

Included in the art collection are two files named "Button.Press1" and "Button.Press2". They make up the first and second frames of a series of throw switches (a knife switch, an on/off lightswitch, several levers and push buttons, and so on). You can use these in your own stack with impressive results.

There are two ways to use the switches. The first is to create a very simple animation. First, use the "Add Clip-Art" feature of HyperStudio to place the first frame of the switch (with the switch in the "up" position) on the card where you want it. Next, create an animation (with no delay and a repeat value of "1") using the file "Button.Press.1" and attach this animation to an invisible button. Place the invisible button over the picture of the first frame of the switch on the card's background. When the user clicks on the button over the switch, the animation (just the second frame of the switch) will appear.

Keep in mind that animations are locked into small screen steps (four-pixel increments), so you may have to adjust the underlying graphics slightly to make the switch-throw sequence "clean."

The second way to use the switches is to place the first frame of a switch on one card and the second frame on another card. (In order to

line them up perfectly, copy the "up" image from the first card and paste it on the second card. It will be pasted right where it resides on the first card, giving you an exact location to place the second ["down"] frame.) Finally, place an invisible button over the first frame and have the button move to the other card, with the second frame of the switch animation. By carefully lining the switch images up so that they are at the same place on both cards, moving from one card to another will be seamless and will cause the switch to flip. You may also add additional elements to the second card (such as graphics, text fields, and so on) and they will appear when the switch is clicked!

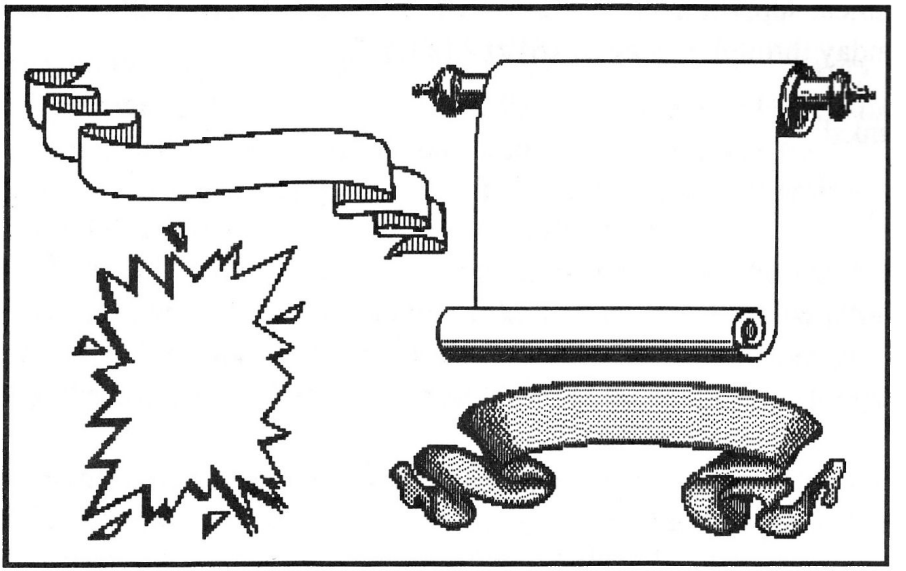
Note that both of these switch animation techniques are demonstrated on the disk in the "Slide Show" stack.

If You Have Questions

If you should have any questions about using this clip-art disk, or any other Roger Wagner Publishing, Inc. product, feel free to call our technical support department. They are available 9:30 - 5:30, PST, Monday through Friday, at (619) 442-0522.

Thanks!

Animals



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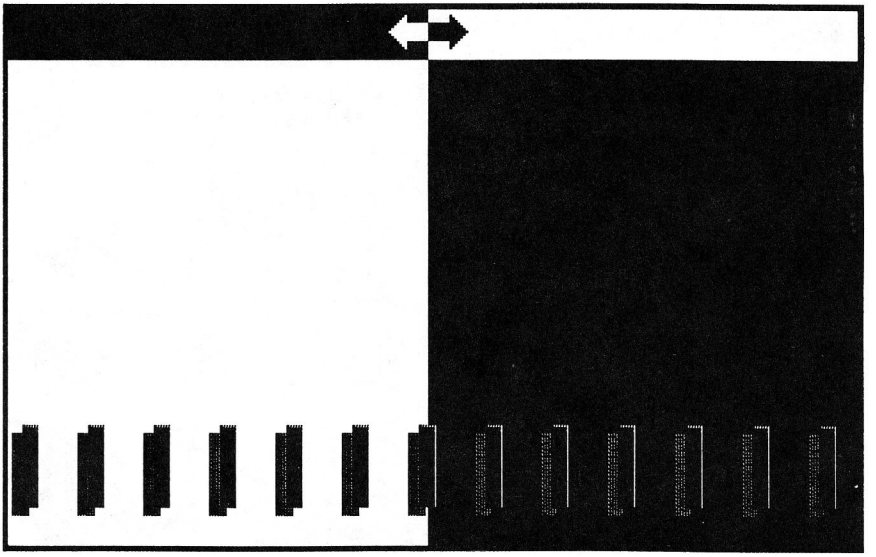

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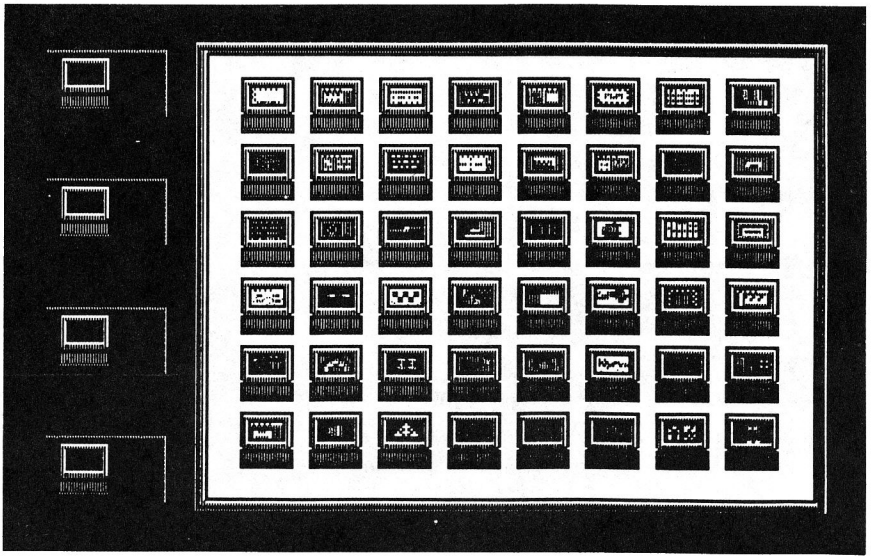

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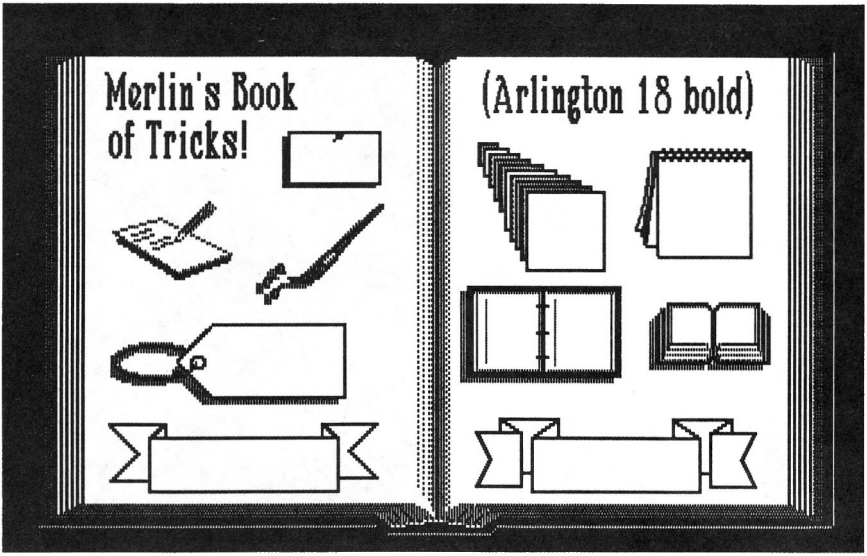

