

# HyperCard Version 2.2

## Ordering Information

### HyperCard 2.2

- In the U.S., Order No. M2365LL/A  
Outside the U.S., Order No. M2365Z/A
- HyperCard version 2.2 software
  - HyperCard example stacks
  - AppleScript run-time software
  - AppleScript reference and sample stacks
  - QuickTime Tools stack
  - Color Tools stack
  - HyperCard reference manuals
  - *HyperCard Companion Products and Services Directory*

## Technical Specifications

### Support for Apple's Open Scripting Architecture

- Add power and versatility to HyperCard applications using HyperTalk—HyperCard's own scripting language—or any OSA-compatible scripting language, such as AppleScript from Apple Computer or UserTalk from UserLand
- Use localized versions of AppleScript system extensions to script in French, Japanese, or other languages (requires additional software)
- Link HyperCard stacks with any of more than 75 OSA-compatible applications, such as Claris FileMaker Pro 2.0 and Microsoft Excel 4.0 (applications must be running under System 7)
- Attach AppleScript scripts to HyperCard objects such as buttons to launch and control other applications, exchange data with them, and so on—even over a network
- Take advantage of support for the Required, Core, and HyperCard suites of Apple events to launch and control HyperCard from other applications, as well as exchange data between them

### Multimedia features

- Add QuickTime movies to stacks using the QuickTime Tools stack
- Add sound, animation, and graphics

### Color support with Color Tools stack

- Assign colors to buttons, fields, backgrounds, and cards
- Select from a palette of 256 colors
- Import color or grayscale PICT graphics
- Resize and reposition graphics on the card
- Apply color transitions between cards or stacks
- Layer graphics under or over buttons and fields

### Powerful development features

- Use external commands (XCMDs) to control various systems and equipment, including mainframe computers, networks, videodisc players, and CD-ROM drives
- Add features and commands to HyperCard applications by using XCMDs to call routines from languages such as C or Pascal
- Implement hypertext applications through links from a word or group of words
- Use shared code libraries to quickly add commonly used sounds, external commands, pictures, and other elements to different stacks and to save disk space

### Advanced scripting and debugging tools

- Modeless script editor lets you view several scripts and stacks at once and quickly copy and paste HyperTalk or AppleScript code between them
- Debugging menu lets you set checkpoints in, and step and trace through, a script while it's running for fast and easy troubleshooting
- Background processing lets you continue working in other applications while complex scripts are running or while you compact or sort a stack

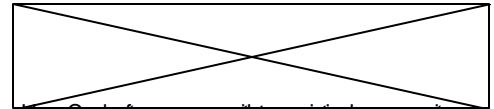
- Variable Watcher shows how variables are used and changed and lets you edit variables while debugging your script
- Message Watcher lets you view HyperTalk messages as they're sent, so you can see how your program's logic really works

### Flexible formatting and reporting

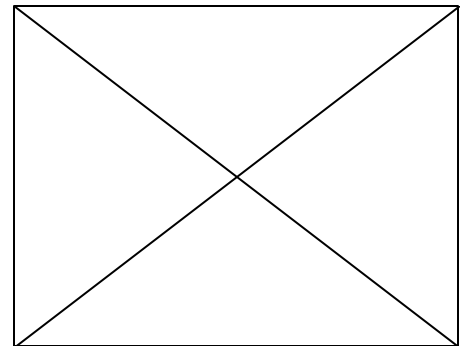
- Design multiple report layouts for each stack—and copy and paste report formats between stacks
- Control the content, appearance (including font, size, and style), and placement of text elements in report formats
- Define the optimum appearance, order, and functions of menus and menu items for each application
- Create card sizes ranging from 1 by 1 inch to 18 by 18 inches
- Print individual fields, selected parts of a card, a single card, selected cards (containing a certain word, button, or background), or an entire stack

### System requirements

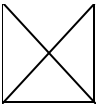
- Apple Macintosh Plus computer or later model with at least 2MB of RAM (4MB or more required for System 7)
- System software version 6.0.5 or later, or A/UX version 2.0 or later (System 7 and 4MB of RAM required for AppleScript)
- Hard disk
- QuickTime Tools requires system software version 6.0.7 or later, the QuickTime system extension, 4MB of RAM, and a 68020 or later processor
- Color Tools requires 32-bit QuickDraw extension with System 6



HyperCard software comes with two scripting languages: its own HyperTalk and AppleScript. Or use another OSA-compatible language of your choice. Scripts can link information on different cards within a stack. They also enable HyperCard to interact with other applications.



You can save HyperCard stacks as stand-alone Macintosh applications that other people can use even if they don't have HyperCard software on their computers. Distribute these applications freely to anyone who needs your custom HyperCard solutions.



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## Features

### Powerful tool for creating custom software solutions

- Create applications quickly, using ready-to-use elements and sample stacks
- Write scripts easily with HyperTalk and/or AppleScript
- Work with familiar Macintosh interface features such as buttons and pull-down menus
- Learn as you work with HyperCard's extensive on-line help and System 7 Balloon Help

### Integration with AppleScript

- Use HyperCard with AppleScript to launch and control off-the-shelf scriptable applications
- Automate repetitive tasks under AppleScript control
- Exchange data with other applications locally or over a network

### Colors support

- With the Color Tools stack, assign colors to HyperCard elements such as buttons, fields, backgrounds, and cards
- Use Color Tools to import and resize color PICT graphics

### Stand-alone application capability

- Create double-clickable applications for customers, colleagues, or students who do not have HyperCard software
- Distribute stand-alone applications freely, without royalty fees

### Powerful development features

- Write scripts with AppleScript or HyperTalk (included in the package), or any other OSA-compliant scripting language
- Incorporate routines from other programming languages
- Control external devices and systems
- Create and customize your own menus and tool palettes

### Multimedia support

- Add QuickTime movies to your stacks with point-and-click simplicity using the QuickTime Tools stack
- Import sounds, animations, and graphics

### Support for global markets

- Use WorldScript system extensions\* to help you create multilingual solutions that mix different character sets within a single field
- Script in French, Japanese, or other languages with AppleScript\*

\*Requires additional software

HyperCard software is Apple's premier tool for creating custom solutions for business, education, and multimedia. Commercial developers, consultants, in-house programmers, and end users can use it to acquire, manage, and display information just the way they need to.

HyperCard organizes information into easy-to-use "stacks" of cards through which users can navigate and search for the information they need. Simply by clicking on a button, they can view related text, see a graphic, hear a sound, or watch a QuickTime movie.

HyperCard is an ideal development tool for a wide range of applications, including multimedia presentations, front ends to host data, courseware, and computer-based training materials. And its compatibility with Apple's WorldScript system extension helps you create multilingual solutions easily.

Using HyperTalk, AppleScript, or any scripting language compatible with Apple's Open Scripting Architecture (OSA), you can write scripts and attach them to HyperCard buttons to launch,

control, and exchange data with other off-the-shelf scriptable applications, either locally or over a network. This lets you create HyperCard applications that automate repetitive tasks, such as collecting data from multiple sources and generating reports from it.

A new option in version 2.2 lets you save any stack as a stand-alone double-clickable Macintosh application that can be distributed without royalty fees.

Familiar Macintosh interface elements make HyperCard so easy to learn that beginners can start creating stacks right away. HyperCard also offers extensive on-line help, as well as ready-to-use stacks, templates, and elements.

At the same time, HyperCard provides a robust prototyping and development environment for professional developers. It comes with powerful scripting tools, a modeless script editor, hypertext support, debugging tools, external commands, and many other features to help you create powerful custom software.

