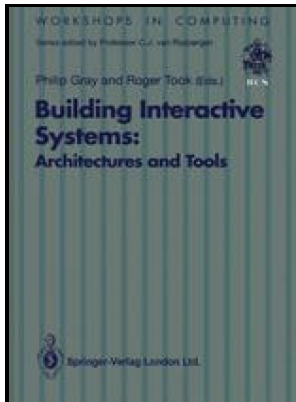


HyperCard stack design guidelines

Addison-Wesley Pub. Co. - Tricks of the HyperTalk Masters



Description: -

-
 Elections -- South Africa -- Johannesburg -- Statistics.
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 Kim, Wŏn-il, -- 1942- -- Criticism and interpretation.
 Niagara Escarpment -- Guidebooks
 Bruce Trail (Ont.) -- Guidebooks.
 Trails -- Ontario -- Niagara Escarpment
 Macintosh (Computer) -- Programming.
 HyperCard (Computer file)HyperCard stack design guidelines
 -HyperCard stack design guidelines
 Notes: Includes bibliographical references (p. 205-217)
 This edition was published in 1989



Filesize: 66.510 MB

Tags: #All #Hyped #Up #for #HyperCard: #Further #Adventures #with #an #Apple #Legacy #Format

All Hyped Up for HyperCard: Further Adventures with an Apple Legacy Format

I have not really found anything that replaces it. Connected via the ADB , this instrument can read the state of connected external switches or write digital outputs to a multitude of devices.

iTour Design Guidelines

In addition, many of the basic concepts of the original system were later re-used in other forms.

and motivation: The design and development of hypercard by Deborah J. Hirschman

W3C 1999 , Web Content Accessibility Guidelines 1.

All Hyped Up for HyperCard: Further Adventures with an Apple Legacy Format

A problem with your script may show itself at any of several stages in script development.

HyperCard: An Object

Yet HyperCard is successful: we will never know how much more successful it might have been had its designers employed any programming language design principles.

HyperCard: An Object

Figure 2: The beginning of a HyperCard stack file from the Nina V. Some users will have larger screens, less memory, or an earlier version of HyperCard. In other words, just because the editor formats your script correctly does not mean it will do what you want it to do.

and motivation: The design and development of hypercard by Deborah J. Hirschman

Instead of duplicating the instructions for the animation sequence in the script of each button, you can place a custom handler called `animateButtons` in a central location, such as the stack's script: `on animateButtons -- your commands to animate the buttons go here end animateButtons` The scripts for the individual buttons look like this: `on mouseUp animateButtons end mouseUp` When one of these buttons is clicked, its `mouseUp` handler sends the message `animateButtons`. Users found many other creative applications for the program, such as in designing interactive stories and even video games.

HyperCard

HyperCard had a significant impact on the web as it inspired the creation of both through its influence on 's colleague , and whose creator, , was inspired by. Nonetheless, HyperCard continued to be popular and used for a widening range of applications, from the game , an earlier effort by the creators of , to corporate information services. It may cause havoc if your handlers expect these global variables to contain the data that has been emptied by the `closeStack` handler.

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