



HyperCard:

Ten Ways to Make Things Move

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The animations shown in today's presentation have been created with some combination of one or more basic commands. Except for the creation of animated cursors, nothing other than HyperCard is required to reproduce these effects on your own computers. The effects which you might create by linking these commands in other combinations are open to your imagination. The syntax and parameters of these basic commands are as follows:

- Choose:** choose <toolName> tool
choose Brush tool
- doMenu:** doMenu <menu item> [,<menu name>] [without dialog]
doMenu "Rotate right"
- Drag:** drag from <point> to <point> [with <modifierKey1> [,<modifierKey2> [,<modifierKey3>]]]
drag from 100,150 to 180,210 with commandKey, optionKey
- Reset:** reset paint
reset paint (That's it. This command returns the paint properties to default settings.)
- Set:** set <property> [of <object>] to <new setting>
set pattern to 14
set brush to 2
set polySides to 5
- Show:** show [<number> | all] cards (There are other uses for show, but this and the show marked cards commands are most useful for animation.)
show 12 cards
- Visual effect:** visual [effect] <effect name> [<speed>] [to <image>]
visual effect Wipe Left slow to black
- Wait:** wait [for] <number> [ticks | seconds]
wait 10
wait 4 seconds
- dragSpeed:** <number>
Property set dragSpeed to 150
- NOTE:** Choosing a number to set the dragSpeed can be confusing. "0" is the default setting and it is the fastest speed. Numbers above "0" indicate the number of pixels per second of movement. Thus "1" is the slowest possible speed.
- Repeat:** repeat for <number of times> [times]
Control Struct. repeat until <true>
repeat for 5 times
repeat until the mouseClick