

HYPERSTUDIO®

Version 3.1 for Windows®

Manual Supplement



*Roger Wagner*TM
PUBLISHING, INC.

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Document Code: HWA—072197

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Thousands & Millions of Colors

In version 3.1 of HyperStudio, stacks can be created with stack color settings of 256 colors (8 bit), high color, or true color. There are two issues to consider regarding the number of colors in a given stack: the number of colors available in the stack, and the number of colors available on the computer where the stack is used.

How many colors are used to your stack?

The color setting of a stack can be changed by selecting “About this Stack” in the Objects menu. The first dialog box that appears provides information about the current color setting of the stack, how much memory it requires, and other useful information. In this dialog box, you’ll see a button labeled “Change # of colors or size”. Clicking this button will produce a dialog box requesting you to “Pick how many colors.” Note that High Color and True Color will only be available as menu options if your system supports them.

Existing Stacks and Monitor Colors

The next question is what happens when a stack created with a given range of colors is run on a computer system set to a different level?

The answer is quite simple:

- If the computer’s number of colors is not sufficient to display the stack, HyperStudio will convert the stack on-the-fly and display it using the number of colors that are available.
- If the monitor setting is already at a higher level than the stack, no change needs to be made to the monitor color setting. Digital movies will be seen on the card at the color setting of the monitor, even if the stack itself is at a smaller number of colors.

If the stack has a greater range of colors than the current computer setting, HyperStudio will convert the stack itself, re-mapping colors to give the most accurate rendition of the original stack possible, given the smaller number of display colors possible.

To change the color depth settings for your computer, click on the Start menu and select Control Panel. Double-click on the Display icon. You will see a Color Palette heading with a value beneath it. Use the drop-down menu to select another color value. If you don’t see High Color or True Color as options, contact your hardware manufacturer or computer vendor for updated drivers. You may also want to consult the manuals that were supplied with your computer.

Number of Colors and Stack Size

How much space a stack occupies on a disk, and in your computer's memory, is directly influenced by how many colors you choose as the stacks' color depth setting. Overall, each "level" of colors takes twice as much memory and disk space as the previous. So, if a 256-color stack takes 500k, a high color stack may take 1000k (1 megabyte), and the very same stack in true color could take 2000k, or 2 megabytes! Although there are other factors that can determine the overall size of your stack, such as the presence of sounds, the general effect of stacks getting larger at greater color settings should be kept in mind.

Optional JPEG Stack Compression

In light of the preceding discussion of stack size, HyperStudio does offer a special option for compressing the artwork contained within stacks, significantly reducing disk space requirements for saving stacks.

If you choose Preferences from the Edit menu, you'll see a setting called "Use Highest Compression for Backgrounds". Selecting this option will have HyperStudio compress your stack using JPEG compression.

You might be wondering, "Why not use this all the time?", and the answer is that after an image is compressed using JPEG, it doesn't uncompress to exactly what you had before the compression. The difference is very slight, but IS noticeable. For example, in the case of a solid-color map, you might later decide to use the paint bucket fill tool to change to another color. When a JPEG-compressed stack is opened, you may find small "specks" in the original image that are very nearly the same color as the original area - but not quite, so the fill tool does not function as expected.

For this reason, we offer two different recommendations:

- 1) If you are working in limited hard disk space (perhaps even on a floppy disk), but still want to create a high-quality color stack, do any flood-fill or lasso (or expanding button) work early in your project, and then check "Use Highest Compression", or do flood-fills on solid color parts of imported clip-art *before* you move off the card (and the image is then compressed).
- 2) If you have sufficient disk space such that the size of your stack is not a concern, don't worry about JPEG compression until you make the final copies of your project which will be distributed to others. JPEG-compressed stacks do take less space on a floppy, and transmit more quickly over the Internet, so this may be of some value to you.

Keep in mind that it is entirely your choice whether to use this option, based on the trade-offs discussed here.

QuickTime VR®

One of the most exciting technologies that Apple Computer, Inc. has ever produced is that of “QuickTime VR”. With regular QuickTime, you look *at* a movie. With QuickTime VR, you’re actually *in* the movie!

