

## **What is HyperSense?**

HyperSense is a multi-purpose authoring system. It allows you to create and use a wide variety of "Interactive Documents".

An Interactive Document can be anything from a brochure to an address book, from an interactive tutorial on botany to an organizational chart that displays information about a person when you click on their picture. It can play music, display pictures and text, act as a database, play an animated sequence, ask questions, and launch other programs (among other things).

## **What do people use HyperSense for?**

HyperSense is frequently used to create tutorials and training systems, personal databases, and quick utilities. It is also a great tool for rapidly developing working prototypes of proposed applications.

Because the SenseTalk scripting language is so easy to use and understand, many people who are not programmers find they are able to create their own custom applications using HyperSense. And many applications can be built without any scripting at all, by simply dragging in pre-scripted parts.

What *you* will use HyperSense for depends on your own needs, interests, and

imagination. The possibilities are endless.

## **Do I need to learn a programming language to use HyperSense?**

NO. HyperSense was designed with ordinary people in mind. Many documents and applications can be created without any scripting at all. For example, it's easy to create an address book or other personal database by simply dragging elements such as fields and pre-scripted buttons onto a page.

If your needs take you beyond what's available already, you'll find that the SenseTalk scripting language is much easier to learn and understand than ordinary programming languages. For example, the following statements are all valid SenseTalk commands:

add salesTax to total

go to the next page

if the first field is empty then put "Hello!" into the first field

reorder this page before page 1

Because the language is easy to understand, many people find they can copy and modify existing scripts or create new scripts of their own to do the tasks they need to get done. The modular nature of the system allows you to build your own library of useful scripts. And by creating custom palettes of pre-scripted objects, you can make your work easily accessible by others.

## **How similar is HyperSense to HyperCard?**

HyperSense is not a "clone" of HyperCard, but was modelled after HyperCard in many ways. Although HyperSense provides a much richer environment, and adds many features not found in HyperCard, care was taken in its design to ensure a relatively high degree of compatibility between the two systems, so that it would be easy for people to make the transition from HyperCard to HyperSense.

HyperSense's scripting language, SenseTalk, is nearly the same as HyperCard's HyperTalk language. And many of the same conventions apply in both environments. People who are familiar with HyperCard feel right at home with HyperSense.

## **Can I convert HyperCard Stacks to and from HyperSense Documents?**

Tools are provided with HyperSense which allow HyperCard Stacks to be converted into HyperSense Documents. All of the objects in a Stack are re-created within the new HyperSense Document, with all information intact, including all cards and backgrounds and their associated buttons, fields, and graphics.

The scripts of all objects are preserved and most scripts will continue to function correctly within HyperSense. Due to the differences between the two environments, some scripts may need to be modified in order to work properly. Most script incompatibilities are

identified during the import process, to make conversions easier.

Limitations in converting HyperCard Stacks for use under HyperSense are explained in the release notes. Extensions to HyperTalk (called XCMDs and XFCNs) are not converted, but may be re-created by a knowledgeable programmer using a similar capability in HyperSense. Sounds are currently not converted.

Conversion in the other direction is more problematic, due to the many features of HyperSense and SenseTalk which do not exist in HyperCard and HyperTalk. At present, no tools exist for converting a HyperSense Document into a HyperCard Stack, although this may be addressed in the future.

### **Are network licenses available?**

Yes. HyperSense offers a flexible, floating license system for use on a network of NEXTSTEP systems. You may purchase just the number of licenses you require for concurrent users on the network, and add additional licenses later as needed.