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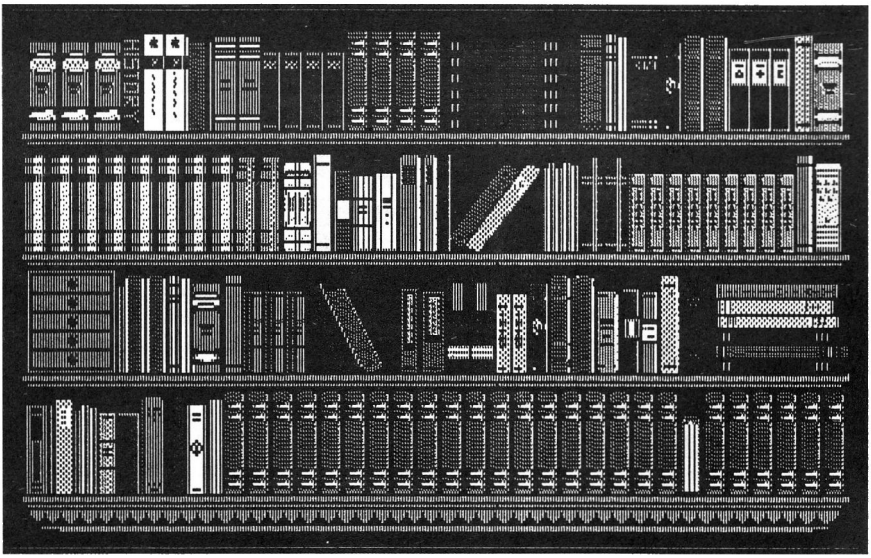

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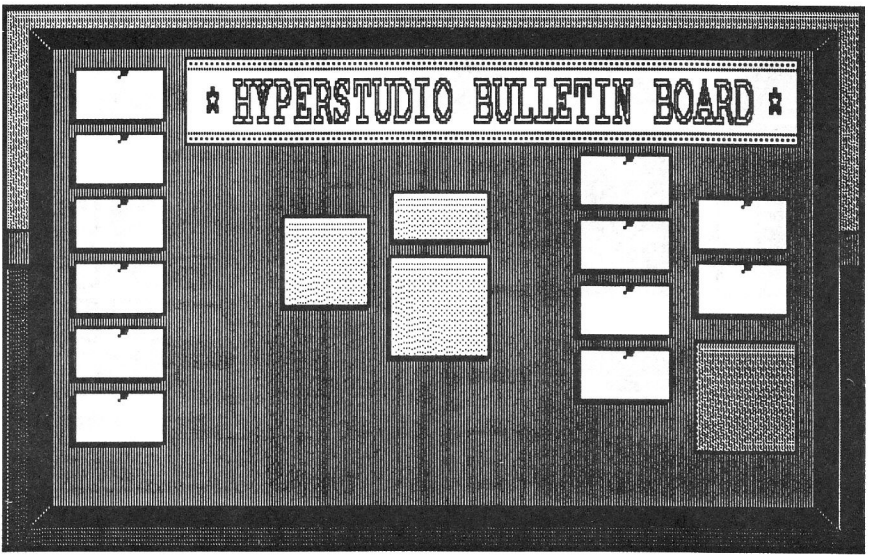

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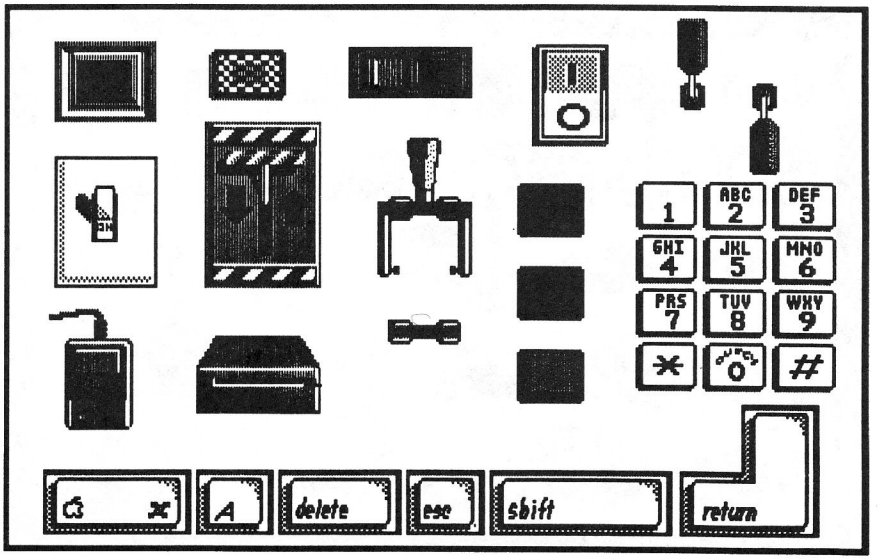

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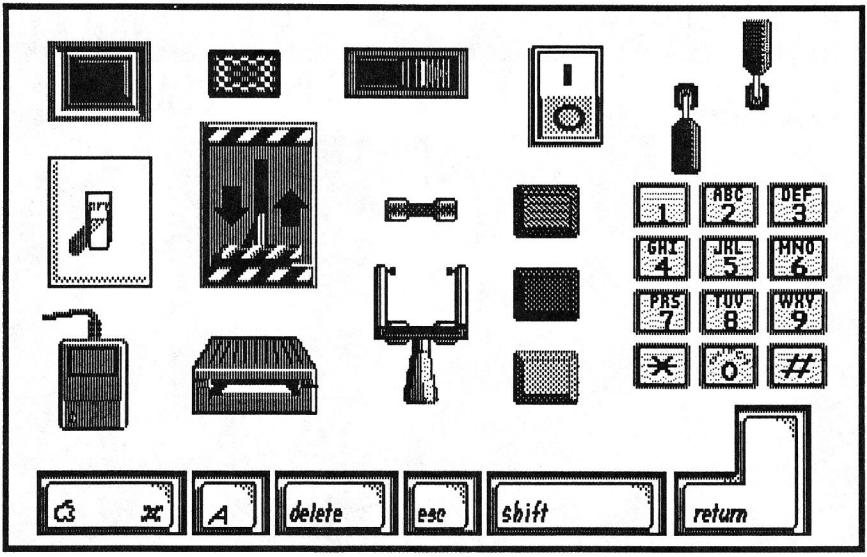

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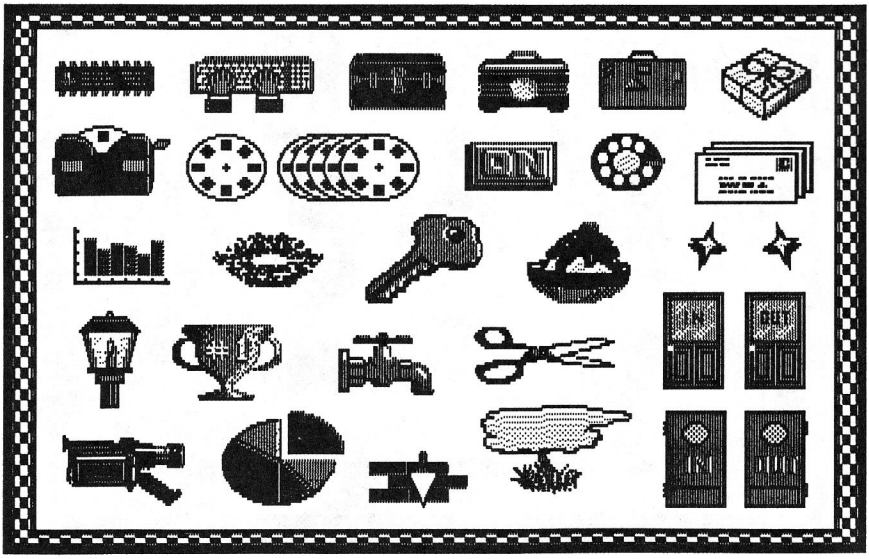

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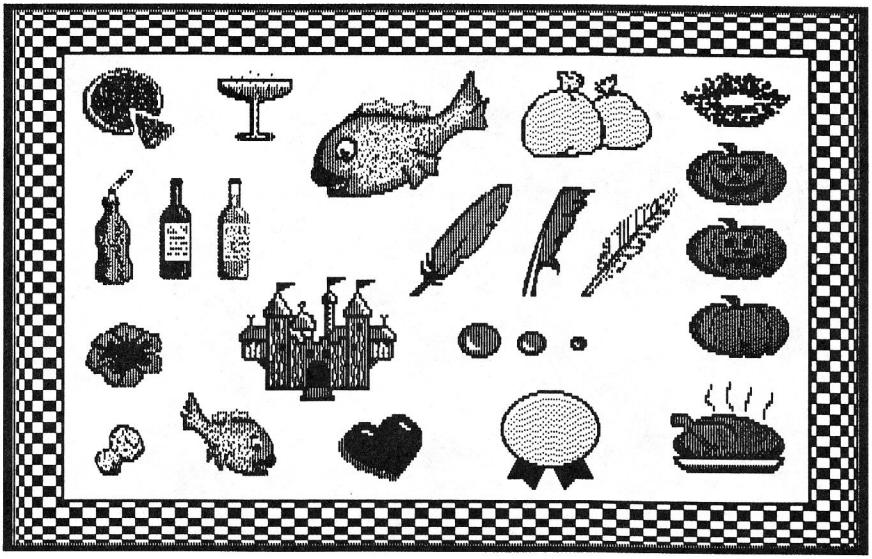

