



INTEGRATING HYPERSTUDIO AND THE INTERNET

Adding Internet Resources

The content on the Internet is becoming an increasingly important source for research. HyperStudio provides an easy and effective way to combine and present the various sources of media research located on the web.

Graphics: HyperStudio supports both .GIF and .JPEG files, some of the most common file formats for graphics on the Internet. This means that you can use pictures and photographs you find on the Internet in your HyperStudio projects without using a graphics conversion program. Simply download the graphic and add it as clip art, a background, or as a graphic object.

Text: While browsing on the web you can highlight text and copy it to the clipboard. You can then open HyperStudio and paste this text into a HyperStudio Text Object. Many browsers let you save screens as “text only” or .TXT files that can also be directly imported into HyperStudio. Download or save the text document and then import it into a HyperStudio Text Object using the “Get File” button at the Text Appearance menu.

Animations: HyperStudio supports animated .GIF files. Simply download the animation from a website. When you add an animation in HyperStudio (at the Actions menu) choose your animation from a “disk file”, navigate to your downloaded animated .GIF and make your animation. (This requires HyperStudio 3.1) For Mac users: if HyperStudio does not recognize the file, you may need to open the file in a utility like .GIF Builder first.

Sounds: The more common sound file types on the web are .WAV, .MID or .MIDI, .AIFF, and .AU. If you can move these files to your local drive, you can use them in your projects. HyperStudio for the both the Macintosh® and Windows® platforms support these file formats, with the exception of the .MID format on the Windows platform. You can find the SoundApp utility to convert .MID to .WAV at <ftp://mirrors.apple.com/mirrors/mac.archive.umich.edu/sound/soundutil/soundappl.51.cpt.hqx>.

When working with information on the Internet, keep in mind copyright and intellectual property rights. If you are using information and media found on the Internet, try to locate sites that are copyright or license free. Remember to document all media sources, and include the person’s or organization’s name and URL location. HyperStudio provides a bibliography template under Edit, Ready Made Cards, that makes this process a natural part of any HyperStudio stack.

NetPageNBA

The NetPage New Button Action allows you to create a link from within a HyperStudio stack to a site on the Internet. When the link is activated in HyperStudio, Netscape® Navigator® or Microsoft® Internet Explorer® will take you to the URL you specified.

To use the NetPage NBA in a HyperStudio project, begin by adding a Button or a HyperText Link. At the Actions menu, choose New Button Actions and select NetPage NBA from the samples available. Click on “Use this NBA” and type or paste in your desired URL (you do not have to be connected to the Internet while using this NBA).

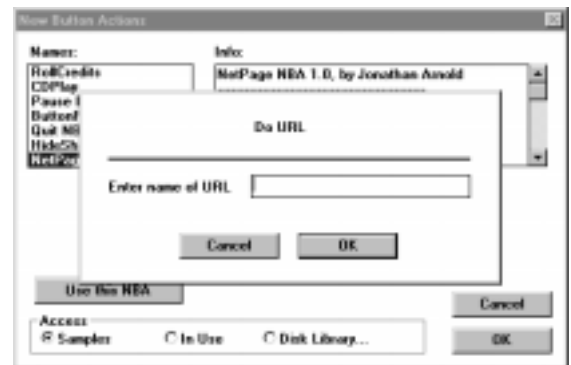
You can also use the NetPage NBA to send e-mail! Instead of typing an “http:” address in the NetPage field, use the “mailto:” command. For example, using the URL “mailto:president@whitehouse.gov” will open Netscape and address a message to the President of the United States!

You can also use other browser commands such as; “gopher:”, “news:”, and “ftp:”, to access sites on the Internet that are not part of the World Wide Web.

HINT: Use the NetPage NBA to give stacks a life of their own. By linking stacks to information the Internet that changes regularly, your stacks provide new information even after you have finished them.

Macintosh Users: You must be using System 7.1 or later, have Netscape® Navigator® /Microsoft® Internet Explorer® and MacTCP installed. Your Internet connection must be through an Internet Service Provider (ISP). The Netpage NBA will not work with proprietary services like AOL, CompuServe, and Prodigy. Your browser will launch when the link is activated in HyperStudio. To return to the stack you can use the MacOS Application Finder or simply quit your browser.

Windows Users: You must have the Netscape® Navigator® or Microsoft® Internet Explorer® programs installed. Your Internet connection must be through an Internet Service Provider (ISP). The NetPage NBA will not work with proprietary services like America Online®. Depending on the version of your browser, it may have to be open when the link is activated in HyperStudio. To return to the stack once the NetPage NBA has been activated, type ALT+TAB to toggle between the applications or quit your Internet browser.



