

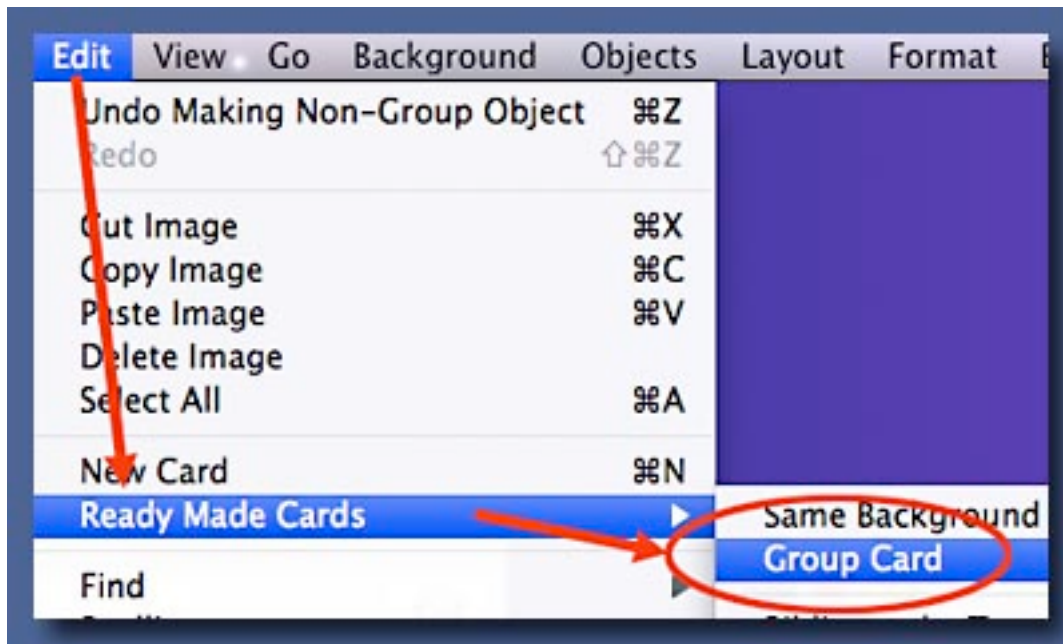
## THE POWER OF GROUP CARDS

There is a wonderful timesaver hiding under the **Edit** menu of HyperStudio 5®. It's the **Group Card** option under **Ready Made Cards**. Once you understand how *Group Cards* work and how to create them, you can make a stack much faster, come out with a much smaller file, have the layout on each card automatically match, and have a way to change settings in objects on all the cards in the stack at once. Pretty cool feature! Let's see how to use it. This lesson will cover the following points:

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## How To Make Group Cards And Unique Cards



You can make a **Group Card** only by using the menu item under **Ready Made Cards**. When you choose it, you get a new card with the same background as the previous card. It will also have any objects on the previous card, **if** they were marked as **Group Objects**, and they will have the same settings and be in the exact same positions. Also, now the previous card is also a **Group Card**. If you choose **Group Card** again from the menu, you'll get another clone. But if you choose **New Card**, you get a new independent, blank card.

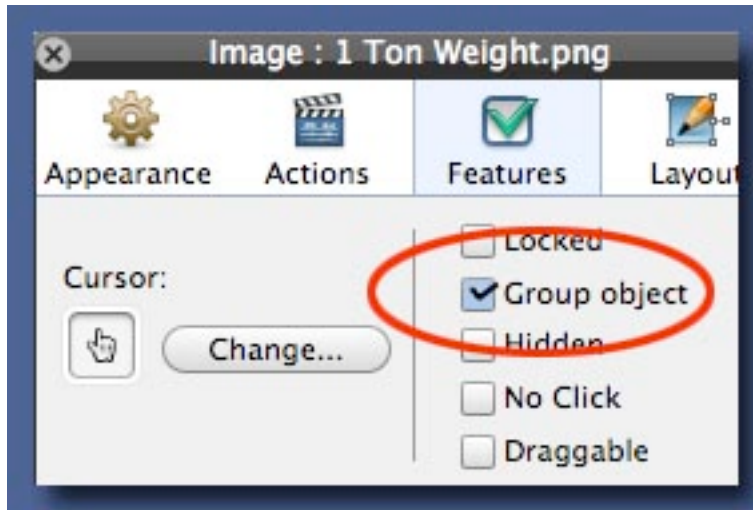
### You Can't Go Back Again

**Caution:** If you uncheck **Group Card** for a card, it cannot ever rejoin the group! So be very careful about changing this option.

