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HyperCard 2.0: Summary of Visual Effects (7/92)

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TOPIC -----

Visual effects in HyperCard 2.0 now work with monitors in modes other than 1-bit black and white. Specifically, monitors in 2-, 4-, and 8-bit modes (4, 16, or 256 colors) are supported. Previous versions of HyperCard (before 2.0) supported fewer visual effects, and only did so in the black and white mode. The visual effects also work on secondary monitors as long as the card window does not extend into both displays.

DISCUSSION -----

Visual effects may now be added to button scripts by means of a visual effect selection dialog. The dialog is activated by clicking the Effect button in the Button Info dialog. After you choose the visual effect, HyperCard 2.0 looks in the button script for the first Go command to go to another card or stack. The chosen visual effect is automatically added to the button script. If a Go command is not found, HyperCard 2.0 adds the visual effect to the script, followed by the command " this card".

Two new visual effects have been added to HyperCard 2.0: Stretch and Shrink. The stretch effect appears to pull the new card image from the top, bottom or center of the current card. Shrink appears to collapse the current card image to the top, bottom or center as specified by the script. For example:

```
on mouseUp
    visual stretch from top
    go to next card
end mouseUp
```

```
or:
on mouseUp
    visual effect shrink to center
```

```
go to stack ""  
end mouseUp
```

Notice that the word "effect" after the HyperTalk phrase "visual" is optional.

You can also control these two new effects like this:

```
visual shrink to center  
Or: visual shrink from center  
Or: visual shrink to top  
Or: visual shrink to bottom  
Or: visual stretch from center  
Or: visual stretch from top  
Or: visual stretch from bottom
```

You can also control the speed of these effects. Examples:

```
visual dissolve slowly  
Or: visual dissolve very slowly  
Or: visual dissolve fast  
Or: visual dissolve very fast
```

You can also add color (sort of):

```
visual barn door open slowly to grey (or gray)  
visual iris open slowly to black  
visual venetian blinds slowly to white---inverts card  
visual venetian blinds slowly to inverse ---inverts card
```

Visuals can also be combined, however, you must "go" either to black, white, or gray; or to another stack or card for all of the effects to appear:

```
visual dissolve slowly to white  
visual dissolve very slowly to gray  
visual dissolve fast to black  
visual dissolve very fast  
go next card
```

Note: In HyperCard 2.0 the following visual attribute speeds have been changed to execute differently: "Very fast" now means "as fast as the CPU can go." "Fast" now means "twice as fast as normal".

Here's a list of these visual effects that were unique to HyperCard before version 2.0 (v.1.0-1.2.5z):

```
barn door open  
barn door close  
iris open  
iris close  
checkerboard  
dissolve  
scroll up  
scroll down  
scroll left  
scroll right  
venetian blinds  
wipe up
```

wipe down
wipe right
wipe left
zoom open
zoom close
zoom in
zoom out
Flash

The "Flash" visual effect is actually an XCMD built into HyperCard itself by Apple. To invoke it, you would use a handler such as:

on mouseUp

 Flash 9 -- (any number can be used, or a repeat forever loop)
end mouseUp

In all releases of HyperCard before 2.0, you could also specify with colors and speed with the scripts cited above.

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