

WayeBox 1.1 stacks:-

These stacks are written on a Macintosh SE/20 with 1Mb RAM and a 20Meg hard disk. You will need the HyperCard application (version 1.2 or higher) which normally comes with the computer. Please make a copy of the stacks as a back up before you use them because HyperCard automatically saves anything you put on it and you might want to go back to the original program when you start a new stack. To use the stacks efficiently, one needs to know how to use HyperCard, especially how to form links with a button. Remember that in HyperCard, you only have to click once, not twice to activate a button. Help is available by clicking the help button. The text in the help button is listed below:

For a general outline of the stacks, please refer to the article in BioTechniques Vol.8 no. 6, 1990. There is a help card in stack "Box4" or "box4-vectors comm".

The following is the contents of a help card in stack "Box4".

To go back to your previous card, click at the "pop card" or "go to the last card" button. To see the different card formats, pull down the "Go to" menu and make the appropriate selection.

This help card contains the following instructions, click at the down arrow button on your lower right hand corner to get more of this text:-

- A. To create a link between a button and a card.
- B. To export references into a text file.
- C. To Scan Figures and import them into HyperCard.
- D. To search for a card with
 - 1. one keyword- press command key and "F" together
 - 2. one to three keywords- use Global search and the "scan selection" button.
- E. To rename buttons in "Box3"
- F. To see all the cards of this stack
- G. To make the "Go to Freezer" or "Go to Lab" button functional
- H. When you see "Can't understand argument to command go"

>A. To create a link between a button and a card*****

1. To join a card from stack-box4 with a button from stack-box3, give a name (e.g. Plasmid) to the card in stack-box3 (by pulling the objects menu and click on "card info"), then go to the card in stack-box4 and enter the same name -the name of the box (i.e. Plasmid) in the field "box name" (by clicking the cursor in the field while you are in the "finger" mode). After assigning the name into the card info of stack-box3 and entering the same name into the field "box name" in a card of stack-box4, click at the "go to box" button of the card in stack-box4, that will bring you to stack-box3 and transfer the name of the recombinant into stack-box3. Then click at the "Rename button" button and enter the number of the slot that recombinant clone is going to be kept and the button will be renamed. If you forgot the number of the slot, you can look it up under the "button info" after you choose the "button tool" under "tools" menu. After you have successfully renamed the button, go to step 2 to step 7 and form the rest of the link..

2. Choose "button" under tools, i.e.. the box next to the finger. If a new button has to be created, then choose "new button" under objects and give a new name to the button in "Button Info" under "objects". If a button is already there, then go to step 3.
3. Click at the button which you want to form the link.
4. Choose "button info" under objects. Click on the "Link to ..." button which display a small window with instructions. The Button Info dialog box should appear.
- 5.. Go to the card to which you wish to link. e.g. choose "open file" under File and go to the card of interest in another stack or click at "pop card" if you are at stack "box 4" to form a link between a button in the grid and the card which you exported your information from.
6. Click the "This Card" button on the overlaying window to complete the link.
7. If you want to be able to pop back to the card where you last clicked the mouse, just add "push card" one line below "On onMouse" in the script of the new button.

>B. To export references into a text file:*****

1. Go to the reference card, either by choosing the "global search "function under Search Menu, or by choosing "Go to reference #" under the "Go to" menu.
2. Click at the button "select for export"
3. Choose "Export references" under the "Search" menu.
4. Click at the button corresponding to the format which you want to export your references, making sure that all the other buttons do not have a cross on them.
5. Answer the question whether you want to save your data in a new file or open up a new one.
6. Type in the name of your file.
7. Click at the button "All right"
8. The file could new be opened choosing "MockWrite" under the "apple" menu while you are still at HyperCard. If you do not have "MockWrite" or if your file is larger than 28K, you would have to quit HyperCard before you can read your exported file.

>C To Scan Figures and import them into HyperCard:*****

1. Get a Dest PC scanner 2000 with the software Publish Pac version 2.01.

2. Because the HyperCard does not have very high resolution, it does not seem to matter much whether the scan was done at 300 or 72 psi.
3. Save the file under a MacDraw format.
4. Edit the file using "SuperPaint" if necessary.
5. Open the "box4" stack, Type command and "N" keys together to create a new card, choose the square with dotted lines under the "Tools" menu.
6. Select "Import Paint" under the "File" Menu.
7. Choose the file name that you want to import.
8. Choose the "Eraser" tool under the "Tools" menu.
9. Place the eraser on the left hand side and erase part of the screen for imputing the name of your figure. Also erase the left hand to review the two buttons with the arrows.
- 10 Go to the next card (by pressing command key and "3" together), and choose the "Button" tool under the "Tool" menu.
11. Click at the "Go to data" button.
- 12 Choose "Copy button" under the "Edit" menu.
13. Go back to the figure (by pressing command key and "2" together)which you imported.
- 13 Choose "Paste button" and follow previous instructions to form a link between the card with the data and the one with the figure.

>D. To search a card using one to three keywords:-

1. With one keyword. Press the command key with the "F" key together and type in the keyword that you want to search with. Press return for the next card that has the keyword.
2. With one to three words using the search card.
 - a. Choose "Global search" under the Search menu- this will bring you to the search card. Type in the keyword(s) which you want to search with, then click at the "OK" button. When the search is completed, it will tell you how many cards have those keywords next to the "Number of positive matches" heading. The "Scan Matches" button will appear if there is any positive, and by keep clicking at the "Scan Matches" button, you can go to a series of cards with the keywords that you used.

>E. To rename buttons in Stack "Box 3"

For the first time, all the buttons will have the original button number as their button names, so that it is relatively easy to rename the button by answering the question "What is the button number?". However, after the button has already been renamed once, one needs to look up the button number by first choose the button tool under the "Tools" menu, then click at the button that you want to rename and then choose "button info" under the "objects" menu. This will show you the button number.

>F. To see all the cards of this stack

Choose "Browse references" under "Go to" menu. Press Command and period together if you want to stop any time.

>G. To make the "Go to Freezer" or "Go to Lab" button functional

Give a name to the card with the freezer by selecting "card info" under the objects menu and then typing the name of that "Lab" or "Freezer" into the Name field. Then follow instructions to make a button link to from a link between a shelf and a Freezer or between a Freezer and a Lab.

>H. When you see "Can't understand argument to command go"

When you have renamed a button but did not form a link between the button in stack-box3 and the appropriate card in stack-box4, this dialog box will show. Read the section A on how to from a link.