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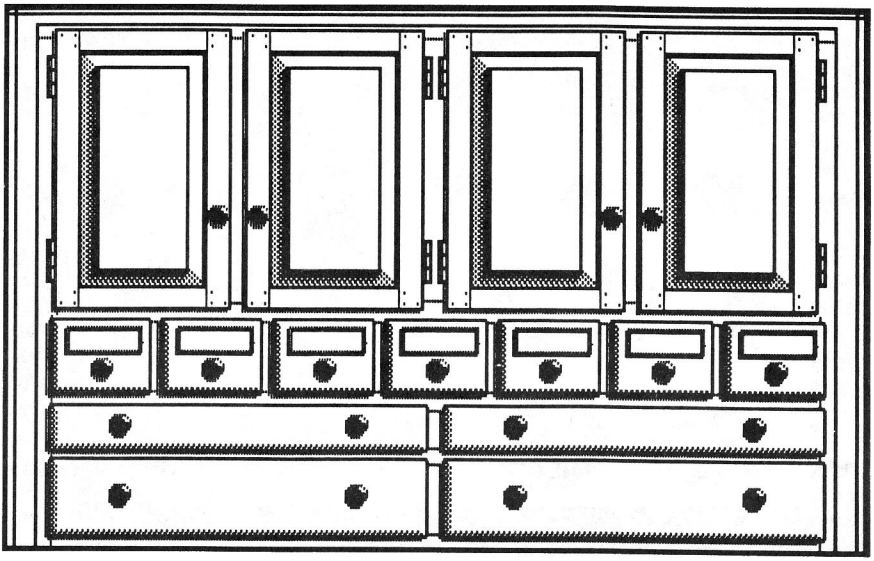

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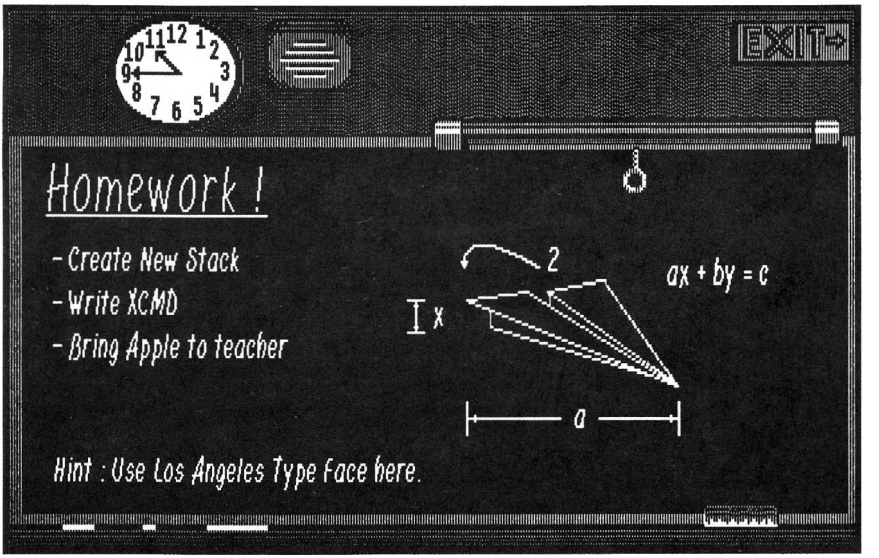
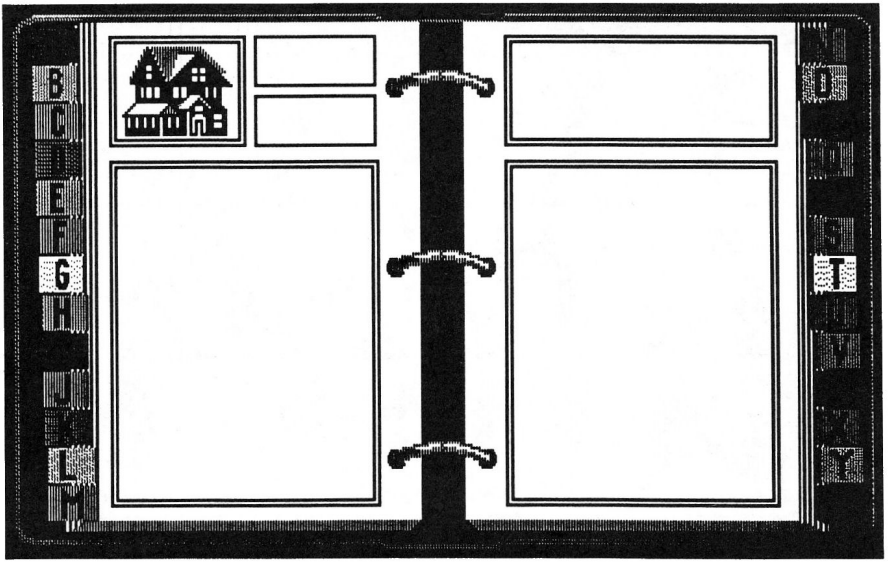


Chalk.Board

Clouds.Leaves



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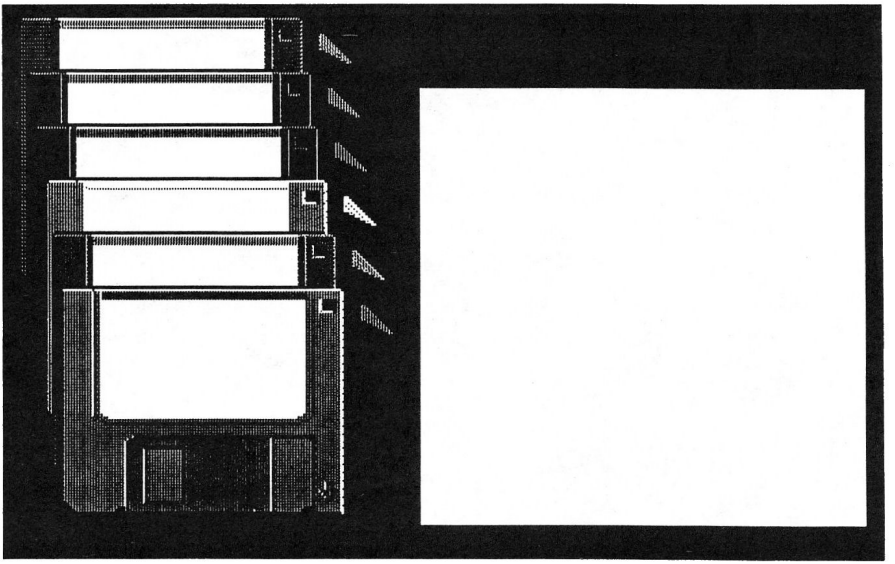

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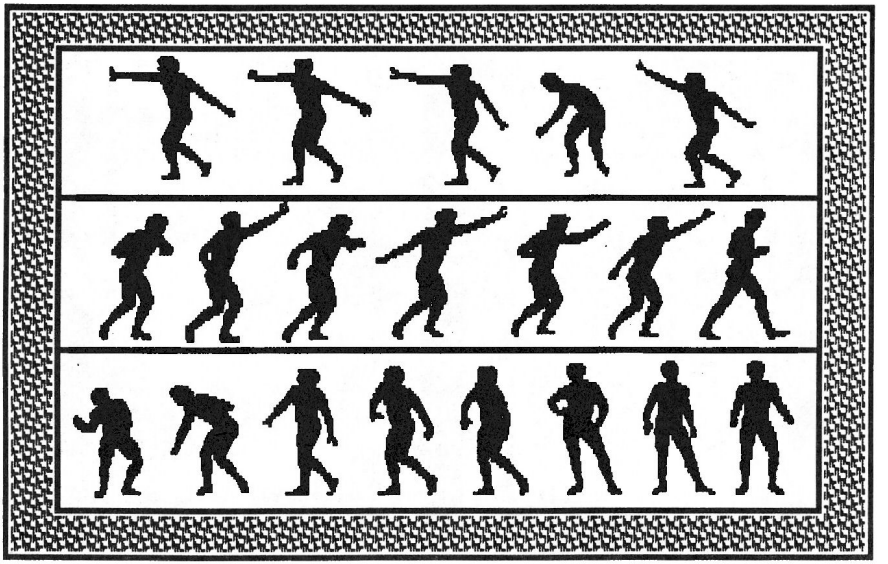

