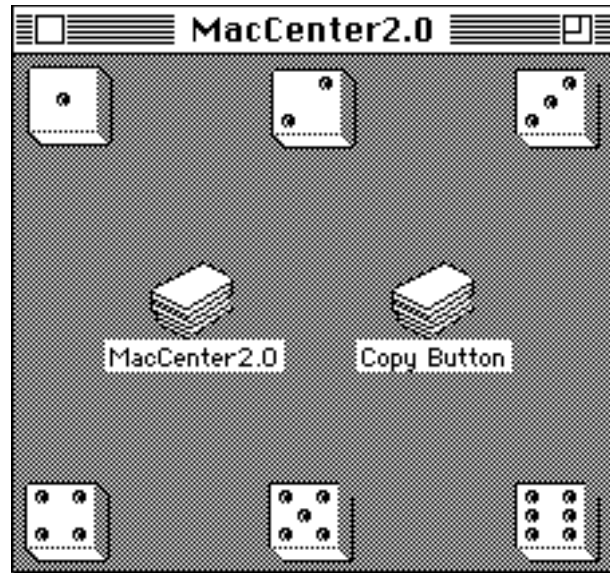


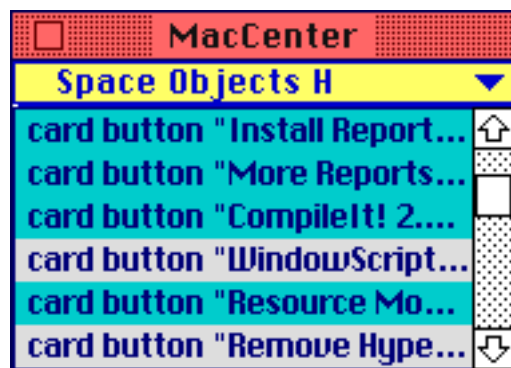
MacCenter2.0



Here it is, right outta the entrails of my Mac IIci, the latest version of my most-used Hypercard development tool, **MacCenter**.

Take the time to read the instructions even if you don't normally do that sort of thing. Not all the features of

MacCenter2.0 are self-evident — that's the tradeoff for making it as compact as possible. One of the problems with version 1.0 was that the palette just took up too much room on the screen!



Above is the heart and soul of the stack — the WindowScript™ (a Heizer Software product) window. The menu consist of two parts — the **menu** (the rectangle in which “Space Objects H” appears above) and the **object list**.

Opening MacCenter 2.0:

You can gain access to the **MacCenter** palette by going to the **MacCenter2.0** stack and hitting the “**MacCenter2.0**” button or by copying the “**MacCenter2.0**” button into the stack you’re working on. You can do that in the “old fashioned” way using the “copy” and “paste” commands, or you can use the “Copy Button” option, which will paste the “**MacCenter2.0**” button on the first card of your selected stack.

In either case, open the **MacCenter** palette. In the object list you’ll see a list of all the objects on the currently active card and background.

Making MacCenter work — the basics :

The rest of these instructions will flesh out what I’m about to say here, so bear with me. Basically using **MacCenter** is a three-step process.

1. Open the palette as explained above.
2. Select the object or objects in the **object list** as described below.
3. Select the ‘mode’ from the **menu**.

Selecting Objects :

MacCenter makes extensive use of control keys, so pay attention! The ‘default’ mode allows you to drag the names of objects in the object list. This is important, as the order of the objects on the list reflects the order they’ll be arrayed on the card! By holding down the **Command Key** (you’ll have to click at least once in the object list with the **Command Key** down), the mode changes so that you may select any number of objects, contiguous or non-contiguous. The **Option Key** restores the

‘drag’ mode. (Again, you’ll have to click at least once to affect the change.) The **Shift Key** allows you to deselect objects, but it operates somewhat erratically. Not much I can do about that — it seems to be one of the ‘features’ of WindowScript™.

The Modes :

MacCenter orients all centerings, spacings and alignments from the first (i.e. topmost) object in the object list.

Note that in the illustration that follows, $x = y$ in all cases.

1. Center 1 Object H

Does as it says — centers one object on the card on the horizontal plane. The left of the object will be the same distance from the left of the card as the right of the object is from the right of the card. By the way, the ‘H’ stands for ‘horizontal’ in this and all menu abbreviations. (Can you guess the meaning of ‘V’?)

2. Center 1 Object V

Centers a single object so that the distance from the top of the object to the top of the card is the same as the distance from the bottom of the object to the bottom of the card.

3. Center 2 Objects H

This one is a bit difficult to explain, so I'll lead you through it. Position an object somewhere on the left side of the card. Choose it and any other object in the object list, making sure the topmost object chosen in the object list is the same as the first (leftmost) object you just positioned on the card. This mode will set the right edge of the other object to the same distance from the right of the card as the left edge of the leftmost object is from the left of the card. Got it?

4. Center 2 Objects V

This mode is the same as #3 turned 90° clockwise. Position an object in the top half of the card and choose it in the object list, making sure it's above the second chosen object on the list. The bottom of the lower of the two chosen objects will be set to the same distance from the bottom of the card as the top of the upper object is from the top of the card.

