Visual Effects Don't Work, HyperCard 2.2 (6/95)

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TOPIC ---

I created a new button in my HyperCard 2.2 stack, and added visual effects to it
using "Effect" in the Button info dialog box, but the visual effects don't
appear to be working. What's wrong?

DISCUSSION --

In HyperCard 2.2, when Color Tools resources have been added to a
stack, and the Color Tools palette is opened, the following handlers are
added to the stack script:

```
on openCard
  Send colorMe to this card
  pass openCard
end openCard

on closeCard
  lock screen
  pass closeCard
end closeCard

on colorMe
  AddColor colorCard,stamp,30
end colorMe

on openStack
  AddColor install
  pass openStack
end openStack

on closeStack
  AddColor remove
  pass closeStack
end closeStack
```

As you can see, the on closeCard handler locks the screen, so unless messages
have been locked in your button script, the visual effects will not be seen.
Note that simply opening the "Coloring Tools" palette is what places these

handlers in the home stack script; it doesn't matter whether the stack has actually been colored or not Removing the Color Tools resources does not remove these handlers.

The best solution here is to remove the black & white effect scripts from the buttons, turn on Color Tools, and use the Color Transitions menu for visual effects. You can set a transition for the entire stack, override that choice with a transition for a specific background, and then override that choice with individual transitions for individual cards within your stack.

You can use the visual effects that Color Tools provides by doing the following:
  1) Select "Coloring Tools" under the "Color" menu
  2) Select either stack transitions, background transitions, or card transitions from the "Effects" menu (see the Color Tools stack for more information).

Error messages such as "Can't Understand ColorMe" and Can't Understand AddColor" when opening and closing cards can be remedied by deleting the handlers from stack scripts, or use the lockmessages command. If you do lock out the commands, and you have added color to the card following the card with the button script that you edited, the color will not be there when you go to that next card. If you paste it and then come back to the card, the color will there. This is an anomoly of combining Color Tools with these locked out messages.

Article Change History:
19 June 1995 - Reworded workaround to clarify effects
09 Jun 1995 - Reworded workaround for clarification purposes.

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