



Tech Info Library

HyperCard: Auto Hilite Problem

Revised: 7/17/92
Security: Everyone

HyperCard: Auto Hilite Problem

=====

Article Created: 23 May 1989
Article Last Reviewed: 4 June 1992
Article Last Updated:

A user has reported a problem in HyperTalk, up to and including version 1.2.2.

A button script cannot manipulate text that is selected in a field, if the button is set to Auto Hilite. When Auto Hilite is on, the text is deselected to flash the Auto Hilite attribute. Subsequently, the text is not reselected. Thus, the script has nothing to select.

For example, a user selects some text in card field. The button script takes the selection and displays it in another field.

```
on mouseUp
    put selection into it
    put it into card field show_me
end mouseUp
```

If you assign the button the Auto Hilite attribute, this technique will not work, because the button is highlighted before the text can be deselected and passed to the variable.

The following script uses a global variable and three handlers. It requires the Auto Hilite attribute of the button to be turned on. Because a "mouseWithin" message is generated before the button is highlighted, you can save the selected text before it is deselected. As a bonus, you can also save the selection and restore it when done.

```
on mouseWithin
    global temp
    put selection into item 1 of temp
    put the selectedChunk into item 2 of temp
end mouseWithin
```

```
on mouseUp
  global temp
  put item 1 of temp into card field show_me
  select item 2 of temp
end mouseUp
```

```
on mouseLeave
  global temp
  select item 2 of temp
end mouseLeave
```

This script provides the same result as the previous script. It uses no global variables and requires only one handler. As with the previous script, you must have the button's Auto Hilite attribute turned off. If you are running out of global variables, this routine is better than the previous script, because it has no global variables. However, the script is much slower.

```
on mouseDown
  put the selection into temp1
  put the selectedChunk into temp2
  set hilite of me to true
  repeat while the mouse is down
    if PointInRect(the mouseLoc, the Rect of me) = true then
      set the hilite of me to true
      select temp2
    else
      set the hilite of me to false
      select temp2
    end if
  end repeat
  if PointInRect(the mouseLoc, the Rect of me) = true then
    put temp1 into card field show_me
  end if
  set the hilite of me to false
  select temp2
end mouseDown
```

```
Function PointInRect thePoint, theRect
  if (item 1 of thePoint > item 1 of theRect) and *
    (item 1 of thePoint < item 3 of theRect) and *
    (item 2 of thePoint > item 2 of theRect) and *
    (item 2 of thePoint < item 4 of theRect) then
    return true
  else
    return false
  end if
end PointInRect
```

*You must insert a "soft" return (Option-Return) at these locations. (Do not type these asterisks as part of the script.)

