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HM - Card

Version 1.4

Editor

User's Manual

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Introduction

The HM-Card Editor is one of the three programs in the HM-Card system. The HM-Card Editor is intended to create and edit multimedia material chunks, called *pages* or *void collections*. These pages are the base, on which the complex collections are built by the HM-Card Linker. The concepts of creating the complex collections and their visualization are given in the HM-model description.

The Editor work on the priciples of pull-down menus, dialog boxes, icons and other convenient tools providing a productive and easy-to-use interface. The author is guided step by step through the design process by system generated of messages and prompts.

The Editor concepts

The Hyper-PC Editor is the main part of the HM-Card system. Using the Editor the author can create or edit the hypermedia information that can be incorporated into complex collections of information.

It should be noted that the process of creation does not require any special programming knowledge on the author's part. Even quite complex animation or answer analysis algorithms can be created without resorting to programming. The speed of creation is increased by a convenient and simple user interface, including messages and prompts which guide the author in design.

The Editor system provides the author with powerful facilities to incorporate existing materials (text files, graphic images, sound) into the presentation being developed.

The page, created in the Editor consists of the separate multimedia objects and is essentially a list of these objects, that are executed one after another. The exception is the Analyze object which forms optional blocks. The execution of the objects inside these blocks depends on some logical condition (see section 4.12 for details), and the Branch object, which can build loops inside one collection or the jumps to other collections. Other objects that control the navigation process, Zoom in, Zoom out also control page display.

Chapter 1

1.1. The Editor managing

There are two ways of using the Editor:

- Using the system menu commands.

- Pressing the speedbar buttons.

Mainly the user will use the speedbar, while the menus provides some optional actions. For instance, opening the database, copying the page to and from the Clipboard, or setting different mode options.

1.2. The speedbar control buttons

The control buttons provide easy access to the operations available in the current state of the Editor. The set of visible and active buttons varies and depends on the current Editor state, along with the current object (collections and objects). Pressing a control button may cause the speedbar set to change to operations specific to the current situation. The changing operations are hierarchical, so the buttons are divided into levels.

Level 0 (the default) consists of buttons and an objects list (combo) box:

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The object last chosen or created in this list is *current object*.

The following operations act on the current object:
     Modify object contents,
     Delete,
     Copy object in the page list,
     Move position of object in page list.
The Insert command inserts a new object *before* the current one.
The New command adds a new object to the *end* of the list.

If the current object is animated, the animation control buttons appear to the right from the list (combo) box, and have the following options:

- The Create command generates an animation for the current object. This is the only icon to appear if the current object has no animation.

- The Modify and Delete   commands operate on object with an existing animation. Modify allows an animation to be altered and Delete removes an existing animation.

Level 1. The object type buttons:

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These buttons appear when the New or Insert commands were chosen from Level 0.

Level 2a. Consists of the graphic object selection buttons:

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Level 2b. The input object type buttons:

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Level 3. This level consists of the buttons that control the parameters of the objects being edited. The majority of the graphic objects have the colour button   that lets the user set the common graphic parameters (colour, line thickness, style, brush style, etc.). There may also be the background   button sets calls the same parameters but for background colour settings.

1.3. Mouse pointers types

In the HM-Card Editor system, different kinds of mouse pointer may appear according to the part of the program, the computer's state and the screen area the pointer is in.

All of the pointer types are described below:

> This pointer appears when it is moved into the system area of the screen, such as menus or dialog boxes. It is used to select from among the program options.

> This kind of pointer is used for moving multimedia objects within a page.

> This appears when the mouse pointer is moved into sensitive page area defined by the author.

> This pointer is used to define an object's position on the screen. It appears when the pointer is moved into an area that can be edited.

> This kind of pointer is used for repositioning separate parts of objects. It appears when the pointer is moved onto a control point base point of an object.

This pointer appears when the system is busy with something (i.e. reading from a disk or executing some complicated tasks) and is not accepting any input.

1.4. Opening files using the open dialog box

It is necessary to operate with files that have been previously stored in the computer's external storage (i.e. on hard disk). HM-Card provides convenient means of making the file specification process easier and faster.

The need to open files appears in different parts of HM-Card (for more details see Chapter 2 "Getting started"), but it is always carried out in the same manner.

The name of the file may be chosen from the list box of the Open File dialog box that appears when a file name is required. The filename is selected in one of the following ways:

- The desired name of the file should be chosen from the list box. If needed, the listbox has a scroll bar to scroll through the items that fit within the listbox. The file is opened by a clicking on the filename and then the OK button, or by simply double-clicking on the filename.

  Note that the listbox displays the filenames according to the default extension.

- The filename can be also typed in using the keyboard. If the '*' and '?' characters (masks) appear in the filename, a new set of files appears in the listbox according to the mask. The file is actually opened when the ENTER key is pressed or the OK button is clicked.

1.5. Using the scroll bars

One method used for making the users' work faster and easier are scrollbars. They are used for:

- Scrolling through items displayed in the list boxes, that don't fit in the listbox area.

