
The editing process

A page (collection) is a sequence of multimedia objects of different types. During execution, the page elements are taken from the database and executed in order.

A page has a name which is unique within one database; each collection must be one of the types available in the HM-Card system. The Editor can only work with the 'Void' type collection. During execution, the collections are executed in the same order as when they were linked by the HM-Card Linker.

A page can be created, modified or deleted. Page editing and modifying usually includes the following procedures:

- Creating and modifying objects.
- Copying, moving and deleting objects.

All of these procedures are described in this chapter.

3.1. Creation and modification of objects

Object types may be divided into two types: *visible* and *passive*. The creation and modification of visible objects requires a definition of their appearance on the screen. Other object parameters are set in similar ways for both types.

Usually the creation of an object follows the procedure below:

- Choose the point in the page list insert the object. ie. defining after which objects the new one is to be executed. The default point for insertion is at the end of the page, but this can be altered later.

- Select the type of the object to be added.
- Set the parameters required for the type of object chosen. This includes the appearance on the screen, for the visible objects, and other parameters for both types.

The following steps are required to modify an existing object:

- Select the object for modification. It is usually selected using the Navigation speedbar - but there are other ways - that are described along with the Navigation speedbar.
- Change the parameters of the modified object (this operation is similar to the setting of the parameters).

All of these procedures are described in this chapter.

Using the Navigation speedbar

While editing the pages, control is provided by the Navigation speedbar. It contains the Level 0 control buttons (see Section 1.2) and appears on the screen after clicking the navigation button from other speedbars (in some cases it appears automatically).

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The combo box of the Navigation dialog box displays the current object. If the drop-down list is opened, it displays the entire list of objects that have been added to the page in the order in which they have been added (and will be displayed). The current object is highlighted. When the Navigation speedbar is entered, the last created or modified object is selected (current). Other objects can be made current by clicking its name in the combo box. When the object is current, it is highlighted.

An object can be made current in one of the following ways:

- Using the combo box. Select the object in the combo box's drop-

down list.

- On the screen. Click the object to be made current with the right-hand mouse button.

There are several optional ways for viewing the collection's objects. To switch between them use the View pull-down menu:

The first three commands are used for choosing the view:

- Show precedence. This view type is set by default. All of the objects *before* the current one are shown on the screen. So the current object is at the top of the objects precedence.
- Show one. In this mode only the current object is visible.
- Show all. If this mode is set, all of the collection's objects are shown on the screen, irrespectively to which object is current.

The Animation buttons appear only if the current object can or has been animated. If it has an animation associated with it, this can be modified or deleted.

Operations on the objects are activated by the buttons. The following operations are possible:

New

New is used to add a new object to the end of the list. After clicking the New button in the Navigation speedbar, the Object Type speedbar is shown, to choose and define the new object (see the next section).

Modify

This is used to edit previously created objects. All of the parameters of an object may be changed or set as with the object's creation.

To modify an object:

1. Make the object current, in one of the ways described above.
2. Click the Modify button in the Navigation speedbar. The dialog box for the object being modified will appear on the screen.
3. Alter the parameters for the object in a similar manner to the creation of the object.
4. Click the Save button in the object dialog box to accept the changes made, or use the Cancel button to abandon them.

Insert

Insert is used when an object is to be added to the object list between some objects, not at the end of the objects list. The insert command inserts an object *before* the current object.

To insert an object:

1. Make the object preceding the insertion point the current object.
2. Click the Insert button at the Navigation speedbar. The Editor will change to the Object Type speedbar.
3. Choose the new object type and set the parameters of the object as normal. After clicking the Save button in the dialog box of the object, the new object will be inserted in the list.

Delete

Use Delete to remove objects from the page list. Before the object is deleted, confirmation is required:

To delete the object:

1. Make the object to be deleted current as described above.
2. Click the Delete button in the Navigation dialog box.
3. Answer 'Yes' in the warning message window to proceed deleting the object.

Move

This operation is used to move an object from one position to another in the objects list. The object is moved to the new position with all settings

retained.

After clicking the Move button in the Navigation speedbar, the Move object dialog box appears on the screen:

To move the object:

1. Make the object to be moved current as previously described.
2. Click the Move button in the Navigation speedbar. The Move object dialog box appears on the screen.
3. In the Move object dialog box select whether the current object is to be moved before or after the destination object. Toggle between these two methods using the Before and After radio buttons.
4. In the objects list box choose the object before or after which the object is to be placed. The chosen object is highlighted.
5. Click the Move button to confirm the action or the Cancel button to discard all changes.

Copy

The Copy operation is used to duplicate the current object and place it at a specified point in the page object list.