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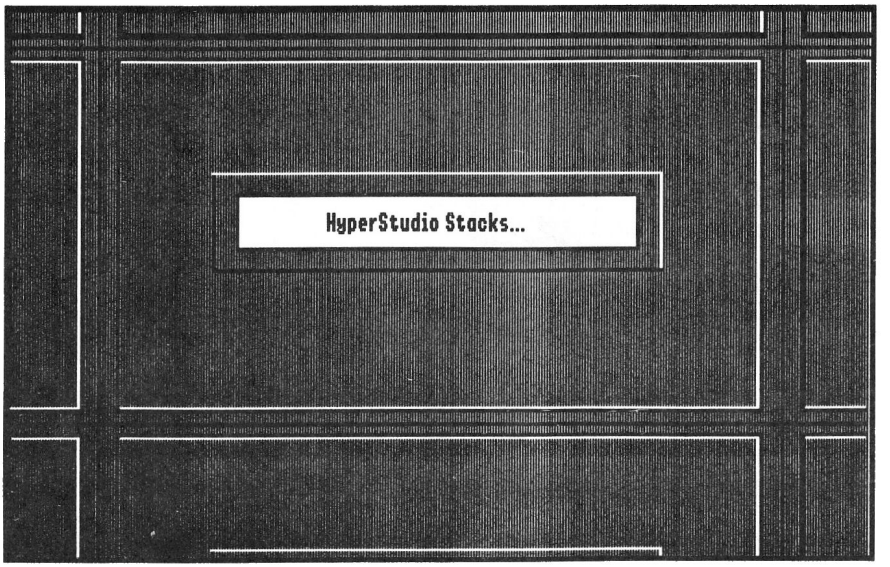

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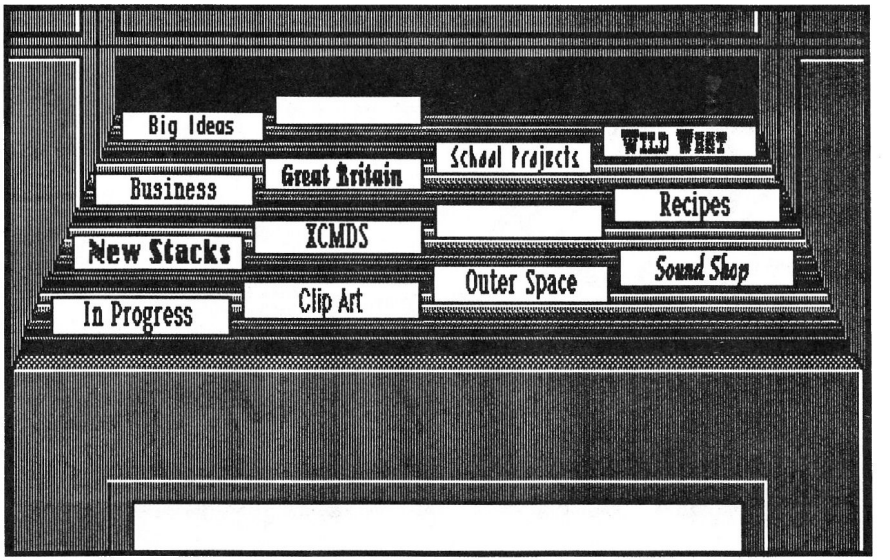

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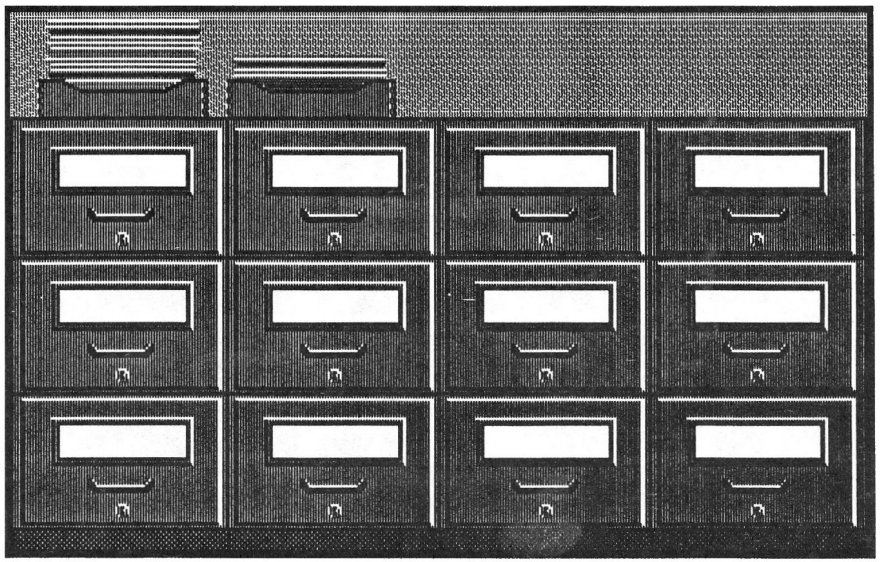

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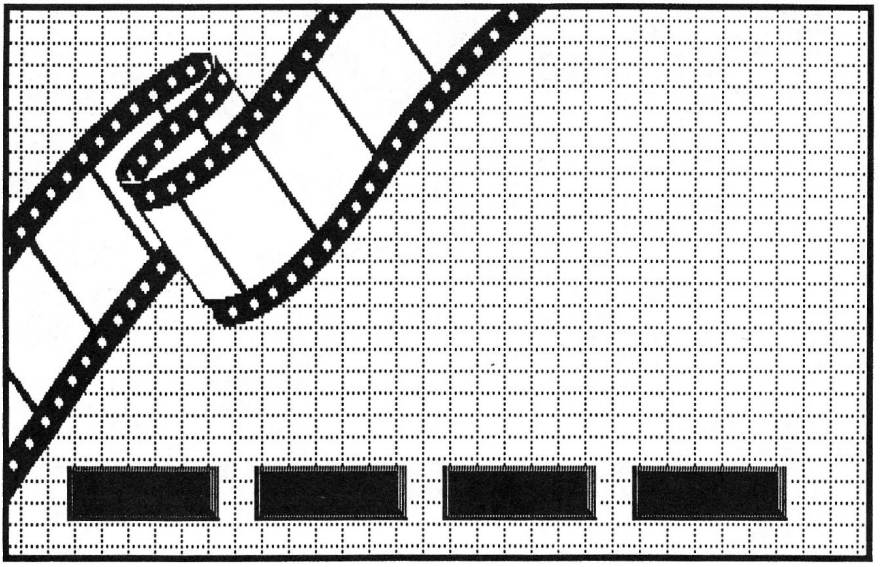

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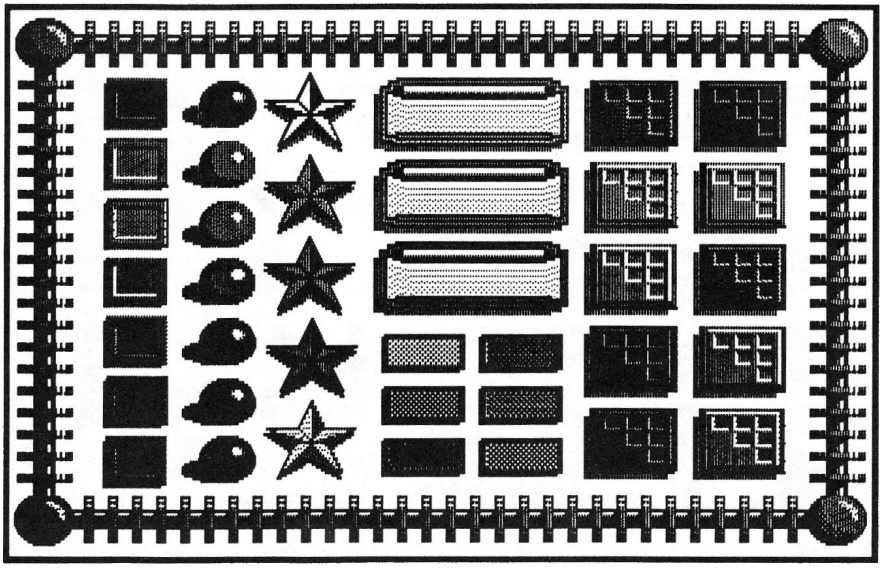