- Adjusting some parameters for the objects used in the pages. In this case, there is very often a box next to the scroll bar that indicates the value of the parameter being adjusted. Type a value into the box using the keyboard, instead of using the scroll bar. To move the insertion point into the value box, click in it with the mouse pointer.

A scroll bar example:

The visible effects of using the scroll bar is in moving the button from one end to another. The button can be moved in one of the following ways:

- Click the arrow button according to the direction it is to be moved. The value that is being changed is increased or decreased by one.

- Click the scroll bar to the right or to the left (up or down) from the button. This works similar to the direction buttons, but the adjustments value may be by values greater than one.

- Click the mouse button and drag its image to the position desired. Release the mouse button to change. This variant is used when a value is to be set quickly and approximately.

1.6. Using edit windows

It is often necessary to input some information like names, sizes, font types, etc. Edit windows are used for this purpose. The edit window is a dialog box providing for the input of a new item or the further specification of an existing one. Edit windows may look differently and have different functions, but the principles of using them are the same

for all of them. Typical features of an edit window are:

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It includes the following elements:

- The input box (named 'MailBox Name' in the example) is used for the direct entry of information. It is mostly used for specifying the name or parameters of something new, for example a new file name. In this case, the insertion point is automatically moved inside the input box when the edit window is opened. If there is no insertion point, the user may enter it in one of the following ways:

  - Toggle between the window's boxes using the Tab key. When the input box becomes current, the insertion point is moved into it.

  - Use the mouse to move into the input box. To do this click in the area of the input box with the mouse.

When the edit window is opened there may be some information in the input box that is to be used as a default. If the default is not appropriate, make the input box current and the default information will be highlighted. Type over the default information. To edit the highlighted string, move the insertion point with the arrow keys or mouse (the highlighting will be removed).

The user can also select the whole string or a part, in one of the following ways:

- Move the mouse pointer to the starting point and press the mouse button. Drag the mouse horizontally and the highlighting changes the selection. When the selection has been made, release the button.

- Move the insertion point to the beginning of the text to be selected using the arrow keys. Use the Shift and Direction keys to change the a selection. The Direction key may be the arrow, Home key or some other navigation key, depending on the keyboard.

Pressing the Enter key after typing the information into the input box passes the information to the program. If no string was entered and the Enter key is pressed, the system will beep, indicating an invalid entry.

- The listbox (named 'List of MailBoxes' in the previous example) displays existing items.

It is used to specify something existing, like the name of the file to be opened. Move into the listbox in one of the following ways:

- Switch to the listbox using the Tab key. When the listbox becomes current, a light boundary appears around the first item. To move the selection in the listbox use the Up and Down arrow keys. The selected item is highlighted and treated as the current selection.

- Click the listbox area with the mouse. The item selected will be highlighted and treated as the current selection.

The current item is displayed in the input box.

If the number of items do not fit the size of a listbox, a vertical scroll bar will appear.

The listbox allows entry of an existing item's name without typing mistakes.

In the case of new item input, the listbox displays the names that have already been used to avoid using them again.

The item double-clicked with the mouse will be treated as the selection.

- Combo (list) box works much like the Input box and List box. This box appears in the edit window like an Input box with a down-arrow button at the right end. When this button is pressed, the list containing some previously defined information drops down:

  To choose an item from the list, use the same method as for list boxes.

- Radio buttons are used to toggle a selection between different available options for a particular situation. When a radio button is selected, the previously marked button is automatically unmarked.

To mark the radio button:

- Click the radio button with the mouse.

- Select the radio buttons field using the Tab key. Then use the arrow keys to change the selection.

- The control buttons ('Save' and 'Cancel' in the example) provide overall main control of the edit window's functions.

  - The OK button is used to accept the selection made. It must be pressed when some information is present in the input box. If it is pressed with nothing typed in the input box, the system will beep and wait for something to be entered.

  - The Cancel button closes the edit window and abandons everything typed or selected.

  - Other buttons may be present in some of the edit windows and have functions according to the edit window type. They usually provide buttons for deleting, inserting and moving.

To press such a button do one of the following:

- Toggle the control to the buttons using the Tab key. When a button become current, a black boundary appears around it. Use the arrow keys to move between the buttons and the Enter key to press the bounded button.

- Click the button with the mouse.

The edit window may also include other items like radio buttons or check boxes that are used to set or choose between some optional parameters. Use of these elements depends on the particular edit window and is described separately in the corresponding parts of the manual.

1.7. Moving control items

To move the windows that are on the screen:

1. Move the mouse pointer into the window's header area and press the mouse button.

2. Drag the mouse pointer with the window's image around it and place it to the desired position.

3. Release the button to place the window onto the screen.

Parts of the page that are covered with the Editor control areas (menu bar, speed bar, status line) can also be viewed. There are two arrow buttons in the status line at the bottom of the screen: . They are used to scroll the page up and down.

