# USER'S MANUAL

**Storyspace**

## for Windows

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❚❚ A detailed table of contents has been created for this manual using Acrobat bookmarks. To see the bookmarks, press **Ctrl-7**. (To hide them, press **Ctrl-6**.)

❚❚ Many (although not all) of the cross-references in this manual have been linked. Place the cursor over text such as "*. . . are discussed in the chapter on . . .*". If the cursor becomes a button-pushing hand 🖑, you can click there to follow the reference. (You can choose Go Back (**Ctrl-minus**) to return from following a link.)

# Chapter 1

# INSTALLING STORYSPACE

## SYSTEM REQUIREMENTS

Storyspace for Windows will run on any IBM PC-compatible computer running one of: Windows 3.1, Windows 95, Windows NT, OS/2, Windows 98, Windows 2000, Windows *me*, Windows XP, or later, To install Storyspace, the computer should have:

▌▌ a 486 or faster processor (Pentium, Celeron, or faster recommended).

▌▌ a hard disk drive

▌▌ a 3.5" floppy disk drive (to install from diskette); or CD-ROM drive (to install from CD); or Internet connection (to download the Storyspace installer).

▌▌ at least 8 megabytes (MB) of free space on the hard disk

▌▌ at least 4 megabytes (MB) of RAM (memory) that is not being used by Windows or other programs. (Minimum of 16 MB RAM recommended for Windows 3.1 systems, minimum of 32 MB RAM recommended for Windows 95/98 systems.)

These recommended amounts of disk space and memory should be sufficient for running Storyspace, but **memory and disk requirements can vary greatly among systems**. They can also depend on what else the computer is doing, and can vary based on the size of your Storyspace project. Please

take these numbers as guidelines only.

## To install Storyspace

Whether on a CD, on a diskette, or via download, you should have a file named SETUP.EXE

### In Windows,

    run SETUP.EXE

    follow any instructions given by the installer

**After installation** is complete, remember to eject the Storyspace for Windows CD or diskette (if present) and store it in a safe place.

**To start Storyspace,** open its program group and double-click the Storyspace icon. Or choose Storyspace from the **Storyspace** submenu of the **Start** menu. Or, double-click a Storyspace document.

## What is installed

Installation creates a new program group named **Storyspace**, containing:

∎ the Storyspace application;

▋▋ this manual;

▋▋ *Welcome to Storyspace!* —a quick overview of what Storyspace is. View this file with your Web browser.

▋▋ *Storyspace FAQ* —answers to some common questions about using Storyspace. View this file with your Web browser.

If you do not specify otherwise during installation, the **Storyspace** program group is added to **Programs**.

Installation places all the files it creates in a new directory named **Storyspace**. If you do not specify otherwise during installation, this directory is created within a directory named **Eastgate** within the **Program Files** directory.

In addition to the files required by Storyspace itself, the **Storyspace** directory contains two other directories:

▋▋ **Samples**: sample Storyspace files. (These files are referred to in the paper manual *Getting Started with Storyspace*.)

▋▋ **Template**: HTML export templates. (These files are discussed in the chapters of this manual on *Creating for the World Wide Web* and *HTML Templates*.)

## UNINSTALLING

To remove *Storyspace for Windows* and all its associated files,

### In Windows,

> open **Control Panel** (from the **Settings** submenu of the **Start** menu)
>
> use **Add/Remove Programs**, and choose *Storyspace* from the list of applications

## UPGRADING FROM AN EARLIER VERSION

Installing Storyspace does not remove any older copies of Storyspace for Windows software, or its associated files, that you may have on your computer.

Before installing Storyspace, you may want to remove any old copies of Storyspace from your hard disk drive.

If you do not remove any old copies of Storyspace, you can end up with two copies of Storyspace on your hard drive: one old, one new. This is not recommended. If you have two versions, double-clicking a Storyspace document may start the old version of Storyspace, rather than the new.

# SAVE EARLY AND OFTEN

## To save a document

choose **Save** from the **File** menu, or press **Ctrl-S**

The first time that you save a new Storyspace document, you must give it a name, so you will be *saving your document with a new name.*

## To save with a new name

choose **Save As...** from the **File** menu

In the standard Windows file dialog, choose a directory to save your document in, and type a name for the document

press **OK**

## To open a saved document

### From Windows

double-click its icon

### or, from Storyspace,

choose **Open...** from the **File** menu

Use the standard Windows file dialog to find the
Storyspace document you want to open, and select it

press **OK**

## STRATEGIES FOR SAFETY

Saving a document is your ***best protection against the unexpected:***

▐▌ someone walks by and kicks out your computer's plug . . .