Using QuickTime VR (“QTVR” for short) within HyperStudio couldn’t be easier. All you need are QTVR movie files, which you attach to buttons just as you would any other digital movie file. Be sure to download QuickTime version 2.1.2 from Apple (www.apple.com). Also be sure to download the QuickTime VR extension. Once these are installed, QuickTime VR movies will play just fine!

To add a QuickTime VR movie to your stack, add a button and select “Play a Movie” in the Actions dialog and choose “Disk File”. Select the QTVR movie of your choice, and you’ll see a frame from the movie appear on your card, which you can then place wherever you’d like, even changing the size of it, before clicking the mouse anywhere outside the image (or press the Return key) to “drop” the movie in place.

A dialog box appears giving you control over a few features, such as whether you would like the movie to be visible when the card is first displayed, or only after clicking the button. This dialog box is almost exactly the same as for any QuickTime movie in HyperStudio, but certain choices, such as “Erase when done”, or “Use movie controller” are already chosen for you, because there is only one setting possible when a QTVR movie is used.

It’s not even necessary to have a button. You could use “About this Card” in the Objects menu, and get the same result using the “When arriving at this card” function. You may wish to use Buttons if you plan to use multiple QTVR movies on one card.

There are two kinds of QTVR movies: panorama movies and object movies. The sample stacks “Orlando Museum of Art” and “QuickTime VR Demo” on your HyperStudio CD demonstrate both kinds.

Panorama Movies

A panorama movie begins with a view in one direction onto a scene that wraps all around you. By putting the mouse cursor (which will turn into a small circle) in the scene, then holding the mouse button down while you drag in any direction, the scene will move accordingly so that you can look around you in literally all

directions. There is complete motion left-to-right. You will find that you do have some limitation to how far “up” or “down” you can look.

You can get a closer look at something in a panorama movie by pressing the Shift key to “zoom in”, or the Control key to zoom back out. The four arrow keys will also move a QTVR scene around, even without using the mouse.

Object Movies

QTVR object movies let you view an object from any angle. It’s the closest thing to actually holding something in your hand that you can imagine!

An object movie displays some object, and when you use the mouse button and drag, the object itself turns in front of you so that you can look at it from any angle!

Like QTVR panorama movies, you can use the Shift and Control keys to zoom in and out, and the arrow keys as an alternative to the mouse.

Photoshop® Plug-ins

HyperStudio 3.1 now makes it easier than ever to achieve professional-looking results in your projects, by letting you take advantage of sophisticated graphics editing tools, usable right within HyperStudio!

To use a plug-in, simply select an area on the background using the selector tools, then go to the Edit menu, and hold your mouse button down over Effects. Your available plug-ins will appear in the bottom section of the menu under “Filters”. Simply highlight the plug-in you want to use and release your mouse. A dialog box will pop up which will allow you to manipulate the selected area to achieve the desired effect. Every plug-in does something different, so be sure to try them all out.

Adding or removing Plug-ins

Plug-ins appearing in the Edit menu are located in a “Plug-ins” folder inside your HyperStudio folder. If you wish to add more plug-ins to HyperStudio, simply run the installer for the plug-ins you have and instruct the installer to place the plug-ins in your “Plug-ins” folder. If the plug-ins you are adding do not have an installer, simply copy them into the “Plug-ins” folder.

If you wish to remove plug-ins from HyperStudio, all you have to do is remove them from the “Plug-ins” folder.

Where to get more

Many companies make plug-ins designed for use with Photoshop. Some plug-ins may require additional files (DLLs) to work with programs other than Photoshop, so be sure to ask the plug-in vendor for any additional files needed for the plug-ins to work with HyperStudio.

Have Fun!

We know you'll enjoy these new features to HyperStudio 3.1!

Updates to the software may be available from time to time on our web site at:

www.hyperstudio.com

along with other helpful information!

You can also contact us via e-mail at:

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Please let us know if you have any additional suggestions or comments regarding this software!
