

## **"Drag and Drop" in HyperStudio**

### **FAST Project Building Without Menus**

The following is a list of the various ways that text, graphics, movies can be directly added to a project using drag and drop. In addition, whenever it makes sense to create an action for that media, such as to play a sound, movie or .gif animation, HyperStudio will automatically set up that action as well.

"Drag and drop" refers to selecting a document on your desktop, or selecting a graphic or text in a browser window, and dragging it into the card window in HyperStudio. When you release the mouse button, it "drops" the graphic, text, file, etc. on to the HyperStudio card, and HyperStudio figures out what's the most likely thing to do with it.

The list may seem large and imposing, but the ultimate message is just that almost anything you think might work, and try, probably will work. **If you will spend a very small amount of time to experiment with drag and drop, it will repay your time back 10 times over with time saved when building your projects.** Really.

### **Drag and drop on to a card background - text, graphics, movies and more**

Drop **text** on to a card to create a text object. If the text is from a browser window, HS will automatically fill in "Comments & Attributions" (under Features in the Inspector) with the source URL of the text.

Drop a **graphic image** on to a card to create a graphic object. If the graphic is from a browser window, HS will automatically fill in "Comments & Attributions" with the source URL of the image.

Drop a **sound** file on to a card to create a "play a sound" action that is played on **arrival at the card**. Action shows up in "About this card". You can also drag a sound file directly from the HyperStudio Media Library (in the Window menu) on to a card. If you want a sound to play in the background, and not have the sound be stopped by other sounds or movies, check the box "background" in the Inspector for "About this Card", "Arriving at Card", "Play a Sound".

Drop a **movie** or .gif file on to a card to create a movie object that is played on arrival at the card. Action shows up in "About this card", "Arriving at card". You can also drag a movie or animation file directly from the HyperStudio Media Library (in the Window menu) on to a card.

**Note:** if dragging a .gif movie directly from a browser to a card, only a graphic image of a single frame of the .gif is likely to be placed on the card. This is a limitation of the browser, not HyperStudio. To get the entire .gif animation, drag first from the browser to the desktop, and then from the desktop to the HyperStudio card.

Drop a **pdf file** on to a card to create a graphic object of the pdf.

### **Drag and drop on to a card background - Connections** **(Another Card, Another Stack, Another Program, Web pages)**

Drop a **stack** document icon from the desktop on to a card to create the action of going to that stack when the card is clicked on. (Places to Go action = "Another stack")

Drop a **card thumbnail** from the Card Index on to a card to create the action of going to that "other card" when the object or card is clicked on. (Places to Go Action = "Another card")

**Note:** If you just click on the thumbnail image in the card index, the display will change to that card. What you want to do is to click but then hold down the mouse button while you drag the thumbnail image on to an object on the card.

Drop a **Google Earth placemark** from the desktop to a card to create "More Button Actions", "Google Earth" action of opening the Google Earth Placemark in the Google Earth application to that exact location and view. The advantage of the Google Earth MBA (compared to using the Another Program action) is that once the Placemark file has been used to get the data out of it, the actual Placemark file is no longer used by HyperStudio, and the stack is self-contained with respect to interacting with Google Earth.

Drop a **URL** file from the desktop, or the **address line of a browser**, or the **"link"** button on the Google Maps browser page on to a card to make an "Open a Web-page" connection to that url.

Drop **any file** that is not a sound, movie, text or a URL on to a card and the action will be to open that document in an application. (Things to Do = "Another Program")

Drop a **folder** icon from the Finder desktop on to a card to create an "open document" action that will open that folder in the Finder when the card background is clicked on.

**Note:** Objects on a card that do not have any actions of their own "pass through" a mouse-click to the background. That is to say, if you just have various graphic objects and text objects on a card, and they do not have any actions set up for them in the Inspector, then clicking on them in the browse mode is the same as clicking on the background. If you want to "shield" the background from clicks on objects, you can set up a trivial action for an object, such as "Show Itself", or "Stop Sounds" (assuming that you don't actually have any sounds playing). Note also that "No click" buttons will also "pass through" mouse clicks to whatever is behind them. That way you can have one action when the mouse passes over an object, and another action from whatever is behind it for when the user clicks.