▐▌ your floppy disk gets too close to the magnets in a loud-speaker . . .

▐▌ a microscopic dust particle visits your hard disk drive . . .

Your first line of defense against losing your work is to

## Save Often

This protects you against mishaps. Get in the habit of pressing **Ctrl-S** . . .

➢ when you stop to think

➢ when you take a sip of coffee

➢ before you try a new feature

➢ before you make a major change to your work

This way, when the unexpected happens, you have only lost the five or ten minutes of work since the last time you saved.

Frequent saves cannot protect you from all dangers, however. That's why you should

## Save Under Different Names

Your Storyspace file can become corrupt if your disk is slightly damaged, or if Storyspace or Windows should make a mistake.

Saving to a corrupt file is dangerous: You think that you are doing the right thing, by saving often. When you come back to work later, and try to open your file, you are informed that the file is damaged and cannot be opened—and all your work is lost.

It is a good idea to ***change the name of your document periodically***—every day, or every half-day. If you have been working on MYFILE_2.SSP, for instance, you could **Save As...** MYFILE_3.SSP

This protects you from a damaged file. If your Storyspace file should become corrupt, you can return to an earlier version saved under an earlier name. You might lose some work—but not all your work.

### Keep Backup Copies

The more copies you have of your work in Storyspace, the less likely it is that all of them will become damaged, or lost (or get eaten by the dog).

Are you done work for the day? Maybe it's a good idea to copy your Storyspace document onto a diskette or Zip disk that you can put in your purse and take home.

Does your computer have two hard disk drives? Maybe you should copy your work from one to the other at the end of the day.

Do you work on a laptop? The day your laptop is stolen, or left at a friend's house, you'll be very glad to have copies of all your important files on your desktop machine.

## DEADLINES

Many Storyspace users periodically face the pressure of dead-lines—publication dates, release dates, final exams. . . .

The temptation, when racing to meet a deadline, is to elimi-nate non-essential activities:

- ➢ eating
- ➢ sleeping
- ➢ saving your work frequently under different file names
- ➢ keeping backups

Eastgate Systems can't offer advice about eating and sleeping. But *work under pressure is when saving properly is most important.*

If you wouldn't want to lose an afternoon's work at any time, you can't afford to lose that work under deadline pressure. If a corrupt file would ruin your week, what if that week is finals week? Finally, if a computer error might occur, it is most likely to occur at the worst time—when you are using your computer full time, working hard, changing and adding frequently.

Even if the deadline is tomorrow, you will be happy that you took the time to save every few minutes, and **Save As…** every few hours.

## SSP AND SNI FILES

When you save Storyspace documents, Storyspace creates two types of files:

**.SSP files** are Storyspace documents. These files are the hypertexts you create.

**.SNI files** contain the settings of any Document Options for a hypertext. If you never change any Document Options in a hypertext, Storyspace will not create an .SNI file. If you have modified any Document Options, then saving that hypertext will create two files: for instance, MY_FILE.SSP and MY_FILE.SNI.

To copy a hypertext to another computer or another disk, you should copy both the .SSP and the .SNI file. If you copy only the .SSP file, your hypertext will open on the second computer, but various Document Options—such as the appearance of windows, or the colors of maps—will not appear as intended.

*The chapter on **Publishing a Hypertext** describes ways you can let others read your hypertext on other computers.*

# WRITING SPACES

## To create a writing space

double-click with the hand cursor 🖑. (When the arrow
   tool is not over a writing space, it is the hand.)

type a name for the new writing space

| Title | ✕ |
|---|---|
| Untitled | |
| **OK** | **Cancel** |

press **OK** to dismiss the dialog

**In any view window,**

select the writing space tool from the toolbar

click in the view to create the new writing space

type a name for the new writing space

press **OK** to dismiss the dialog

**In a chart view**, click with the writing space tool on another
writing space to create a new space. If you click on the right

third of the writing space, the new space will be a child of the space you click on. If you click near the middle of the writing space, the new space will be a sibling of the space you click on.

**In an outline view**, click with the writing space tool on another writing space to create a new space. The new space will be a child of the space you click.

### In a Chart, Outline, or Treemap window,

right-click on any space

choose **Create Child** or **Create Sibling** from the contextual menu

type a name for the new writing space

press **OK** to dismiss the dialog

## To delete a writing space

### In any view window,

click on the space with the arrow tool, to select it

press the **delete** key, or choose **Clear** from the **Edit** menu

If you delete a space that has children, a dialog will ask whether to delete only that space, delete the space and all its descendants, or just cancel. If you choose to delete a space

*A space's **children** are the spaces within it. **Siblings** are spaces that are within the same space. See the entry on **hierarchy** in the **Glossary**.*

*A space's **descendants** are the spaces it contains, and the spaces they contain, and so on. See the entry on **hierarchy** in the **Glossary**.*

but not its descendants, the descendants will move up one
level in the hierarchy.

