

Hyper Point 3 short manual

Index:

- About visible buttons on the screen
- How do I write a hypertext
- Making hyperlinks
 - Normal "hotword" link
 - Automatic hyperlink
- Saving the hypertext
- Pictures on hypertext
- Home Screen Picture
- Sound and Music
- Animation on hypertext
- Program launch from hypertext
- H-POINT.INI -settings
- Changes in WIN.INI and SYSTEM.INI
- Settings for information desk system
- Making several separate presentations to hard disk
- Using Hyper Point on PC-network
- Limitations and known problems
- About source code
- Using and distributing Hyper Point as a viewer of your (commercial) product
- Some ideas for use
- About the author

Note: "Automatic picture show"- feature is removed on ver 3.
You can find several Windows screen savers what can do this job more elegant.

About visible buttons on the screen

By changing H-POINT.INI settings you can hide Edit and Exit-buttons.

How do I write a hypertext node

1. Write a short (Notepad) text with proper title. Note: File format of the text file must be Windows *.TXT

Use short ("one page long") texts for one node. They are more easy to read and the speed of the program is better.

2. Save the text to "home" directory of Hyper Point. This directory is for "main chapters" for index.

NOTE: You can also make sub directories to Home directory.

3. Your text is now automatically visible on Hyper Point index and you can read it on Hyper Point, but it does not include any hyperlinks to other files. (Index is updated every time "Home-button" is pressed.)

Making hyperlinks

Normal link (hotword link):

1. Open your text to Hyper Point on Edit-mode: Push the E-button

and open the text file.

2. Select (highlight by dragging the mouse or double click) a word you want to link to another text.
3. Press RIGHT mouse button.
4. Select the file to what you want to link to, i.e. another text.
5. Hyperlink code appears just after hotword (¤drive/path/file¤). You can erase and write those codes also manually.

NOTE: If linked file is on default data directory (defined on H-POINT.INI) you do not need path on hyperlink code. (If you add on Edit mode, you have to delete the path of the hypercode manually.)

It is strongly recommended that You use data directory only for your hyperlinked files.

If you do so, it is easy to move the whole presentation to another machine or to network server.

Automatic hyperlink (page link):

1. Do the start as described above. (Go to Edit mode.)
2. Do NOT select any text
3. Press Right mouse button
4. Select picture and/or sound link(s)

You have to test what is the best order of appearance of different type page links. For example you may put a midi-music at the top line, then the picture and then some speak (wav-file).

Note: For some special purposes you may need a program launch (run) from autolink. You can write a program launch line manually. The beginning line can be e.g.
pic=C:\win\pbrush.exe c:\win\mypict.bmp

Saving the hypertext

You can always save the text with hyperlink codes through "No selection - press Right button" -procedure. You can also use normal Windows editing on Hyper Point (Ctrl+Ins=copy, Shift+Ins=Paste...)

If you want to make many words (a sentence) to act as hyperlink trigger. You have to use "hard space / empty mark" (Alt+0160) for normal space.

Pictures on hypertext

You can link BMP- or DIB-format picture file to any word as told above or you can use picture as "autolink". Max. 320x400 pixels pictures fit to left of the screen.

Home Screen Picture

New feature on ver 3 is Home Screen Picture. Every time you

press "home-button" (Enter to Index-page). You can get picture for that "front page" by writing the filename of picture or animation to H-POINT.INI. If the file is on default data directory, path is not needed.

Note: To keep Your presentation fast. Use as small picture files as possible and use big hard disk cache.

Sound and Music

You can link any word to digitized audio file (WAV -format) or midi music (MID -format). You can use sound and music on "auto links" as well.

NOTE: All sound options needs Windows compatible sound card with proper (new) drivers and setup, e.g. Gravis Ultrasound works great, SB and PAS work also OK.