## **Drag and drop on to an object (button, graphic, movie or text) - sounds & movies**

***Important note:*** Any of the drag and drop actions below work equally well with dragging on to the object thumbnail image in the Objects Browser, as well as it would for the actual object on a card. This can be VERY helpful when you have objects on top of each other, or just a lot of objects that you want to add sounds or movies to. So for example, to make an "another card" connection for a button or graphic object, you could just drag the thumbnail image of the card directly from the Card Index to the object within the list of the Objects Browser. Try this one once, and you'll use it often.

Drop an **image** file or an image from a browser or other application on to the thumbnail image of a graphic object in the **Objects Browser** to replace the image content of that graphic object with the new image.

Option-drag (Mac) or Alt-Drag (Windows) and drop a **graphic object** on a HyperStudio card on to the thumbnail image of a graphic object in the Objects Browser to replace the image content of that graphic object with the new image.

Drop a **sound** file on to an object to create a "play a sound" action. You can also drag a sound file directly from the HyperStudio Media Library (in the Window menu) on to an object.

Drop a **movie** or .gif file on to an object to create a movie object that is played when the object is clicked on. You can also drag a movie or animation file directly from the HyperStudio Media Library (in the Window menu) on to an object. Note that the movie object will be marked as "hidden", and that the actions for the object (button,

graphic, etc.) will be to Show the hidden movie object, Play a Movie, and Hide when done.

**Note:** if dragging a .gif movie directly from a browser to a card, only a graphic image of a single frame of the .gif is likely to be placed on the card. This is a limitation of the browser, not HyperStudio. To get the entire .gif animation, drag first from the browser to the desktop, and then from the desktop to the HyperStudio card.

Drop a **sound** file on an object to create a "play a sound" action that is played by clicking on that object. Action shows as "play a sound" for that object.

### **Drag and drop on to an object (button, graphic, movie, text) - Connections (Another Card, Another Stack, Another Program, Web pages)**

Drop a **stack** document icon from the desktop on any HS object to create the action of going to that stack when the object or card is clicked on. (Things to Do = Another Stack)

Drop a **card** thumbnail from the **Card Index** on to any object to create the action of going to that "other card" when the object or card is clicked on.

**Note:** If you just click on the thumbnail image in the card index, the display will change to that card. What you want to do is to click but then hold down the mouse button while you drag the thumbnail image on to an object on the card.

Drop a **folder** icon from the Finder desktop on to any object to create an "open document" action that will open that folder in the Finder when the object is clicked on. This is actually a pretty cool way to open a Dropbox folder, or any folder with resources that you'd like to easily re-access with the click of a button.

Drop a **URL** file from the desktop, or the **address line of a browser**, or the "**link**" button on the Google Maps browser page on to an object to make an "Open a Web-page" connection to that url.

Drop a **Google Earth placemark** from the desktop to an object to create "More Button Actions", "Google Earth" action of opening the Google Earth Placemark in the Google Earth application to that exact location and view. The advantage of the Google Earth MBA (compared to using the Another Program action) is that once the Placemark file has been used to get the data out of it, the actual Placemark file is no longer used by HyperStudio, and the stack is self-contained with respect to interacting with Google Earth.

Drop **any file that is not a sound, movie, text or a URL** on to a card or object, and the action will be to open that document in an application.

### **Drag and drop on to the HyperStudio icon, or in the Storyboard View**

You can drop **images, movies, text files, pdfs, and even folders, or multiple-selections of files** directly on to the HyperStudio application icon (in the dock or desktop), and also into your project in the Storyboard view. Graphics or movies smaller than the card size will be placed on a white (for images) or black (for movies) background. If you want to change the automatic background color used for images, you can do an Erase Background on a card before adding the additional images, and all automatically generated cards after that will use that new background color.

Each card is also automatically set up with "Clicking on Card" = "Next Card" with Fade transition.