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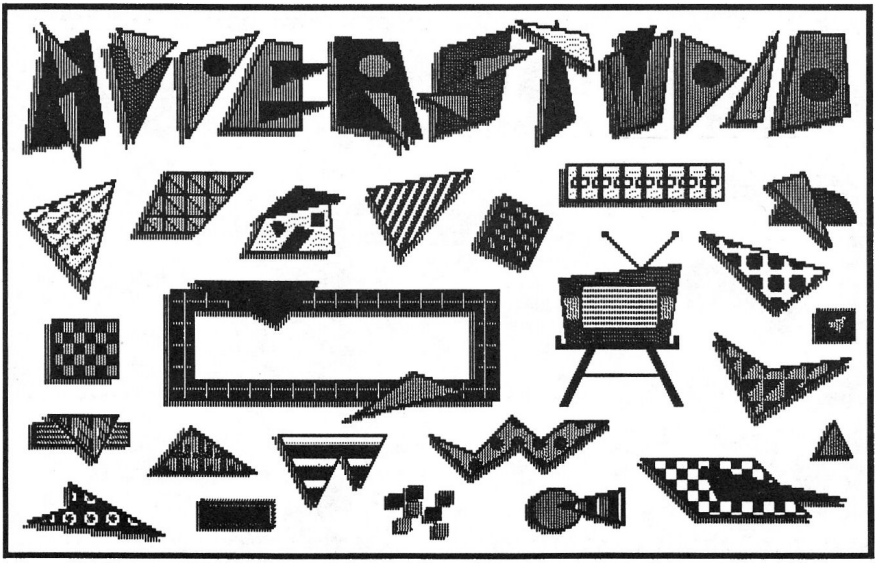
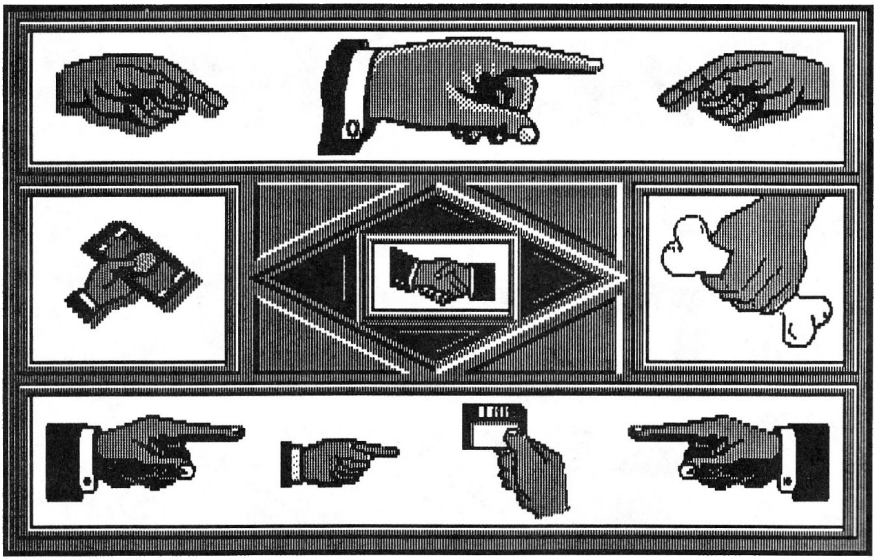


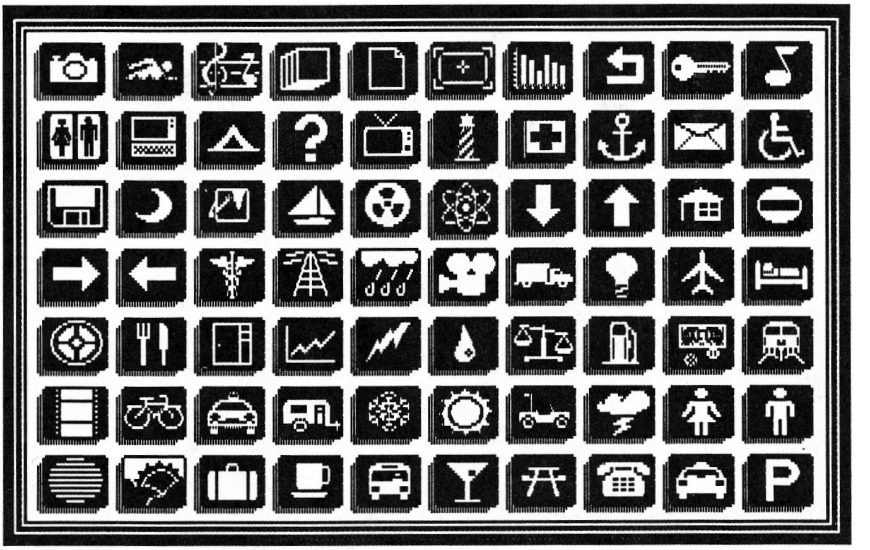
Funky.Hyper

Glass.Brick



Hands

House



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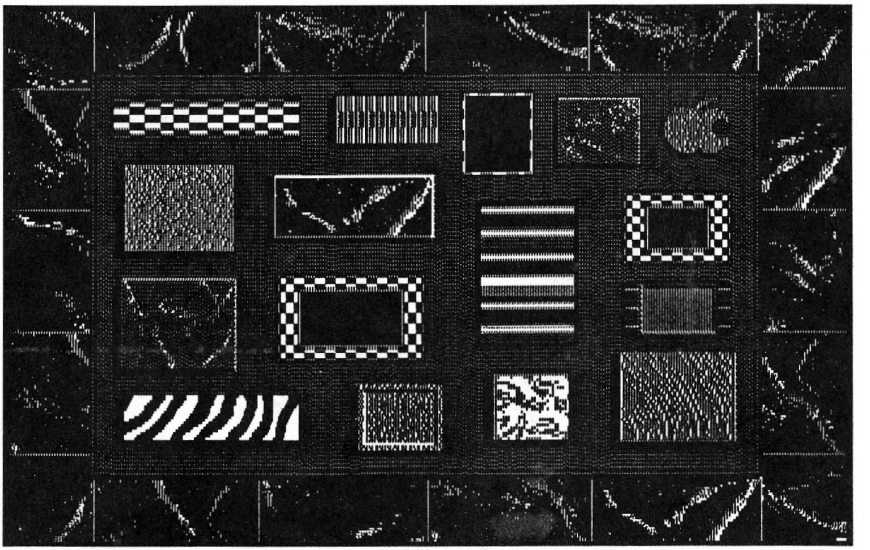

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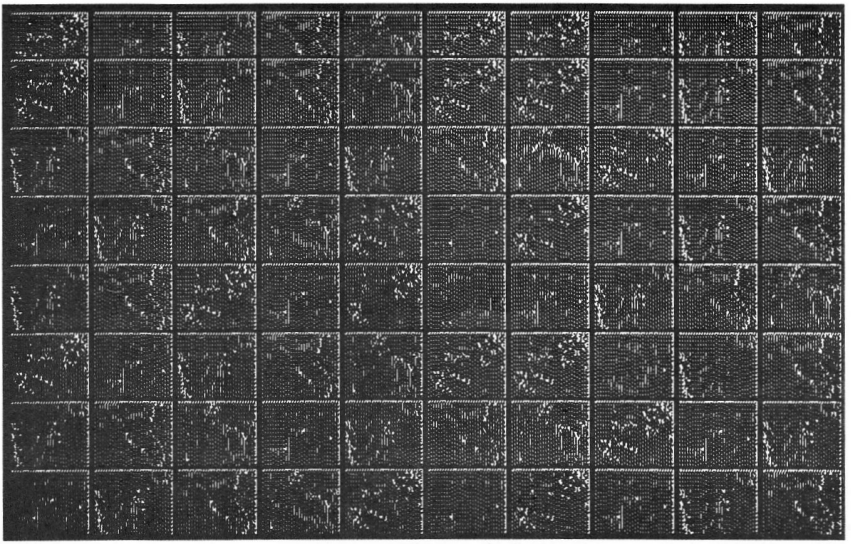