Animation on hypertext

With a program disk you got MCI-drivers for Autodesk's FLI and FLC-files. You can use those animation on "hotword links" after installing the drivers via Control Panel Drivers setup.

NOTE: FLI/FLC -Animation drivers does not work on 286 PC or on standard mode of Windows.

If you have new (free) Media Player with Video For Windows drivers. You can also use **AVI**-animation files on Hyper Point. You can get the player from your local MS-dealer or from some anonymous FTP -server.

Program launch from hypertext

You can use any "works OK from Windows programs" as "hotword link".

NOTE: You can write a data file as parameter to program launch, e.g., ¢c:\win\pbrush.exe mypic1.bmp¸. If you use DOS-programs as "hyper launched" you have to make proper PIF for your program. Remember to tell user how to exit from "hyper launched" program, for returning to Hyper Point.

H-POINT.INI -settings

H-POINT.INI with default setup settings:

```
IndexDir=C:\h-point\home
DataDir=C:\h-point\defdata
NoExitButton=false
NoEditButton=false
ScreenTextFont=Arial
ScreenTextSize=12
HomeScreenPicture=
```

H-POINT.INI has 7 different startup settings for Hyper Point. Parameter lines are quite self explanatory.

NOTE: H-POINT.INI must be on same directory with H-POINT.TBK.

Changes in WIN.INI (and system.ini)

Setup of Hyper Point writes following 3 lines to WIN.INI
To section: [Extensions]

```
tbk = TBOOK.EXE ^.TBK
```

To section: [mci extensions]

```
fli=animation1  
flc=animation1  
aas=animation1
```

NOTE: Setting up Autodesk's animation player driver through Control Panel, make some additions to [MCI] -section of system.ini.

Settings for information desk system

- Use VGA resolution
- Hide Exit and Edit buttons (change 2 h-point.ini parameters).
- Put Windows start to autoexec.bat
- Put H-POINT icon to Start Up group on Windows.
- Use Minimize on Use parameter on Windows for more resources
- Leave just mouse/trackball and monitor visible or buy one of those nice and expensive touch screen monitors (they act like a mouse).
- Put the main unit and keyboard behind the lock and hang nice signs and ads around.
- If you use PC-network (drives) give strictly limited (read) rights to this network node.

Making several separate presentations to hard disk

If you want to make another presentation with another launch icon to your disk (or in some cases to diskette), you do NOT have to have two complete copies of Hyper Point program on your disk. Or exactly you don't need two copies of Toolbook runtime -files.

1. Add Hyper Point program directory (default. C:\H-POINT) to path (on Autoexec.bat) (Reboot the PC.)
2. Make a new directory for your new presentation and **copy** H-POINT.TBK and H-POINT.INI to that directory.
3. Edit (new) H-POINT.INI to correspond new data and home directories. NOTE: Use only "IndexDir", "AutoPicsDir" and "DataDir" directories for your presentation files and do NOT use path names on your hyperlink codes - Like that you can later move or merge the new presentation to another one easier.
4. Add an icon to Program manager. Properties of that icon is e.g.
Description: My New Hypershow
Command line: C:\SHOW2\H-POINT.TBK
Working directory: C:\SHOW2

You can change the icon to Hyper Point (h-point.ico) or you can pick another one as usually on Windows.

Using Hyper Point on PC-network

Hyper Point is tested on Novell, Windows and on PC-NFS -networks and it seems to work OK with proper settings. Runtime files, application files and all data files can be on network drive.

You have to have H-POINT.TBK and H-POINT.INI on same (network) drive than your data-files. You can put toolbook-runtime files to local drive, but in this case you have to do as advised on chapter "Making several separate presentations to hard disk".

NOTE 1: For shareing Hyper Point on a network you have to make the files (on dos-level) **read only** and ensure that TBKNET.EXE is in the search path (preferably on the local machine). Only one user at a time can access H-POINT.TBK if files are NOT attributed as read only on the network. (TBKNET.EXE is required anyway).