An additional very powerful feature is that if the card that you are currently viewing is a group card when you drop files on the HS icon, or the card immediately before the insertion point in the Storyboard view is a group card, then all the new cards generated will also be group cards of that same group. Simply explained, this means that if cards 1 and 2 are group cards that form a template, perhaps with buttons for "next" and "previous cards", a logo in the corner, or perhaps an ornate "frame" made with a graphic object, then ALL the cards created from images and folders dropped onto the Storyboard after that card, or dropped on to the HS application icon when you are viewing card 2, will place all the new images and movies within that group card template.

Drop an **image** file or an image from a browser or other application on to the insertion point in the **Storyboard** to create a new card with that image.

Drop an **image** file or an image from a browser or other application on to the **HyperStudio** application icon to create a new card with that image immediately after the card currently being viewed.

Drop an **movie** or **.gif** file on to the insertion point in the Storyboard to create a new card with that movie in the stack with a black background.

Drop an **pdf** file on to the insertion point in the **Storyboard** to create a new card with that image. Note that you can use Drag and Drop Preferences in the HyperStudio Preferences to have HyperStudio create one new card for each page of the pdf file.

Drop an **pdf** file on to the **HyperStudio** application icon to create a new card with that image immediately after the card currently being viewed.

Drop an **text** file on to the insertion point in the **Storyboard** to create a new card with that text object.

Drop an **text** file on to the **HyperStudio** application icon to create a new card with that text object immediately after the card currently being viewed.

Drop an **movie** or **.gif** file on to the **HyperStudio** application icon to create a new card with that movie or animation immediately after the card currently being viewed.

### **This next item is pretty radical: DO try it out!**

Drop a **folder** with a collection of image and movie files on to the HS icon to create the same number of cards, each with one of the images and movies. Movies are played with an "Arriving at Card" action in the "About this card" Inspector. Each card is also automatically set up with "Clicking on Card" = "Next Card" with Fade transition.

It's worth mentioning at this point that if you then drag and drop a sound on to card 1 of the resulting stack, and edit the Play Sound options to check "Background" sound, then you can immediately choose "Export to a Movie (or Podcast)", "Automatic card-to-card", with say a 3 seconds per card timing, and you'll have a movie slideshow with a soundtrack!

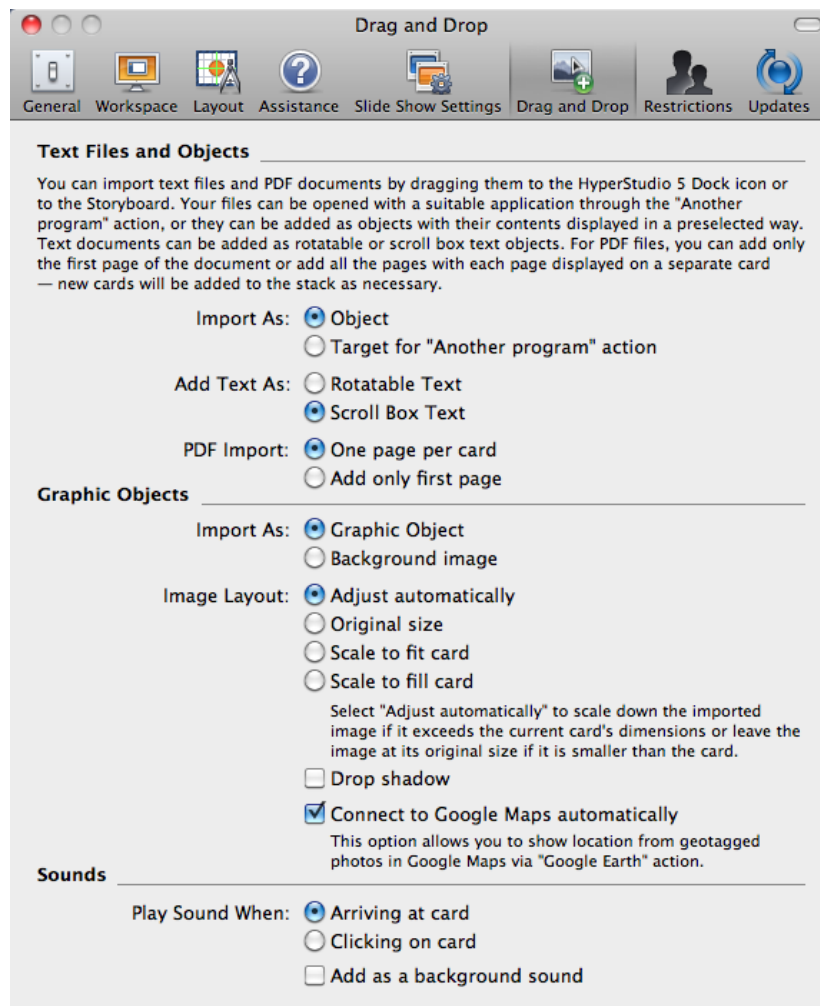
If you are using HyperStudio for Macintosh, and no stack is currently open, either because HyperStudio hasn't been started, or because the current stack document window has been closed, then when you drop an image, or a folder containing images, on to the HyperStudio application icon, the new stack will have card sizes equal to the image size (height and width in pixels) of the "first" image in the folder, where "first" is determined alphabetically. That is, if the first image in the folder is called "a cloud", and has a size of 1200 x 800 pixels, then the new stack created will have a card size of 1200 x 800 pixels for all the cards, and all subsequent images