However, a newly independent card could be the pattern for a new group. It will initially have the same group objects as cards in the original group, of course. If you don't need some of them, change the setting on each unwanted object so it isn't a group object and then delete it.

## Objects Can Leave And Rejoin A Group

You can mark and unmark objects as **Group Objects**. Choose the object



and double-click to open the **Inspector**. The **Group Object** option is under the **Features** tab. When you mark an object as a group object, it will immediately appear on all cards in the group. When you unmark the group object option, that object disappears from all cards in a group, but not from

another group or from an independent card.

## More Than One Group In A Stack

If you ungroup the current card and then choose **Group Card**, you'll get a clone of the card that left the group (your current card). If you haven't made any changes since you ungrouped, then the cards in the new group won't look any different from those in the original group. But a change to the background or to any group object on any card in the first group will not affect cards in the second group, and vice versa. You could also add group objects or delete group objects from any card in the new group, and the changes will only affect the cards of that group.

## Intermingled Groups

You might want the cards from the two groups intermingled. That's fine, just move the cards into the order you want using the **Card Index** by moving it in the **Storyboard**. Each card will remember which group it belongs to, even if you move it so it's positioned between cards of another group or if you add some independent cards in the middle of a group.

## You Can't Always Tell By Looking

Keep in mind that while you can look at a card's **Features** and see if it's part of a group, you have no way to tell which group it belongs to. You have to keep up with that manually. Make notes! Here's another way to tell: Ungroup one of the **Group Objects** on a **Group Card**, and see which cards it disappears from. Those are the other members of that group. Then mark the object as a **Group Object** again to restore it to the group.

## Part Of A Group, But Not Identical

You can add objects to a **Group Card** that only appear on that card. Simply don't mark the object as a group object. But all cards in a group do share the background, so be careful of changes to it. If you want a different background on one **Group Card** and yet all the **Group Objects** need to be there, you could put a big graphic scaled to fit the card at the back of all other objects, lock it, and it will cover the group background.

The same goes for objects. For example, if you needed a button on all cards but one in a group, it's easier, and saves on file size, to have the button as a **Group Object**, have all cards part of the group, and to place a graphic to match the background on top of the button on that one card.

## Strategy For Building A Stack With Group Cards

**Group Cards** save substantially on stack size, but they do force you to plan ahead--not a bad thing, really! The general strategy is to set up a card with everything that needs to be on all the cards, or all the cards in the first group, mark the objects as **Group Objects**, and then begin making **Group Cards** from it. You can later go back and add unique objects where needed, and of course put different text where needed. You can also add independent cards anywhere in the stack while using the **Group Card** option for some of the cards.

## Split Off A New Group

You also might use one of these **Group Cards** to form a second group's template. You do this by ungrouping a card that already has most of the layout you need, making any changes or additions, and then creating **Group Cards** from the new template card. This is a good tactic when you need most of the objects and layout of the first group in a second group.

For example, maybe you know that all your cards need **next** and **previous** buttons and one text object, but you also need some cards with **next** and **previous** buttons and two text objects. If you make a group of the one text object cards, ungroup one, and add a new text object marked as a group object to the newly independent card, you're all ready to make a second group by choosing **Group Card** and making clones of the card with the two text objects.

## Global Changes Made Instantly

Once you have created a set of **Group Cards**, you have instant control over the layout, settings, and even actions of that group. If you move a group object, it moves on all cards, keeping the layout the same on each card. If you change the settings, such as unlocking a **Group Object**, then that change applies to the same object on all cards. If you change the actions on a group button, you've done it for the entire group. Change the background, and it's different on all the cards in the group.

## Special Case: Text

The exception is text. If you put text into a new text object and then make it a **Group Object**, the text object will **initially** appear on all the cards in the group with the same text. This is a great way to put the same heading on all the cards. Of course, most of the time you need different text on each card. No problem!

If you change the text in a group text object, the change does NOT apply to all the cards in the group. You can set up a group text object and type different text into it on each card. But if you decide to change a heading, delete it and make a new group text object with the corrected heading. Changing the text in a group text object on one card won't change it in the other cards of that group.

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