RollCredits NBA
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This NBA allows you to automatically scroll the contents of a text object. When the dialog box appears, you can immediatey click on "Ok" if you only have one text object on your card, and like the default scroll rate.

If you want to scroll more smoothly, change the "# of pixels to scroll" from 3 to 1.

The "name" entry is for those cases where you have more than one text object on a card, and you have to identify just which text object you want to scroll.   Remember to make sure that your text object DOES have the same name that RollCredits is looking for!

The "number of lines to scroll" entry is for those cases where you may want to reveal only a certain number of lines at a time.   If you enter "0", RollCredits will scroll to the end of the text object.   This is the most common usage.

Using RollCredits from HyperLogo:

You can also call this NBA from HyperLogo. The commands you have to pass to RollCredits are the name of the field, how many steps, how fast, and how many pixels to scroll each time.   As an example, if you wanted to scroll a field named "fred", twenty steps, at a speed of   5 (pretty fast), and scroll 3 pixels at a time you could use the following HyperLogo line:

CallNBA "RollCredits "fred\ 20\ 5\ 3   4

(the "4" above is the "Run" message you send to NBAs)