in the stack with either be scaled to fit, or if they are smaller than 1200 x 800, placed on the card in the center of the card with a white background. Movies default to being placed on a black background.

**Bonus round:** If you do make the "instant movie", you can edit any particular card for the "Clicking on card", "Next card" and change the transition to something different than the Fade transition. Use the Storyboard to edit the order of the images and movies, or delete unwanted cards. If you add a non-background sound, such as a voice narration to a card, HyperStudio will pause on that image card long enough for the sound that has been attached to that card to finish playing. So, even if the card-to-card time in the Export to Movie is set to 3 seconds, if there are 10 seconds of a non-background sound on a card, HS will play that entire 10 seconds of sound before going to the next card and resuming the 3 seconds for each card timing.

## Drag and Drop defaults - HyperStudio Preferences

If you are using HyperStudio for Macintosh, and no stack is currently open, either because HyperStudio hasn't been started or because you are using a version of HyperStudio that does not have the "Drag and Drop" tab in the HyperStudio Preferences, there is now a "Drag and Drop" tab in the HyperStudio Preferences that lets you configure certain choices for what should happen when media is dropped on to an object or card in your stack, the storyboard, or the HyperStudio application icon itself.



It's worth your time to experiment with the different options, particularly those for graphic objects, because there will be times when one way of handling graphics is more suited to your project, and then other times where a different technique would be preferred. For example, when making a slide show from a set of images on a camera or in a folder, the best choices are usually:

- Import graphic as background image
- Scale to Fill card

However, for most other times, the better settings are:

- Import graphic as graphic object
- Adjust automatically

### **Drag and drop FROM HyperStudio to something else - Exporting**

Something that's not obvious to try is how to get text or graphics "out" of HyperStudio on to the desktop, or into another program such as Microsoft Word.

The answer is simple though: Select the text or graphic object, or the portion of text and Option-drag (Mac) or Alt-Drag (Windows) an object on the HyperStudio card out past the frame of the card window on to the desktop to create an image (or text) file of that object on the desktop.

**Note:** This is a handy way of exporting a graphic with a transparent region for future use, or use in another program. Make a graphic object with whatever "hole" in it in you want, and/or a non-rectangular shape, and option/alt-drag the graphic to the desktop.

### **Advanced Techniques:**

The HyperStudio Player also supports Option-/Alt-dragging of graphic objects in the browse mode. This can be (and is) used in tutorials where you wish to provide the learner with a pre-made graphic.

As it happens, in the HyperStudio application itself, if you option-/alt-drag a graphic object with actions to a second window open in a second copy of the HyperStudio application (Mac only) it will place a duplicate of that object, including actions, on the card in the 2nd HyperStudio stack. Normal copy/paste operations also work between two different stack windows of two copies of the HyperStudio application.

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