

Computers & the Humanities 281**Messages Assignment****Mind Reader**

This exercise is designed to give you practice with a number of messages in Revolution. Copy the **Mindreader** stack in the **Templates** folder to your disk and rename it **YourName--Mindreader**.

In this simple application, make the controller buttons reveal each character's textual and visual response to the mother's question.

1. **Thought Fields:** Create a transparent field to fit each character's thought balloon. Choose suitable font/size/alignment attributes and give each field a name. Type in appropriate responses to the question, then lock the text of each field.
2. Import an appropriate graphic for each character that visually reflects their response. You may use the graphics provided in the **Foodstuff** folder located in the **Templates** folder on the server, or use your own.
3. Add handlers to the four controller buttons to reveal the character's thoughts by showing the corresponding field and image (and whatever else you deem necessary) in the following manner:
 1. **Cat:** Show the appropriate objects when the button is clicked. Hide the objects when the button is double clicked.
 2. **Girl:** Show the appropriate objects when the button is pressed down, then hide the objects when the button is released.
 3. **Bear or Bunny:** Show the appropriate objects when the cursor enters the button area and hide the objects when the cursor leaves.
 4. **Boy:** Flash the appropriate objects as long as the mouse button is down inside the button area. Hint: do one show/wait/hide cycle for each time the message occurs.

Again, don't get hung up on the game too much, as it's relatively mindless. Just follow the instructions carefully to make it work. As with all other assignments, this exercise is designed to give you practice implementing the concepts discussed in class. The quality of learning you reap from this assignment will result directly from the amount of effort you expend trying to get it to work successfully.

This assignment is due by the beginning of class on the due date specified in the [class schedule](#). Turn in your completed assignment by submitting it through Blackboard

[Messages Lecture](#)

[Course Schedule](#)

[Main Page](#)