When adding an icon to Program manager for start Hyper Point from network drive, take an example from first setup, for "icon properties".

If network station has connected (mapped) to Hyper Point program directory as Z: (root). The command line of the icon could look like: Z:\TBOOK.EXE H-POINT.TBK and working directory line: i.e. Z:\

NOTE 2: Setup writes 3 lines to WIN.INI. If You don't use setup on network station, you have to write those lines manually. If You use animation, install required player programs (MCI-drivers) locally to workstations.

NOTE 3:

1. Keep all your data on "home" and "defdata" -directories
2. Do NOT use paths on hyperlink codes. If you have to link i.e. from "data" to "home" you can do it like:
⌘..\home\file1.txt⌘ (As relative pointing).
3. Make (keep) "home" and "data" directories as subdirectories of program directory.

Program directory is "root" (drive) and you can share or map this directory as needed. H-point.ini, h-point.tbk and rest of the program (runtime) files must be in this "root" directory.

About Source Code

Program is written on Toolbook 1.53. The (Open script) source code is removed, so you can not see or edit it. If you are interested to use source code of Hyper Point as an educational example or part of your Toolbook project, contact the author. The price of the source code with full copyrights is not too much -i think.

Limitations and known problems

- Proper screen layout needs good (new) video drivers with SMALL FONTS
- Max. length of TXT-file is limited (a few hundred lines, about 30 kB), but for readability and speed it is better to keep your node texts short (10-40 paper width lines works well).
- 100 files/directory on "Home -directory". If you have more "main titles", use subdirectories on home directory for organizing the data.
- Program is bit sticky (slow). Thats true on 286 and slow 386 PC. More memory and more disk cache will help. (I have just 40 MHz/ 386/ 8MB and the speed is good enough.)
- Special character α "sun" is reserved for hypercodes only.
- If you have corrupted or non existing hyperlinks -No error messages are given. - Text just don't open for read.
- FLI/FLC animation driver needs 386 - processor and Enhanced mode on Windows (and enough power).
- All sound options needs Windows compatible sound card with proper (new) drivers and setup e.g. Gravis Ultrasound works great, SB and PAS work also OK.
- Hyper Point does not work on Windows NT

Using and distributing Hyper Point as a viewer of your (commercial) product

If you are going to make distriputable commercial hypermedia product, you have to:

1. Have a licensed copy of Hyper Point to make your presentation.
2. Contact the author of Hyper Point who can make a viewer especially for your application. You could have Your application name on the screen, editing features stripped out, colors of your choice ...

Viewer version is a bit smaller and quicker. I can also make a setup part.

3. The price of the viewer for your application is negotiable. From the hat I can say that the price is nice. No nonsense prices or royalties.

NOTE: According to license and copyright agreements, Making "normal version" of Hyper Point as a part of commercial product and selling it to third party is NOT allowed.

Some ideas for use

- Home (Index) directory is for "main chapters" to prevent "lost in hyperspace" phenomena.
- You can easily make multiple choice questions with proper feedback. Give feedback by sound/picture/...
- On educational "classroom use", You can make "On line electric newspaper" or put the results of team projects to Hyper Point.
- Make your Hyper Point to information source for problem solving tasks. Put logically linked information texts pictures, video clips ... to Hyper Point and give a case or problem to your students. Dont't make the solution
 - the process of finding and searching relevant information for the case could be the main goal.
- Use text and/or numbers on BMP-pictures for references on the text. Do not forget that you can write to BMP pictures e.g. on Paint Brush.
- Use midi music and sound for mood and feedback.
- On foreign languages you can give a pronunciation of the word or give a translation via linked sound file.
- MIDI-music, picture of the singer and lyrics on text make a home made karaoke. - Wow !

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Hyper Point is made as private project and hobby at home.

I'd like to thankyou Computer Services Centre for support and giving me chance to test and show Hyper Point on campus.

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