

MediaBlender 2.7

MediaBlender 2.7 adds the ability to import HyperStudio stacks. This document provides an overview of HyperStudio features and what you will expect to see when a stack is imported into MediaBlender.

Importing HyperStudio Stacks

	HyperStudio Function	MediaBlender Import Result
Backgrounds		
1)	Background	Background picture will be unchanged.
Graphic Objects		
2)	Size	Size of graphic object will be unchanged.
3)	Irregular shape	Image will be an irregular shape.
4)	Frame Color	The frame will become part of the graphic object.
5)	Opacity	The graphic will show at the appropriate opacity.
6)	Disk Based	The graphic object will be imported onto the page.
7)	Hidden	Graphic object will be hidden when arriving at the page.
8)	Name	Graphic object will have the same name.
9)	Locked	Graphic Object will be locked.
Text Objects		
10)	Name	The name of the text object will be unchanged.
11)	Alignment	The text alignment will be unchanged.
12)	Formatting	The text in the text box will be the same styles.
13)	Background Color	Color of the background will be unchanged.
14)	Fonts	Font(s) of the text will be unchanged. Note that this relies on the computer on which the conversion was done. If the computer did not have the same fonts installed, the OS will determine a substitute.
15)	Scrollable	Text will appear in a scrollable box.
16)	Disk Based Text	Text will be embedded into the MediaBlender project.
17)	Draw Frame, on	Text box will appear with a frame around it.
18)	Draw Frame, off	Text box will appear without a frame around it.
19)	Read Only	Text box will be set to Read Only.
20)	Transparent	Text box will be set to transparent (OS X, and Windows only).
21)	Hidden	Text box will not be visible when arriving at the page.
22)	Locked	Text box will be locked.
23)	Size	Size of the text box will be unchanged.
Buttons		
24)	Size	Size of button will be unchanged.
25)	Type: Square no visible outline	Button will not have an outline.
26)	Type: Freehand Area Button	Button shape will be the same.
27)	Type: Expanding Area Button	Button area will be the same.
28)	Type: Rounded Double Rectangle	The button size will be the same.
29)	Show Name, on	The name of the button will be the same and visible.
30)	Show Name, off	Button's name will not be visible.

31)	Show Icon	Button's icon will appear as a button image.
32)	Highlight, on	The button will highlight when clicked.
33)	Highlight, off	The button will not highlight when clicked.
34)	Hidden	Button will not be visible when arriving at the page.
35)	Locked	Button will be locked.
36)	Features	Button actions will function as expected.
37)	Background Color	Button's background color will be unchanged.
38)	Font Style	Button name's font characteristics will be unchanged.
Actions		
39)	Places To Go: Another Card in the same stack	User will be taken to the specific page linked to the page action.
40)	Places To Go: Another Stack	MediaBlender will create a link to a .prj file with the same name as the linked .stk file.
41)	Places To Go: Previous Card	User will be taken to the previous page.
42)	Places To Go: Home Stack	The button will exist, but have no assigned action.
43)	Places To Go: Another Program	The button will exist, but have no assigned action.
44)	Places To Go: Next Card	User will be taken to the next page.
45)	Places To Go: Back	The button will exist, but have no assigned action.
46)	Places To Go: Last Marked Card	The button will exist, but have no assigned action.
47)	Transitions	Transitions are mapped to the same or similar transition
48)	Things To Do: Use HyperLogo	The button will exist, but have no assigned action.
49)	New Button Actions: Hide/Show	The action will hide, show, or toggle the object as expected.
50)	New Button Actions: Multiple Hide/Show	The action will hide, show, or toggle the object as expected.
51)	New Button Actions: Net Page	The button will have an A Web Page action to go to the appropriate URL.
52)	New Button Actions: Quit	The button will have a Quit action.
53)	New Button Actions: Roll Credits	The action will scroll the expected text object.
54)	New Button Actions: Auto Record	The button will exist, but have no assigned action.
55)	New Button Actions: Back to Browse	The button will exist, but have no assigned action.
56)	New Button Actions: Blabbermouth	The button will exist, but have no assigned action.
57)	New Button Actions: Button Runner	The button will exist, but have no assigned action.
58)	New Button Actions: CD Player	The button will exist, but have no assigned action.
59)	New Button Actions: Clear Change Flag	The button will exist, but have no assigned action.
60)	New Button Actions: Ghost Writer	The button will exist, but have no assigned action.
61)	New Button Actions: Hide Cursor	The button will exist, but have no assigned action.
62)	New Button Actions: I'm a Home Stack	The button will exist, but have no assigned action.
63)	New Button Actions: Menu Chooser	The button will exist, but have no assigned action.
64)	New Button Actions: Movie Controller	The button will exist, but have no assigned action.
65)	New Button Actions: Obscure Cursor	The button will exist, but have no assigned action.
66)	New Button Actions: Pause	The button will exist, but have no assigned action.
67)	New Button Actions: Picture Show	The button will exist, but have no assigned action.
68)	New Button Actions: Sequencer	The button will exist, but have no assigned action.
69)	New Button Actions: Slide Show	The button will exist, but have no assigned action.
70)	New Button Actions: Star Field	The button will exist, but have no assigned action.

71)	New Button Actions: Text Mover	The button will exist, but have no assigned action.
72)	Animation	The button will exist, but have no assigned action.
73)	Automatic Timer, as soon as the card is show	The action will activate as soon as the page is shown.
74)	Automatic Timer, activate after x seconds	The action will activate x seconds after the page is shown.
75)	Automatic Timer, activate after x seconds, repeating on	The action will activate every x seconds after the page is shown.
76)	Testing Functions	The action will exist on the page but have no assigned action.
77)	Go To URL	The action will go to the expected URL.
78)	Play a Sound: Storage Place, external link	The sound file will be stored as an external link and played when the button is clicked.
79)	Play a Sound: Storage Place, embedded file	The sound file will be an external file and will play when the action is clicked.
80)	Play a movie or video: Size	The size of the rectangle will be the dimensions of the actual movie file.
81)	Play a movie or video: Show first Frame, on	The movie's first frame will show before the movie is played.
82)	Play a movie or video: Show first Frame, off	The movie will not show the first frame when arriving at the card.
83)	Play a movie or video: Loop Movie	Movie will play over and over again.
84)	Play a movie or video: Erase when done, on	The movie will be removed from view after it plays.
Miscellaneous Functions		
85)	Stack Actions: arriving	Supported actions will be associated with the project and activate as soon as the project opens.
86)	Stack Actions: click	Supported actions will be associated with the project and activate anytime the project is clicked.
87)	Stack Actions: leaving	Project will not have any actions.
88)	Hypertext Link: actions	All hyperlinked text will appear and supported actions will be associated.
89)	Presentation Mode on	The Desktop will be hidden with the appropriate color.
90)	Presentation Mode off	The Desktop will be showing.
91)	Grouped Backgrounds	The background will be on all grouped pages.
92)	Grouped Graphics	The graphic will be on all grouped pages.
93)	Grouped Text Objects	The text object will be on all grouped pages.
94)	Grouped Buttons	The button will be on all grouped pages.
95)	Card Properties: Name	The name of the card will be unchanged.
96)	Objects: Layering	The objects will be overlapped in the same order.