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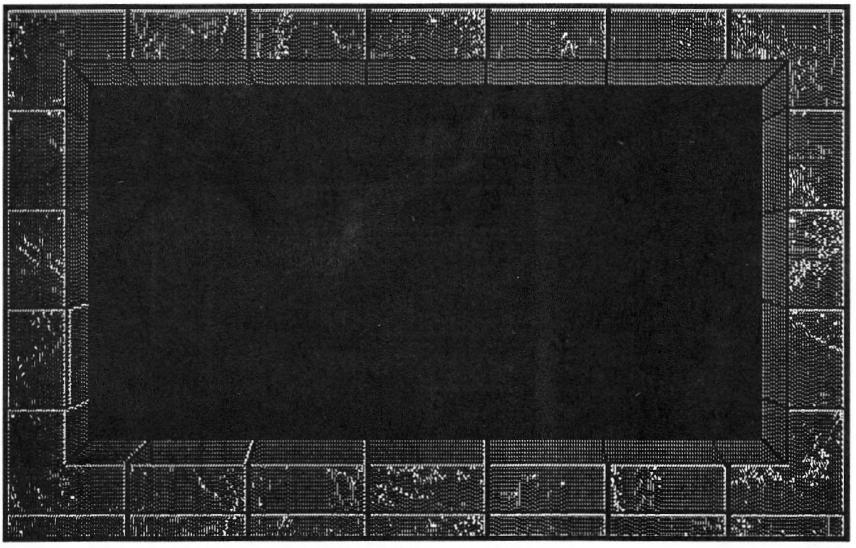

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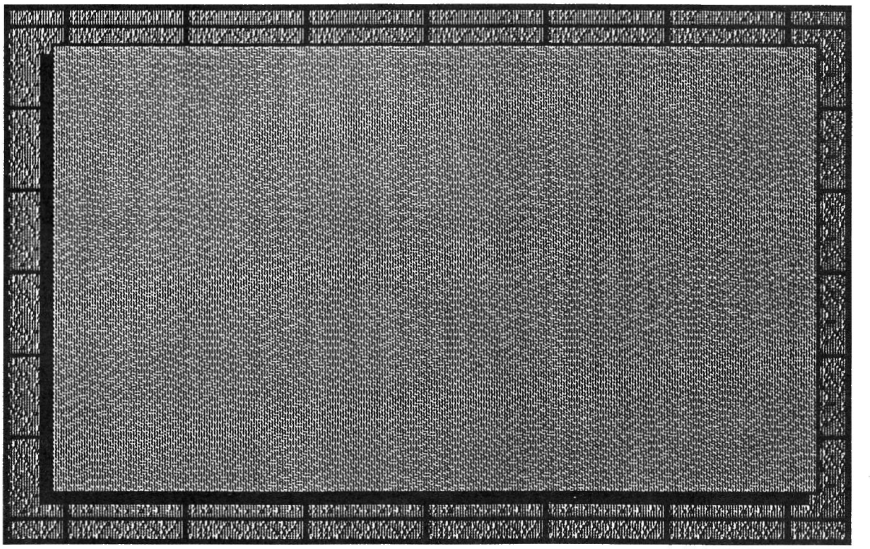

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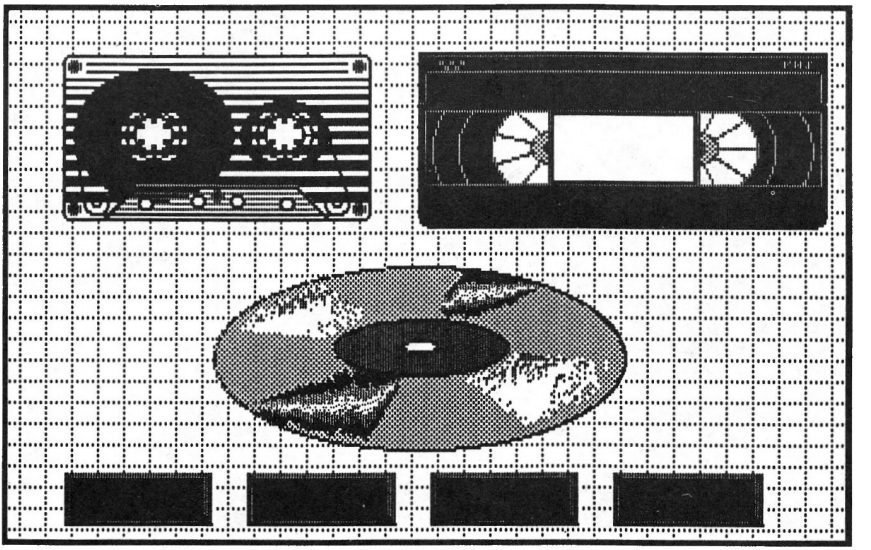

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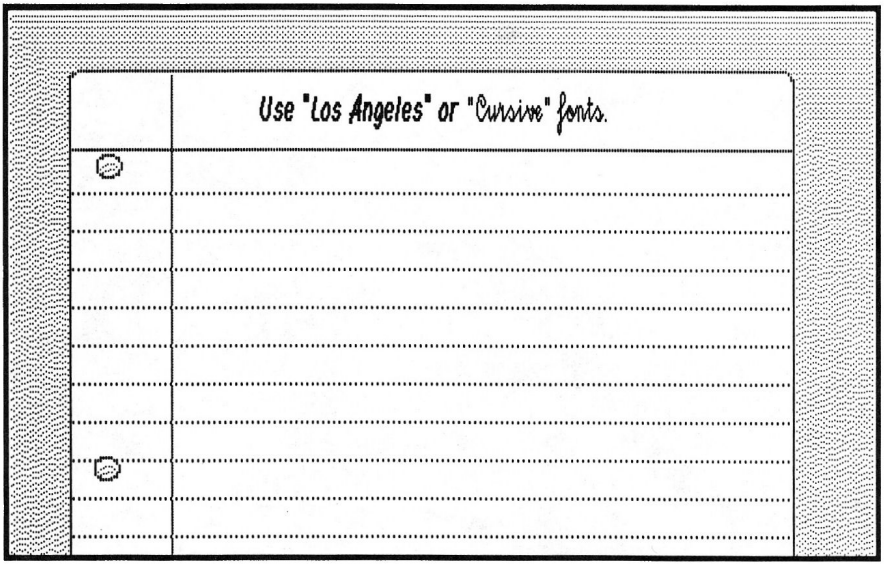

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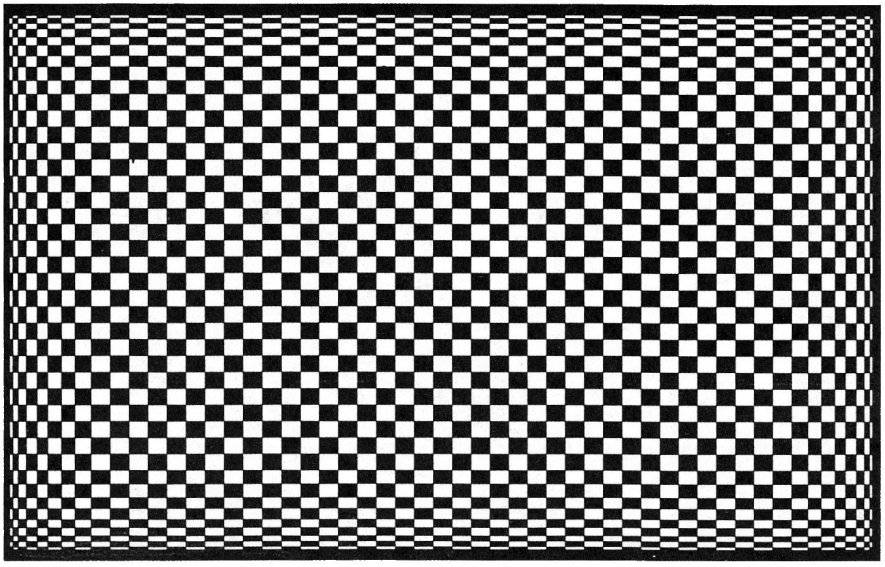

