



Tech Info Library

HyperCard 2.2: Specifications (7/96)

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TOPIC -----

This article contains technical specifications for HyperCard 2.2 software.

A separate Tech Info Library article provides a general description of HyperCard 2.2, and several separate articles describe, in detail, features that are new in version 2.2 of HyperCard.

DISCUSSION -----

System Requirements

- An Apple Macintosh computer: Macintosh Plus or later with at least 2MB RAM (4MB required with System 7)
- Macintosh System software version 6.0.5 or later (AppleScript requires System 7), or A/UX version 2.0 or later
- Hard disk drive
- QuickTime Tools requires System 6.0.7 or later, the QuickTime extension, 4MB RAM, and a 68020 (or later) processor.
- With System 6, Color Tools requires 32-bit QuickDraw extension.

OSA Support

Apple's Open Scripting Architecture (OSA) lets you:

- Use any OSA-compatible scripting language, including HyperTalk, AppleScript, UserTalk (from UserLand), and CScript (from CE Software).
- Use localized versions of AppleScript system extensions to script in French, Japanese, or other languages (requires additional software)
- Link HyperCard stacks with any of more than 75 OSA-compatible applications, such as Claris FileMaker Pro 2.0 and Microsoft Excel 4.0 (applications must be running under System 7).
- Attach AppleScript scripts to HyperCard objects, such as buttons, to launch and control other applications, exchange data with them, and so on -- even over a network.
- Take advantage of support for the Required, Core, and HyperCard suites of Apple events to launch and control HyperCard from other applications, as well as exchange data between them.

Multimedia Features

With HyperCard 2.2, you can:

- Add sound, animation, and graphics to stacks.
- Use the QuickTime Tools stack to add QuickTime movies to stacks.

Color Support

With the included Color Tools stack, you can:

- Assign colors to buttons, fields, backgrounds, and cards.
- Select from a palette of 256 colors.
- Import color or grayscale PICT graphics.
- Resize and reposition graphics on the card.
- Apply color transitions between cards and between stacks.
- Layer graphics under or over buttons and fields.

Development Features

The HyperCard development environment lets you:

- Use XCMDs (external commands) to control various systems and equipment, including mainframe computers, networks, videodisc players, and CD-ROM drives.
- Add features and commands to HyperCard applications by using XCMDs to call routines from languages such as C or Pascal.
- Implement hypertext applications through links from a word or group of words.
- Use shared code libraries to quickly add commonly-used sounds, external commands, pictures, and other elements to different stacks and to save disk space.

Scripting and Debugging Tools

HyperCard 2.2 provides several powerful tools:

- The modeless script editor lets you view several scripts and stacks at once and quickly copy and paste HyperTalk or AppleScript code between them.
- The debugging menu lets you set checkpoints in, and step and trace through, a script while it's running -- for fast and easy troubleshooting.
- Background processing lets you continue working in other applications while complex scripts are running or while you compact or sort a stack.
- Variable Watcher shows how variables are used and changed, and lets you edit variables while debugging your scripts.
- Message Watcher lets you view HyperTalk messages as they're sent, so you can see how your program's logic really works.

Flexible Formatting and Reporting

HyperCard 2.2 lets you:

- Design multiple report layouts for each stack -- and copy and paste report formats between stacks.
- Control the content, appearance (including font, size, and style), and placement of text elements in report formats.
- Define the optimum appearance, order, and functions of menus and menu items for each application.
- Create card sizes ranging from one inch square to 18 inches square.

- Print individual fields, selected parts of a card, a single card, selected cards (those containing a certain word, button, or background), or an entire stack.

Contents

- HyperCard version 2.2 software
- HyperCard example stacks
- AppleScript run-time software
- AppleScript reference and sample stacks
- QuickTime Tools stack
- Color Tools stack
- ADDmotion II (from Motion Works International) for creating and editing animation
- HyperCard reference manuals
- HyperCard Companion Products and Services Directory

Ordering Information

- In the U.S., Order No. M2365LL/A
- Outside the U.S., Order No. M2365Z/A

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Support Information Services

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