5. Space Objects H

After you position a leftmost and a rightmost object on the card, this mode spaces any number of objects equidistant from each other between the preset leftmost and rightmost objects. The leftmost object must be the first (topmost) object selected in the object list and the rightmost object the last object selected. The order of the selected objects on the object list will be the same as the left to right order on the card.

6. Space Objects V

If you understood the thicket of obtuse prose in the above paragraph, you won't need an explanation of this! The difference here is that the orientation of the selected objects both on the card and in the object list is from top to bottom rather than left to right.

7. Align Object Tops

See illustration. The tops of all selected objects after the first selected object on the object list will be set to the top of the first object.

8. Align Object Bottoms

Again, see illustration. The bottoms of all selected objects after the first selected object on the object list will be set to the bottom of the first object.

9. Align Object Centers H

Once again, the illustration serves better than words. The centers of all selected objects after the first selected object on the object list will be set to the center of the first object.

10. Align Object Lefts

If you need this explained, you just haven't been paying attention! Just remember that the first (topmost) of the objects chosen on the object list is the 'master object' — the object to

which the lefts of all the other objects will be set.

11. Align Objects Rights

This heading is here just for the sake of completeness. See illustration.

12. Align Object Centers V

I won't insult your intelligence! See illustration.

Refreshing the object list :

If you go to another stack, card or background while the MacCenter palette is open, you'll have to refresh the object list. This is done by clicking on the menu **while holding down the option key**. Easy now, this has to be done slowly—allow the menu to pop up fully before release the mouse.

... and now a word from our sponsor :

MacCenter2.0 is not freeware. This is through no choice of my own, but a way of justifying to my wife my endless hours frying my eyes and risking carpal tunnel syndrome at the computer. Those who sent in their bucks for version 1.0 are off the hook—use this version in good conscience. The rest of you, please send \$15 to the address below, or risk serious damage to your power supply!

All checks and any questions or comments can be address to :

Richard Tuckerman
The Landon School
6101 Wilson Lane
Bethesda, MD 20817

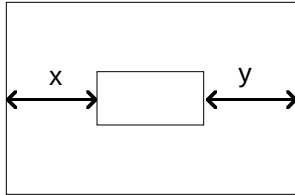
You can also reach me on :

CompuServe 70323,2022
GEnie R.TUCKERMAN
AOL RichardMT
Prodigy PHMD56A

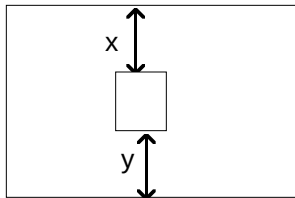
Thanks and GOOD LUCK!

Centering

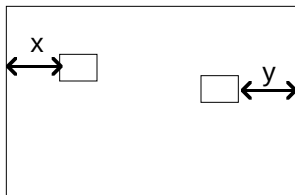
Center 1 Object H



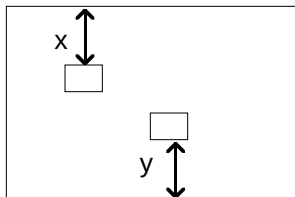
Center 1 Object V



Center 2 Objects H

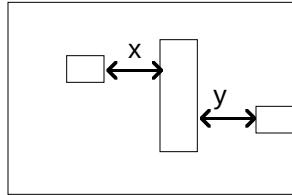


Center 2 Objects V

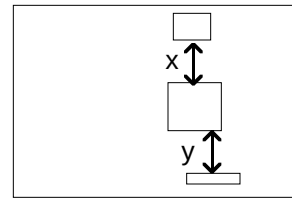


Spacing

Space Objects H

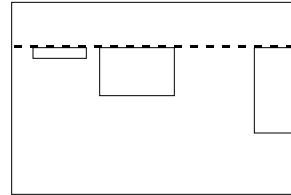


Space Objects V

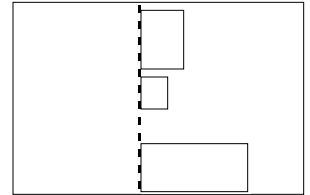


Alignment

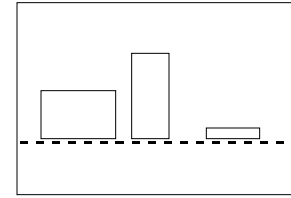
Align Object Tops



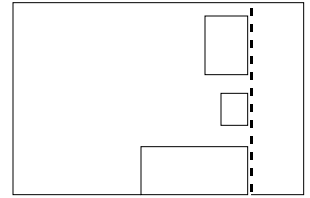
Align Object Lefts



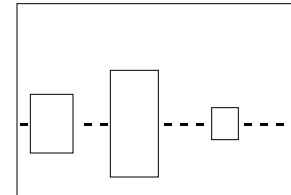
Align Object Bottoms



Align Object Rights



Align Object Centers H



Align Object Centers V

