



# Tech Info Library

## HyperCard IIGS: Specifications

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TOPIC -----

This article describes HyperCard IIGS.

DISCUSSION -----

Overview  
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HyperCard for the Apple IIGS personal computer lets users create a custom environment for exploring and managing information. Because of its flexibility, HyperCard IIGS can be used in an almost unlimited number of ways, for example:

- to manage personal information,
- to create interactive multimedia presentations and tutorials, and
- to build interfaces to on-line information services.

Like HyperCard for the Macintosh, HyperCard IIGS is based on a universal tool for storing information: the index card. But in HyperCard IIGS, index cards can contain information not only in text form, but as photographs, graphics, video, and sound as well.

HyperCard "buttons" (active areas on a card) give you the freedom to work with information at your own pace and in the order you prefer. When you point to a button and click with the mouse, the computer carries out a specific task. For example, it will move to another card so you can explore a related subject, define a term you don't understand, control a video from a laser videodisc player, prompt you for further information, or run another computer program.

HyperCard IIGS can work for beginners right away. HyperCard IIGS comes with ready-to-use stacks for storing personal information, creating

stories, and more. You can also use HyperCard IIGS to run commercially available stacks, including stacks originally created for Macintosh computers that have been converted for Apple IIGS use.

HyperCard IIGS also offers easy ways to create your own stacks. You can create and edit buttons and fields, create artwork with the full-color Paint Tools, and create advanced HyperCard programs using HyperTalk (HyperCard's powerful English-like scripting language).

As an expansion of the HyperCard line of software for Macintosh computers, HyperCard for the Apple IIGS is the ideal tool for all who want to work with information more effectively, and those with special knowledge, talents, or experience that they want to share with others.

## User Levels

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HyperCard IIGS provides five distinct user levels: Browsing, Typing, Painting, Authoring, and Scripting. Each user level includes all the features of the level before it.

- Browsing  
Use stacks (but not alter stacks)
  
- Typing  
Enter and edit text in fields  
Create and delete cards
  
- Painting  
Draw transparent or opaque graphics  
Draw shapes  
Draw with different brushes  
Magnify image 8 times for "fat bits" editing  
Rotate, Flip, or Stretch images  
Select the last object drawn  
Choose ColorSet for Card, background, and stack  
Import ColorSet for card and background  
Import and export graphics from and to other files
  
- Authoring  
Create, delete, and change styles of fields and buttons  
Create links to other cards and stacks
  
- Scripting (HyperTalk scripting language)  
Object-oriented message passing  
Any button, field, card, background, or stack can have a script.  
Each script can have any number of "handlers" for messages generated by the system or the user.  
Edit any script  
Search or print a script  
Full-screen script editor with automatic formatting  
Maximum script length: 30,000 characters

## System Requirements

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To use HyperCard IIGS, you need the following:

- an Apple IIGS computer with a minimum of 1.5MB of RAM (2MB is recommended)
- an 800K floppy disk drive, plus either a hard disk or a network environment
- System software version 5.0.4 or later

To convert stacks that have been created using Macintosh HyperCard 1.2.2 or 1.2.5 for use with HyperCard IIGS, you need access to a Macintosh personal computer and the HyperMover program.

#### Technical Specifications

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- Number of cards per stack: limited only by available disk or file-server storage.
- Maximum stack size: up to 512MB, depending on available disk or file-server storage
- Card Size: 640 horizontal pixels by 200 vertical lines (the size of an Apple IIGS screen)
- Graphics: color bitmaps with opaque and transparent areas
- Number of text fields per card: limited only by available memory and disk space
- Maximum amount of text per field: 30,000 characters
- Number of buttons and links per card: limited only by available memory and disk space
- Number of active variables: limited only by available memory
- Control structures
  - Repeat until condition
  - Repeat with loop counter
  - If/then/else conditionals
  - Exit loop or procedure
  - Pass message/send message
- Data types
  - Conversion to SANE numerics (9-place accuracy)
  - Conversion to date and time
- Variables
  - Contents of any field
  - Dynamically created local variables
  - Global variables

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