GhostWriter NBA
Version 1.3
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This NBA allows text to be automatically typed into a text object one letter at a time, as if a ghost was sitting at the keyboard!

Just type in the text you want to appear in the command text box below. Type the '@' character to have GhostWriter type the delete key.

At any point in your message you can change the speed of the typing (the default is 5 letters per second) by enclosing a speed command in curly brackets.

The different speed commands are:
 fastest

- this will go as fast as your computer can
 faster

 - this will type 20 letters per second
 fast   - this will type   10   letters per second
 normal   - this is the default, 5 letters per second
 slow

- this will type   2   letters per second
 slower

- this will type   1   letter per second
 slowest   - this will type 1 letter every 3 seconds

You can also choose which text object the text will go into by enclosing the name of the text object in curly brackets. (If you don't choose a text object the text will go into the currently active text object). For example, you could enter:

MessageText1 normal Hi there! How are you? YourText slow Fine, thank you!

A text object can can also be erased using the erase command. When using this, the text object MUST be named before using the erase command.

You can use the erase command on a button that leaves a card, with something like this:

My Text erase

Or, you can also be clever, and use slowly-typed spaces to create a delay, like this:

My Text normal Hi there! How are you? slower   normal Bye for now! slowest erase

p.s. Because of the way GhostWriter works, there is also an "extra feature" that it is capable of, and that is SETTING which text object the insertion cursor will appear in!   For example, if for some reason, you wanted to make sure that whenever a user arrived at a card, that the active typing cursor was always on a given text field, you could use GhostWriter with the simple command line:

TextStuff

and the cursor would be put in the first position of the text object "TextStuff"!

This would be the most useful on a card such as an "address book", or other card with many text objects, where you want the user to always start typing in a given place on your card. (This can also be done without GhostWriter, by just using Send Farther and Bring Closer, but GhostWriter might be a handy alternative).