

GOOFS

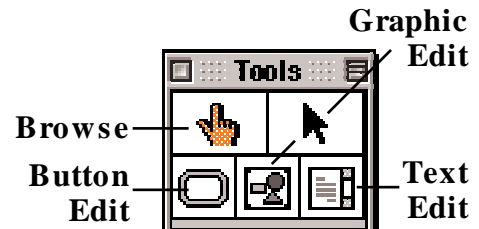
(and what to do about them)

“I want to **remove a button.**”

- ☞ Select the *Button Edit* tool, click on the offending button, and press the *Delete* key.

“I have a **text object** that I want to **delete.**”

- ☞ Same as above, but select the *Text Edit* tool first.



“I want to **change** how this **button** (or text object) **looks.**”

- ☞ Select the *Button Edit* (or *Text Object*) tool and then double-click on the object.

“I want to **change** where this **button** **goes.**”

- ☞ Select the *Button Edit* tool and then double-click on the button. Now click on the Actions button and then Another card... Click on the arrow until you get to the card you want.

“I want to **change** the **transition effect** on this **button.**”

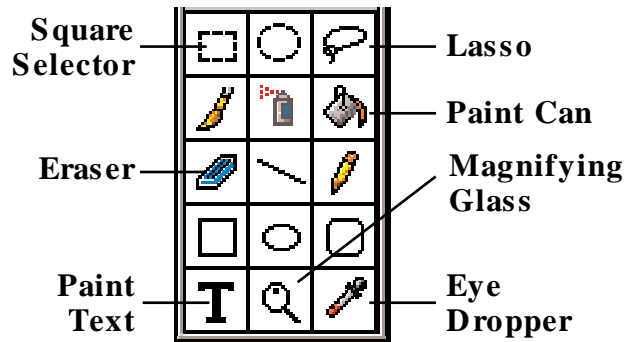
- ☞ Follow the steps above. If you want the same card, just click on OK. The Transition menu will follow.

“I want to **change** the **sound** on this **button.**”

- ☞ Follow the steps for changing where a button goes. Click on Play a Sound and select the sound you want.

“I can't **hear my sound.**”

- ☞ If you are using a sound for the *second (or subsequent) time*, you have to select the sound using the *In Use* button.
- ☞ Check the volume level using Monitors & Sound (under Control Panels from the Apple Menu). If you are using a Macintosh with a volume control on the monitor, check the volume controls behind the cover panel on the bottom of your monitor.



“I want to **erase everything.**”

- ☞ Choose *Erase Background...* from the Edit menu and then a new color. (Double-clicking on the eraser tool will call up the same menu.)
- ☞ You also can double-click on the *Selection Rectangle* and then press *Delete*. Use the *Paint Bucket* to fill in a new background color.
- ☞ See the instructions above to see how to delete Buttons and Text Objects.

“I keep trying to **select a picture** on my card using the **Selection Rectangle**, but it doesn't work.”

- ☞ That's because you must have added the picture as a *graphic object* rather than by using “*Add Clip Art.*” Use the *Graphic Edit* button to select and delete the graphic object. Add your art again using *Add Clip Art* this time.

“I want to **move cards** in my stack.”

- ☞ Go to the *Extras* menu and chose *Storyboard*. Click on the card and move it to the position you want. The numbers at the top of the window tell you where it will be inserted.

“I want to find a **button** on my card, but it's **invisible!**”

- ☞ Hold down the *Option* and ⌘ [Command] keys to show all of the buttons on a card.

“When I click on a button, it asks me ‘**Where is . . . ?**’”

- ☞ When you use a QuickTime movie or a sound other than the built-in HyperStudio sounds, that resource has to be in the same file folder as your stack. Put a copy of the movie or sound file into your folder by holding down the Option key and dragging it to the folder with the stack. Now edit your button and select the new file.