1.8. Using the keyboard

The keys and key combinations for the Windows components using in HM-Card are standard for the whole MS-Windows operating system. Some of them are:

- Alt key is used to enter the menu bar at the top of the screen. After it is entered, move the selection across the menus using the direction keys. To choose an option, press the Enter key.

- Alt and F4 is used to close the HM-Card window and exit the system.

- To operate in dialog boxes, use the Tab key to switch between different dialog box's groups (Ctrl and Tab does the same switching but in the other direction) and the arrow keys to scroll the highlighted items inside the dialog box groups.

- Shift and Direction is used to select the text in the input boxes of a

dialog box.

The keys that correspond to the shortcuts for the HM-Card commands are displayed next to the menu items. All of them are listed in the parts of this manual which describe the particular command.

While editing an objects' graphics (appearance and position on the screen), the mouse must be used. There are still some facilities that can be accessed by using the keyboard, providing more convenience for editing visible objects.

• Pressing Shift while drawing a line or a vector to constrain it vertically, horizontally or diagonally (according to the direction moved). This is a powerful tool for creating the well aligned graphics.

• The Microshift facility is designed to help with the exact positioning of an objects on the screen.
 While creating or modifying an object, press the right mouse button to display the boundary with the control points shown around the object. This changes the effect of the mouse (repositioning the whole image or just its control points). Move the mouse pointer inside the boundary or onto a control point and pressing one of the arrow keys. One press moves the image or its control points by one pixel.

1.9. Using the pull-down menus

In this part the HM-Card pull-down menu system is described. The explanation of each menu command and the reference to the corresponding manual part are given. This part may be used as a reference for the whole editor system.

The main menu bar looks like this:

• The DataBase menu manages the database worked with:

- **Open** This command brings up the Open DataBase dialog box for opening or creating the database (*see Section 2.1, Opening a database*).

- **Create** Creates the new database in the current directory (*see Section 2.1, Opening a database*).

- **Load/Unload base** These command manage database importing and exporting (*see Section 2.3, Duplication and backup of collections*).

- **Exit** Exits the HM-Card system, after confirming modifications are to be saved, etc.

- **About HM-Card** Brings up the About window with information about the current HM-Card version and Windows state.

- The Collection menu controls the collection saving and opening:

- **New, Open** These commands brings up the Collection dialog box to select an existing collection or to specify the new collection name. In both cases the specified collection is opened. (*see Section 2.2, Working on collections*).

- **Save** Saves the current collection to the database. (*see Section 3.2, Working on pages*).

- **Save as ...** Saves the current collection under a different name (*see Section 3.2, Working on pages*).

- **Set default size** Each page created with HM-Card has a so-called "Default size" (i.e. resolution) which defines size of a window neccessary do display contents of the page. Such size is installed :
  - equal to a current resolution of the Windows installation if a permanent size of pages had not been explicitly mentioned in the **hmcard.ini** file.

  - equal to a permanent size coded in the **hmcard.ini** file:

        hmcard.ini
        ....
                            [Options]
        HideButtons=yes
        Window=10,10,**420**,**380** - permanent size of pages
                                installed in the hmcard.ini
  ....

  - equal to a size explicitly typed into the window:

  Note: The default size is automatically adjusted to a new one if an already existing page is modified having a new default size

installed in one of previously mentioned ways. The following message just informs users about automatic changing of the default size.

During browsing of HM-Card databases, the default size is used for visualization of pages (for creating a window or adjusting to a current resolution). See HM-Card. Viewer. User's Manual for more details.

- **Import lesson**   This command imports Hyper-PC lessons into the HM-Card database.

- **Print**   Prints out the current collection's graphic image, via the Print Manager.

- The Edit menu commands activate various Editor facilities:

  - **Undo all changes** Cancels all of the changes made since the collection was opened.

  - **New - Move**   These six command duplicate the Navigation speedbar's control buttons. (*see Section 3.1, Creation and modification of objects*).

  - **Copy to clipboard** Copies objects of the current collection to the internal HM-Card clipboard.

  - **Paste**   Pastes the internal clipboard's contents to the current collection (to the end of the object list).

- The menu controls the viewing mode and similar facilities of the Editor:

- **Show till current - Show all** These commands switch the mode of displaying the objects, relatively to the current object. (*see Section 3.1, Creation and modification of objects*).

- **Test execute** Executes the collection in a similar manner as the Executor program. No linking functions are available, however.

- **Clear mailboxes** Clears the mailbox counters, that must be clear at the start of page execution. Use this command when the page is execute several times with the Test execute command.

- **Info on externals** Shows the external files and groups associated with the current collection. (*see Section 2.2, Working on collections*).

- **Show coordinates** Brings up a box which displays the current mouse pointer position.

- **Show grid** Covers the editing area with the light grid, that simplifies alignment and other editing processes. One of the three grid sizes are available (10x10, 20x20 and 30x30 pixels).