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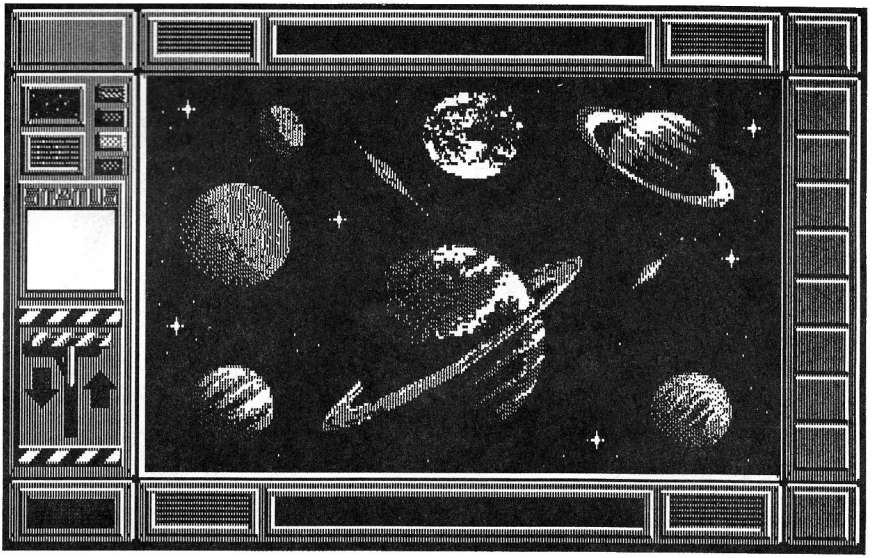

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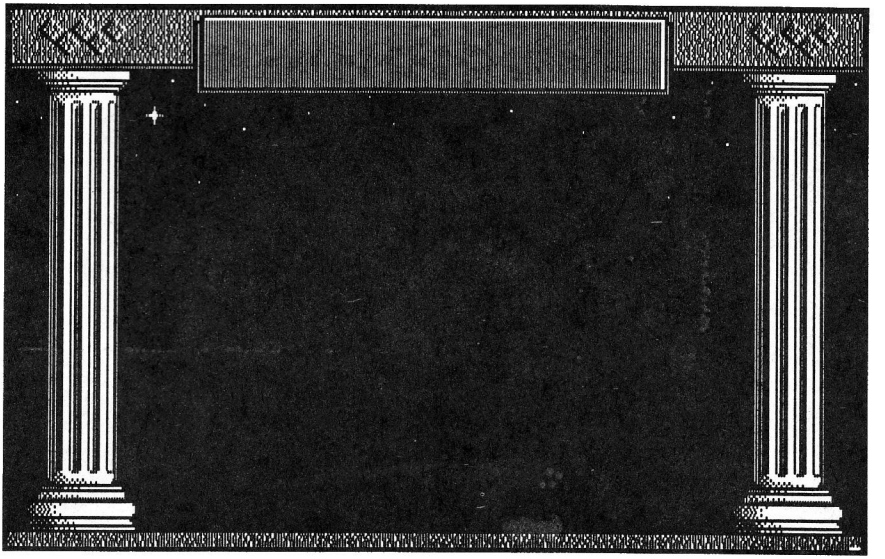

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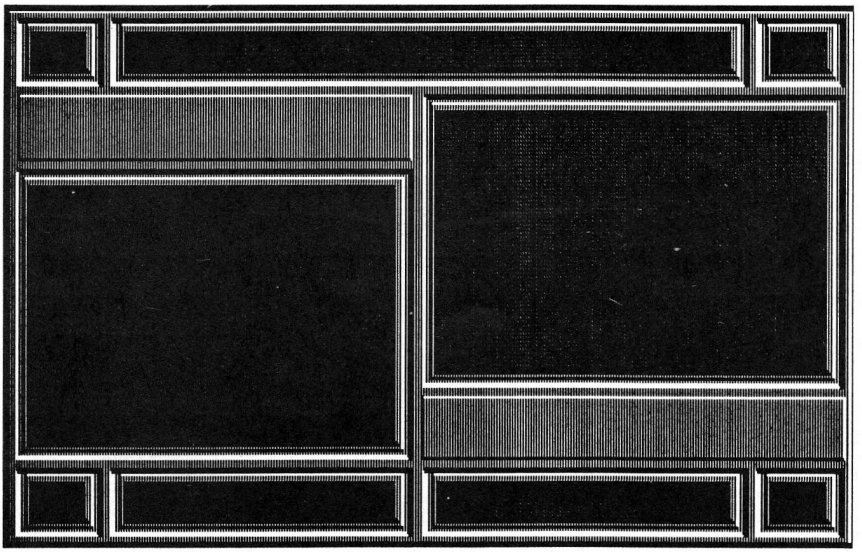

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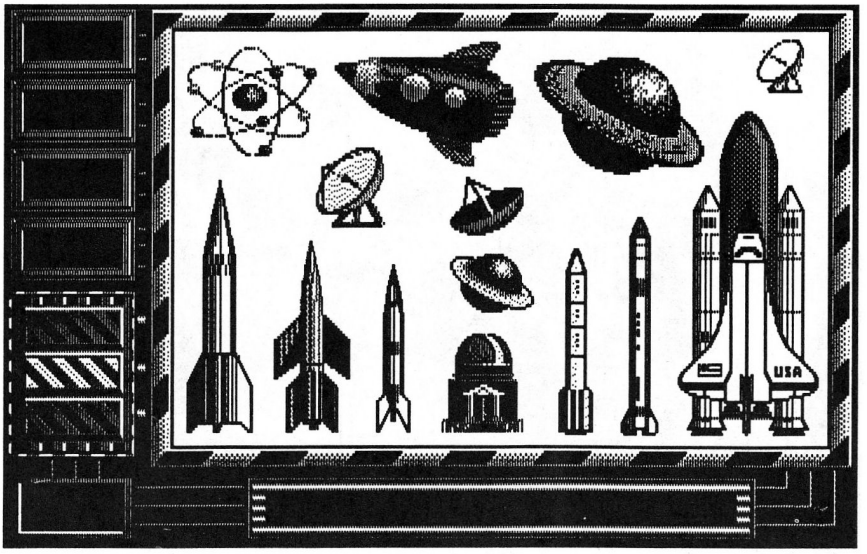

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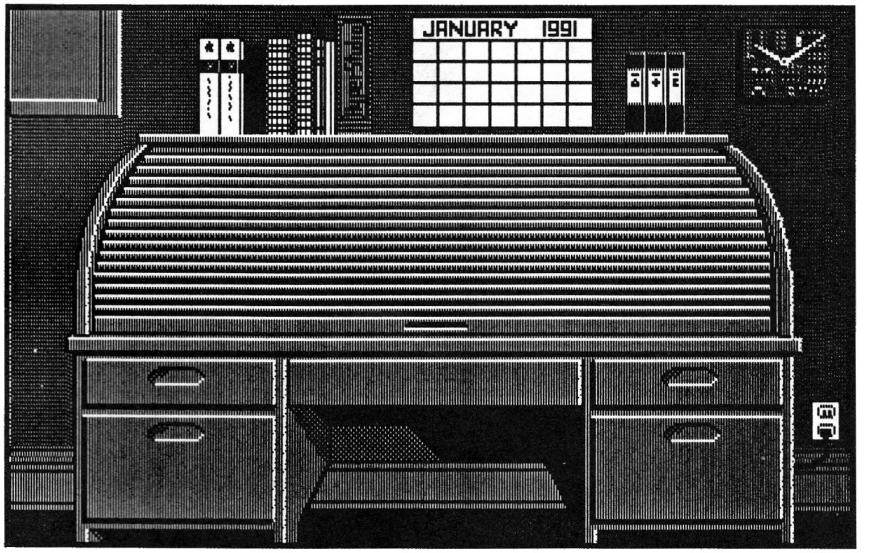

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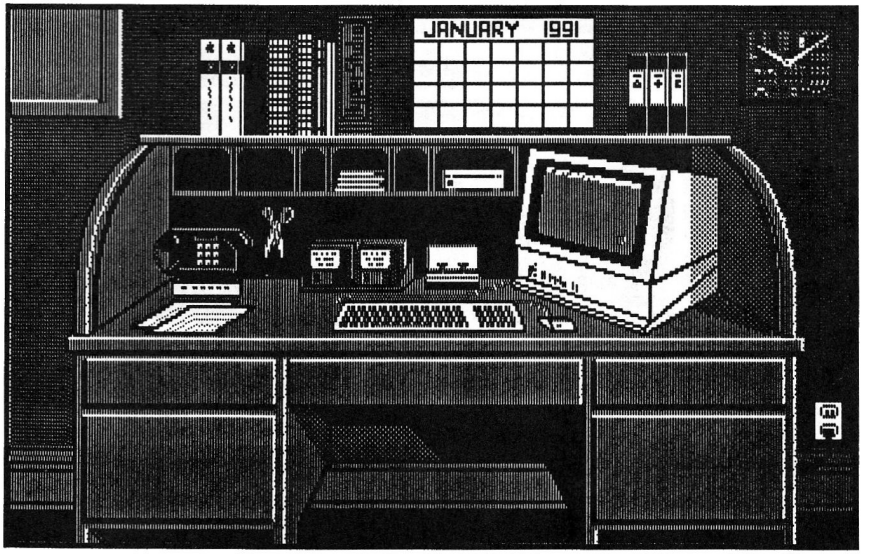

