
Index

Symbols

3-D model 310

A

alias in Macintosh system 7 381
animation 37
 data-driven 91, 98, 101, 110
 as feedback 155, 170
animation, concurrent 42, 115
AppendExtFile function 354, 368
Apple IIe xvi
Applesoft BASIC xvi–xviii
asterisk (wild card character) 135
attributes
 Color... 14
 fills... 14
 modes... 14
 send to back 19
author mode 373
Authorware
 as a presentation tool 4
 description ix
 history xvi–xviii
Authorware Academic xvii

B

background 15
braces 138, 275, 317
buttons 56, 257
 "disarming" 276
 "rearming" 279
 resizing and moving 137

C

calculation, embedding in an icon 281
click and hold response type 309–322
color
 background 13, 172
 color palette 16
comments, typing in a Calculation icon 184
compacting files 387
concatenation 354, 365
concatenation operator () 354
concurrent 42, 45
conditional response type 142, 314
 auto-match option 315
Continue button, repositioning 154
copying and pasting 28
copyright issues 398–399
Course of Action xvi
cross-platform development 389

cursors
 custom 80, 320
CursorX system variable
 310, 314, 329
CursorY system variable
 310, 314, 329

D

data files, writing 351–372
Data menu
 Show Functions.. 107
Date system variable 353
debugging 153, 275
desktop publishing xvi
digital movies 81
 controlling frames of 210, 298–
 308, 310–322
display window, changing the size of
 the 128
DisplayLeft system variable 325–338
displays, showing multiple 156
DisplayTop system variable 325–338
DISPLAYX 206
DISPLAYY 206
distance formula 205
downarrow (special key) 236
duplicating Authorware files 81

E

EraseIcon function 264
erasing, automatic
 153, 166, 265, 269, 362

F

feedback 155
 in a game 126
file menu
 Print Screen 388
 Print... 388–389
 quit 49
 Save as... 21
 Save... 21
FileLocation system variable 354
fill patterns 16
flow line 5, 60
 changing the branching in an
 Interaction icon 143
 length 47
 levels 48, 117
fonts
 avoiding substitutions 391
foreground 15
functions 91

G

game
 maze game project 213
 mystery number project 125
games
 background xiii
 graphic "placeholder" 95
 graphical user interface (GUI) xiii, 323
 graphics
 to convey meaning 55
 grouping icons. *See* icons: Map icon

H

hot spot response type 319, 326–338
 auto highlight option 333
hot spots 56
 positioning 58
Hour system variable 271
HyperCard xvi–xviii
hypermedia 72
hypertext xvii, 72

I

IBM-PC xvi
icon palette 5
icons
 Calculation icon 98, 131, 175, 230
 copying and pasting 28, 67
 Decision icon 116, 182, 242
 Branch To Calculated Path 259
 branching and repeating 118
 Repeat Until condition 209
 Repeat Until True condition 243
 defining an icon 7
 defining an icon by running the
 program 23, 30, 101
 Digital Movie icon 83, 298
 Display icon 6, 93, 147, 177, 221
 special effects 26
 Erase icon 30, 166, 203
 special effects 32
 Framework icon 72, 73
 entry pane 77
 Interaction icon
 53, 133, 186, 235, 302
 Map icon
 47, 116, 117, 129, 173, 216
 Motion icon
 38, 101, 156, 177, 232, 298
 concurrent 45
 To Fixed Point 39
 Navigate icon 72

rearranging on the flow line 71
Sound icon 43, 286
using as template 67, 73
Wait icon 28, 263
 modifying 35–36, 67
 time limit 370
IF-THEN function 194, 244
interactive design 119
internet xv, xviii

J

JumpFile function 383–386
JumpFileReturn function 383–386
jumping to other files 383–386
JumpOut function 383–386
JumpOutReturn function 383–386

K

keystrokes, ignoring unprocessed 280
KID DESIGNER viii
Knowledge Objects 4, 88, 120

L

learning by designing viii
leftarrow (special key) 236
Libraries 380–382
LOGO xvi
loop, programming 116, 182

M

Macromedia xvii
map icons, organizing files with 129
mathematical engine 182
mathematical model 190
mathematical notation 99
matted mode 300
Minute system variable 271
motion type
 To Calculated Point on Grid
 stop at ends 194
MouseDown system variable
 296, 310
Mousedown system variable 314
movable data objects 339
movies. *See* digital movies
multimedia 79

N

NumEntry system variable 362
NumEntry, system variable 142

O

object-oriented (OO) graphics 7
ockwave 392
Overlapping function
 199, 214, 217, 244, 252

P

packaging 87, 373, 373–374
“paint” graphics 7
PASCAL xvi
PathPosition@IconTitle system
 variable 344
pausing the file 241
perpetual animation 161, 300, 312
perpetual interactions
 187, 237, 291, 302, 333
PICS movie 297
platforms xv
Preload() function 389
printing files 388
project approach xi–xii
pull-down menu 56, 291
pushbuttons. *See* buttons
Pythagorean theorem 205, 210

Q

question, adding feedback to 263
question construction 254, 357
quickstart 375
QuickTime movie 310
Quit function 204

R

random function 108
response palettes, movable 323–338
response types 56
 creating “click and hold” 309–322
Restart function 164, 203, 370
Return key 352, 366
Rieber Clip Media
 3, 3, 4, 4, 5, 5, 5, 18, 27, 29, 30, 31, 31
rightarrow (special key) 236
rld wide web, running Authorware files
 on the 392
rotating screen displays 297
row and column data format 352
RunA3W 374
running Authorware files 23

S

saving 21
Sec system variable 271
selecting multiple icons 47, 266
ShockWave xviii
show grid 221
simulation 91
 adding a game context 197
 basketball defense project 91
 creating a “wrap-around universe”
 193
 physics project 169
 underlying model 92
simulations
 background xiii
slide bar, creating a 120
slide bars 339

snap to grid 94, 221
sound 167
 giving user control over 286–296
 playing until condition is true 296
special effects 26, 32
spreadsheets 352–372, 372
SQRT (square root) function 207
start flag 59
stop flag 253
surveys 352

T

Tab key 352, 365
target area response type 346
terburner 392
text entry area, moving and resizing
 137
text entry response type 134, 360
Time system variable 353
timekeeping features 218, 270
tool box 8
 rectangle tool 14
 straight line tool 8
trigonometry 210
Try it menu
 run 23

U

uparrow (special key) 236
Update Displayed Variables option
 317, 330
user interface design
 79, 195, 295, 319, 339
user mode 373

V

variables 91, 98
 character 100
 embedding in a display
 138, 148, 317
 logical 100, 219, 288
 numeric 100, 131, 175, 219
 system 139
 user 139

W

wild card character, as part of text
 response type 360
wild card character, as part of text
 response type 135