HyperStudio Browser Plug-in

The HyperStudio Plug-in allows you to view stacks that are posted on the World Wide Web. If you have access to a web server, you can also share your own stacks on the web! There are separate versions of the HyperStudio browser plug-in for Macintosh®, Windows® 16-bit and Windows® 32-bit browsers.

The HyperStudio Plug-in installs into your browser's Plugins folder (you must have Netscape® Navigator® 3.0 or higher, or Microsoft® Internet Explorer® 3.0 or higher). Once you have installed the Plug-In, when you view a web site that has HyperStudio stacks attached, the plug-in will display the stack right inside of your browser's window. The stack looks and acts just as if you opened it with HyperStudio.

Export Web Page Extra

If you do decide to post your stacks on the World Wide Web, HyperStudio has a tool to help you. The Export Web Page extra, found under the **Extras** menu, will generate the HTML code you need to display a HyperStudio stack on the Web.

Before using the Export WebPage Extra (EXWBPGE.XTR in Windows), save your HyperStudio stack with the ".stk" file extension. If possible, save the stack you want to use in the proper directory on the web server.

HINT: Think about the size of the files you are sharing on your server. End users will very likely be downloading files at 14400bps and a large stack may take too long. Also, to view a stack within a browser window on a 14inch monitor, the stack size should be around 500 x 300 pixels. In HyperStudio, choose **Objects**, and "About this Stack" to change the number of colors or size of your projects. Although you can change the size of your stacks after producing them, it is wise to determine size before you begin work on the project.

Once your stacks are finished and saved, go to the **Extras** menu in HyperStudio and choose Export Web Page. HyperStudio will ask you if you want to generate an HTML file that displays this stack. Choose "yes". This will generate a file based on the name of your stack. If your stack is named TEST.STK, for example, HyperStudio will generate a file called TEST.STK.HTML that contains the appropriate HTML. Save this file in the same location as your HyperStudio stack. The resulting HTML file will something like this:

```
<HTML><HEAD><TITLE>Test.stk</TITLE></HEAD>
<BODY><EMBED SRC="Test.stk" WIDTH=512 HEIGHT=342><P></BODY></HTML>
```

Note that the stack has not been converted into HTML. HTML cannot easily display animations, sound, card transitions, and fonts, the way that HyperStudio can. The HTML code, generated with the HyperStudio ExportWebPage Extra, establishes a web page and tells the browser to locate and load your HyperStudio stack as the content of that page. Add the contents of this file to your web pages (or have your Web Master do it for you) so people using the Web can see and use your stacks!

If you do not have the Export Web Page Extra in your version of HyperStudio, visit our web site at <http://www.hyperstudio.com> and download the Export Web Page extra appropriate for your platform: Macintosh: ExportWebPage Extra.hqx or Windows: EXWBPGE.ZIP Unstuff or unzip the extra and put the resulting file in the HyperStudio NBAs & Extras folder (Macintosh) or NBAs (Windows). Launch HyperStudio and use the Extra Manager from the Extras menu to add the ExportWebPage Extra to your Extras menu.

Posting Stacks on Your Web Server

HyperStudio users wishing to share their stacks from their Internet server will have, at minimum, two separate files that require posting:

1. "FILENAME".STK: The .STK file is the presentation created with HyperStudio. It should be uploaded as uncompressed, raw data.
2. "FILENAME".HTML: The .HTML file, generated by the Export WebPage extra, or the web master, should be uploaded to the same location as uncompressed text. Before uploading the .STK and .HTML files, try testing the execution locally (open the HTML file with your browser without being logged on). You may need to modify the HTML file to reflect the exact path name(s) for the location of their stack within your web site's file structure. Of course, you will need the plug-in in your browsers Plugins folder to test locally. If the stack does not run, you may need to modify the HTML.

To test your files locally, open up your browser, choose "Open File" (not "Open Location"). Navigate to your HTML document and open it up. Your browser should load the Plug-in and then load your stack into the browser window. Remember, that your stack must be in the same location as your HTML file, unless you have modified the HTML to tell it to look for the stack elsewhere.

Notes on specific server configurations can be found on our website: <http://www.hyperstudio.com>

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To get the latest version of the HyperStudio plug-in, the ExportWebPage Extra, as well as information about posting stacks on the web and configuring a web server, visit our web site: <http://www.hyperstudio.com>

*This flyer was last updated in January, 1998. Information may have changed due to software updates releasing after this date.