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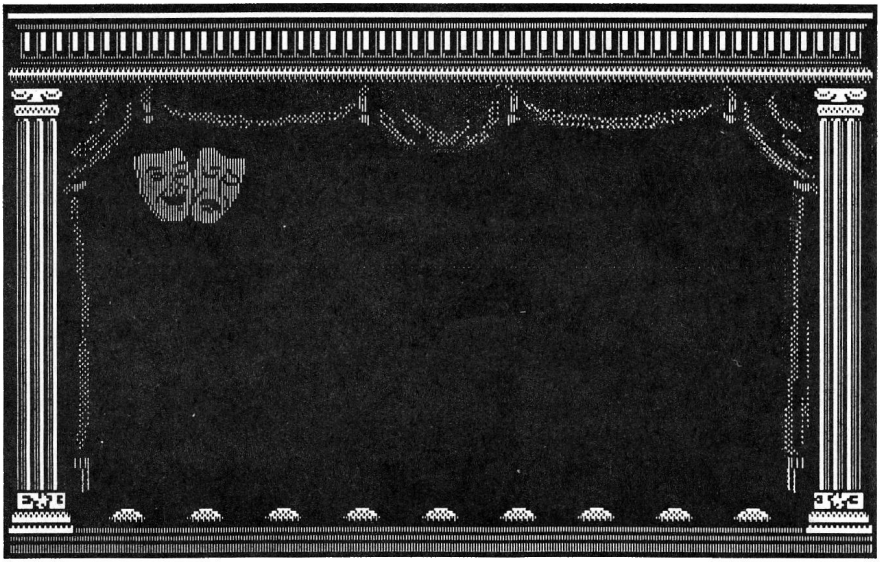

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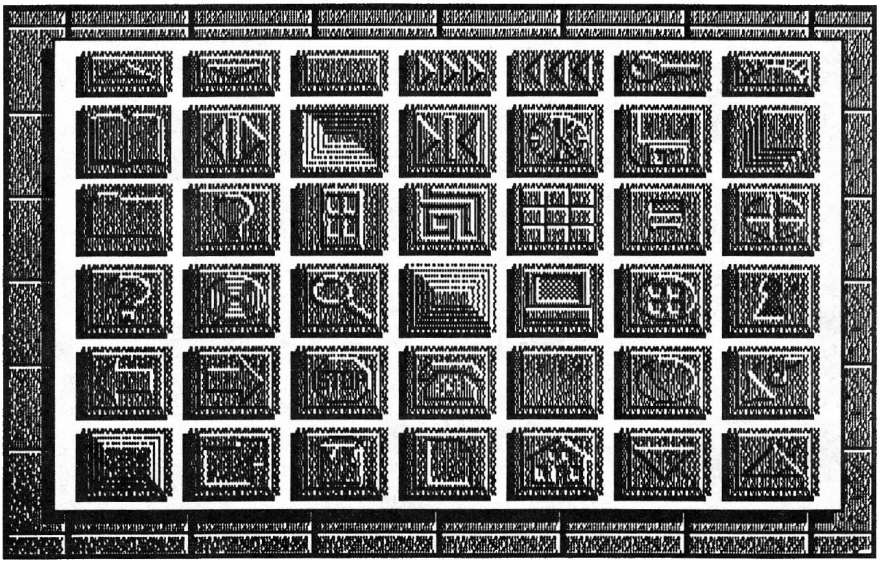

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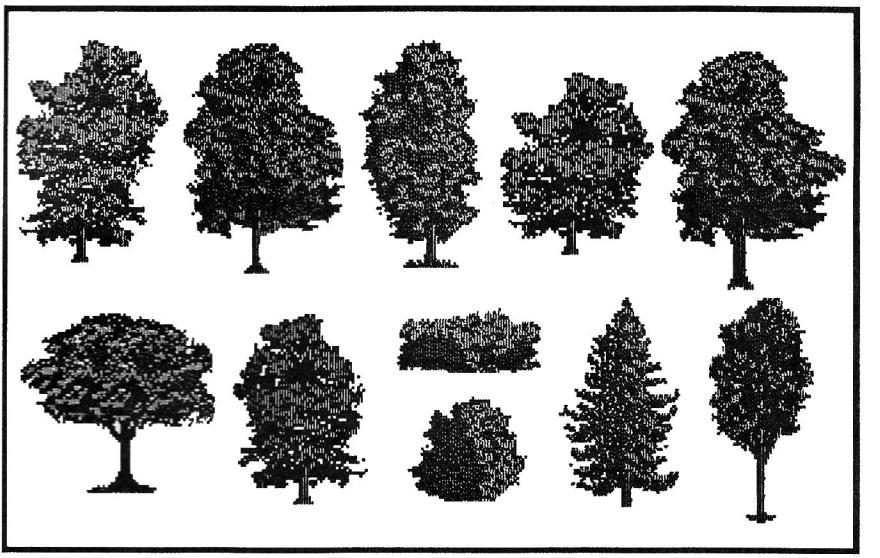

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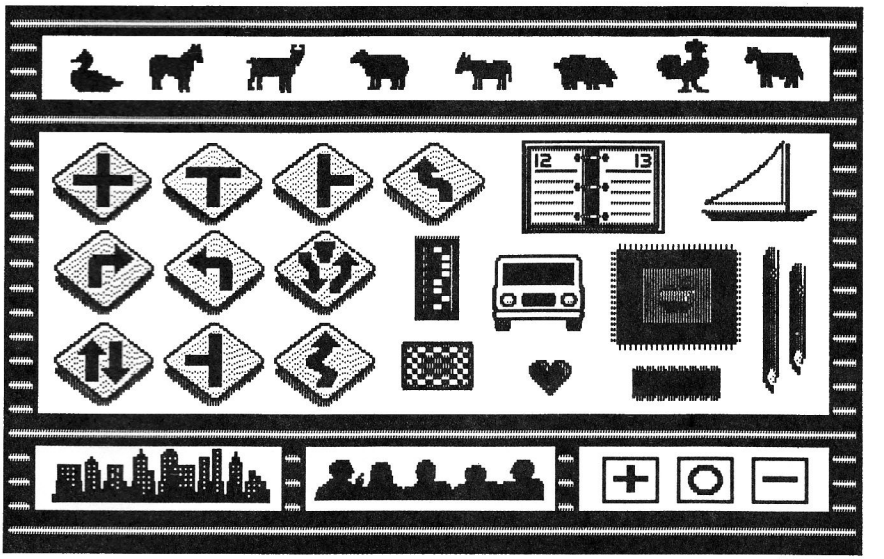

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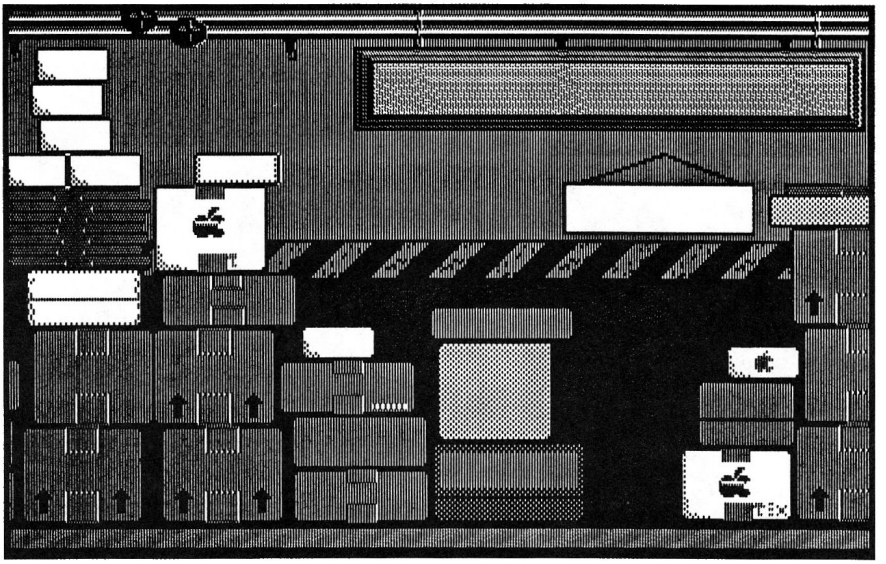
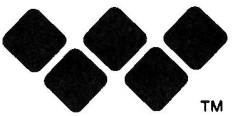


Warehouse

Downloaded from www.Apple2Online.com



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