## To rename a writing space

### In any view window,

   click on the space with the arrow tool, to select it

   choose **Rename...** from the **View** menu

   **or**

   right-click on the space

   choose **Rename** from the contextual menu

   **then**

   type a new name for the new writing space

   press **OK** to dismiss the dialog

### In a text window,

   choose **Rename...** from the **Text** menu

   type a new name for the new writing space

   press **OK** to dismiss the dialog

## To read or edit the text in a writing space

**In a Storyspace map or treemap window,**

double-click the space's title bar ──────→ The Footnote
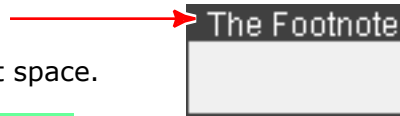
This will open a text window for that space.

**In a chart or outline window,**

double-click the space ──────→ foreign

This will open a text window for that space.

**In any view window,**

select the space with the arrow tool

choose **Text space…** from the **Windows** menu

**or**

select the space with the arrow tool

press the text space button $\boxed{\equiv}$ on the window's
control strip

After you have opened the text window, if you want to edit the text, make sure the Edit Ruler is pulled down.

*The **Edit Ruler** has the controls for changing the appearance of text. The Edit Ruler must be present to edit the text in that text window. Opening and closing the Edit Ruler are described next.*
*The chapter on **Text** tells more about working with the text in a writing space.*

## To pull down the Edit Ruler

**In a text window,**

click near the top of the window, while the cursor ⇩ is a down-arrow

**or**

choose **Edit** from the **Text** menu

**or**

type **Ctrl-E**

## To put away the Edit Ruler

**In a text window,**

press the narrow vertical button ▯ at the extreme left of the Edit Ruler

**or**

choose **Read** from the **Text** menu

**or**

type **Ctrl-E**

*The **Edit Ruler** has the controls for changing the appearance of text. The chapter on **Text** tells more about editing text.*

## To rearrange writing spaces

### In a Storyspace map window,

with the arrow tool, drag spaces around to arrange them in the map

drag a space within another space to make it a child of that space

if you are deft, you can drag a tiny space out of its parent space in the map



*Parent? Child? See the entry on **hierarchy** in the **Glossary**.*

### In a chart or outline window,

with the arrow tool, drag a space to rearrange it in the hierarchy.

If you drop the space over the right third of another space (while the cursor is a right-pointing triangle ▷) the space you are dragging will become a child of the space you drop it on.



If you drop the space over over the middle of another space (while the cursor is an up- △ or down-pointing ▽ triangle) the space you are dragging will become a

sibling of the space you drop it on.

with the arrow tool, drag a space to rearrange it in the hierarchy. A space will become the child of whatever space you drop it in.

## To Copy and Paste a writing space

**In any view window,**

select the space with the arrow tool

choose **Cut** or **Copy** from the **Edit** menu

go to the view where you want to paste the space

**then**

**In a Chart, Outline, or Treemap window,**

choose **Paste** from the **Edit** menu

The space you paste will become a sibling of the selected space in this view.

**In a Storyspace map window,**

> choose **Paste** from the **Edit** menu
>
> click where you want to put the space.

**Note** that you can copy a space from one Storyspace document, and paste it into another.

**Note** that if you want to copy many spaces, it may be easiest to first put them all inside some other space. Copy and paste the parent space, and all its children get pasted along with it. This technique can help to transfer large portions of material from one Storyspace document to another.

*The **children** of a space are the spaces it contains. See the entry on **hierarchy** in the **Glossary**.*

**Note** that spaces retain all their links when cut and pasted. For instance,

- ❚❚ if space A is linked to space B, and both spaces are copied then pasted into another Storyspace document, space A will be linked to space B in the second document;

- ❚❚ or, if space X is linked to space Y, and space X is copied, then pasted into the same Storyspace document—*both* copies of space X will be linked to space Y.

## To Locate a writing space

**From anywhere,**

    choose **Locate writing space…** from the **Navigate** menu, or press **F9**

    The dialog will list every space in the document (in alphabetical order).

    find the name of the space you want, and double-click it in the list, or press **Visit**

    to dismiss the dialog without visiting a space, use its close box, or press **Cancel**

You can start typing the name of a writing space in the field at the top of the dialog, and the list will scroll to that space name.