The copy command is used in exactly the same way as the Move operation.

Selecting the type of objects

To select an object's type, use the Object Type speedbar that appears after performing an operation that creates a new object (New or Insert).

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This speedbar allows the type of an object to be selected. Press the corresponding button to set the type.

Creating and modifying objects

After an object has been selected for creation or modifying, a dialog box appears at the upper-right part of the screen. It is used to save (or discard) the defined object and to set other parameters. The visible parameters of the object can be changed using the Colour / Brush / Thickness dialog box that is displayed by pressing the foreground-colour button.

Note that not all object dialog box elements are necessarily available for use. Situations may occur where commands depend on other settings that were made. For example, the Save button is not accessible until all the parameters required for the object have been defined. In this case, that element of the dialog box is grayed and does not react to a mouse click.

After editing an object, click the Save button to add it to the page, or discard it by clicking the Cancel button.

Setting the parameters for the visible objects

The visible objects used in the HM-Card collections share some properties that define their appearance on the screen. These common parameters are set in the same way for all of the objects. They are explained in this section.

When it is possible to change the visual parameters of an objects (when creating or modifying some graphic object), there appears in the toolbar a multi-colour button as below:

In several cases there may be some similar buttons or . One sets the background colour for the whole collection and the other, the text background colours. These commands are described below.

These buttons, bring up the following dialog box:

It is common for all types of visible objects, except the rectangle, which requires a line gap setting, which will be explained later.

The meaning and use of each field of this dialog box is explained below.

Colour

This field sets the colour which the visible object will be drawn with.

The colours used in the HM-Card Editor may be divided into two main types:

- The 16 colours that can be displayed by the colour monitor on the physical level. They are called the *pure* colours;
- The patterns that are made by mixing the pixels of the pure colours.

Patterns may only be used for the collection background, but pure colours may be used for both the foreground and background. This is why the Colour / Brush / Thickness dialog box, that is intended for setting the background colour, contains all of the 64 colours in its colour field, when the same box for visible objects has only the first 16 colours available.

The chosen colour is surrounded with a box.

To select a colour for an object:

- Click with the mouse in the rectangle of the desired colour in the Colour field.
- Select the Colour field of the Colour / Brush / Thickness dialog box with the Tab key, then use the arrow keys to move the selection from one colour to another.

Brush

The brush can be set for objects that are 'filled', such as the circle, polygon, etc. An ellipse with the filling might look like this:

If the object is not filled, a brush style may still be selected, but it won't affect anything.

The brush is selected in the same way as colour.

Line style

This parameter defines the line style the object is drawn with. Four different line styles are available.

To select the line style press the corresponding button in one of the following ways:

- Click it with the mouse.
- Select the Line style field of the Colour / Brush / Thickness dialog box with the Tab key. Use the arrow keys to move the selection from one button to another.

The button that corresponds the chosen line style is selected with the red border.

Line thickness

This field controls the thickness (in pixels) of the lines objects are drawn with. The thickness may be changed in the range of 0 to 63, for all objects except the rectangle. A rectangle may have the thickness set in the +63 to -63 range. It is associated with the rectangle gap, which will be explained later.

The thickness is set in one of the following ways:

- Use the scroll bar to adjust the thickness visually. Move the scroll bar thumb and the value in the box to the left is changed. This is the line thickness in pixels.
- Retype the thickness value in the corresponding box. The box is selected by clicking it with the mouse or using the Tab key.

Gap

If the current object being defined is a rectangle, the Colour / Brush / Thickness dialog box is slightly different:

Bounded rectangles with a line thickness greater than one, can have different gaps between the rectangle's lines. The thickness may be either a positive or negative value. This defines the direction in which the lines are drawn (outside or inside). The following picture shows the difference between thickness and gap:

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Demo

The Demo field demonstrates the effect the parameters have on the object: colour, line style, brush and line thickness. The example is shown on the background selected for the whole collection.

Which setting the parameters for the text object, the demo field also displays a letter with the selected background.

When all of the necessary selections have been made, press the Save button to assign these parameters to the current object. The Cancel button discards all alterations.

3.2. Working on pages

The page (collection) is a unique element of the database. While creating the database operations are performed mostly on pages. A page may be retrieved from the database, edited and stored into the database again.

Collection operations are controlled by the Collection pull-down menu:

The Collection menu perform the following actions:

- **Save** To save the collection into the database on the disk, use the Save command. Save is mostly used when the current collection has been modified but the changes have not yet been saved.

Otherwise, the Save command works just like the Save as... command (see below) and requests a file name and other parameters.

- **Save as...** This command is used to save the current page, that has just been created, or to save it under a new name.