If a view window was in front when you chose **Locate writing space**, the view in that window will now show the space you chose, and it will be the selected space.

If a text window was in front when you chose **Locate writing space**, a new text window will open, showing the text of the space you chose.

**Writing Spaces**

    _The Footnote_
    Anthony Grafton
    BMW
    Chrysler
    destination
    domestic
    Edward Gibbon
    Ford
    foreign
    GM
    Hyundai
    Kia
    Nicholson Baker
    Nissan
    Notes
    Toyota
    Volkswagen

**Visit**    **Cancel**
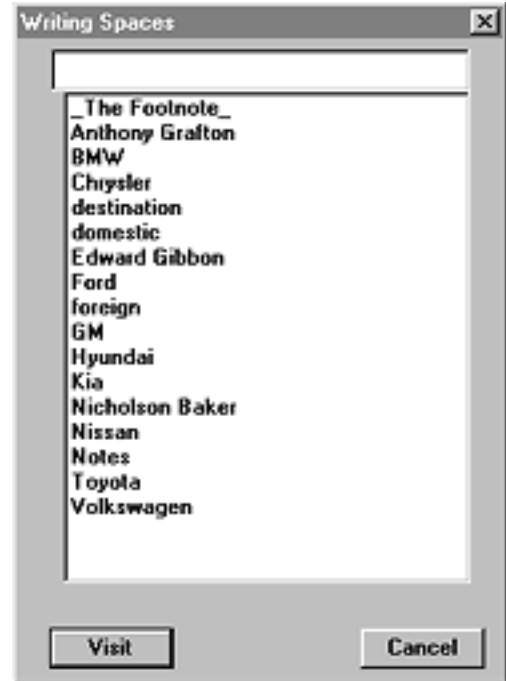
## To change a writing space's color

A writing space's color determines what color it will be in chart and outline windows, and what color its title bar and border will be in Storyspace map and treemap windows.

**In any view window,**

select the space with the arrow tool

click the color tool on the toolbar, and choose a color from the popup menu of colors

**or**

choose a color from the **Color** submenu of the **View** menu

## To explode a writing space

You can explode a writing space to divide it into several other writing spaces, each containing a portion of the text in the original space. To do this,

**In any view window,**

save the Storyspace document. This is a good idea before any major change, or before using any powerful tool.

select the desired space with the arrow tool

*Exploding, and the Explode dialog, are also used when you import text into a writing space. This is described in the chapter on **Working with other programs**.*

choose **Explode...** from the **Storyspace** menu

in the Explode dialog, modify the options controlling how
the text will be divided into many writing spaces. These
options are described next in this chapter.

press **OK** to dismiss the Explode dialog

Storyspace will explode the writing space. For very long
text, this may take a few seconds.

Exploding a writing space will create several new writing
spaces, each containing a portion of the text in the original
writing space. These spaces will all be within a new space that
is created within the space that was selected when you chose
Explode.

Exploding does not delete the original writing space.

# EXPLODE OPTIONS
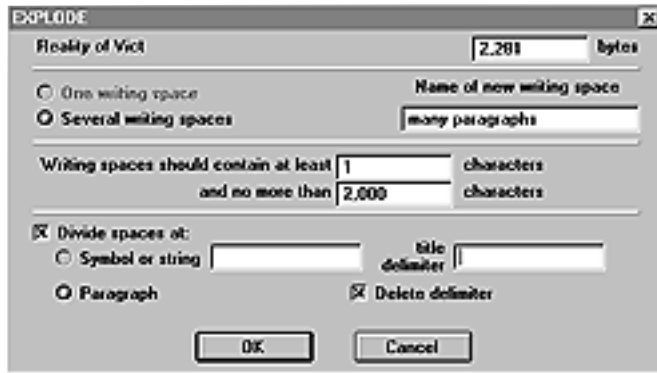


*Explode dialog*

### Name of new writing space

The new writing spaces will all be placed within another new
writing space, which will get the name you enter here.

### Writing spaces should contain at least . . .

If dividing the text according to your criteria (as set below)
would result in a space containing fewer characters than the
minimum you set here, the explode process will skip division
points to ensure that all the spaces created contain at least
that minimum amount of text.

### and no more than . . .

The explode process will divide the text and create new writing spaces to ensure that no writing space gets more text than the maximum you set here.

### Divide spaces at: Symbol or string

Storyspace can divide the text into different writing spaces at whatever divider you enter here.

The divider can be a single character, or a word or phrase.

For instance, you could prepare your text with a special tag, such as *ZZZ,* wherever you want to begin a new writing space. Then you could enter *ZZZ* into this field, and the text would be divided into writing spaces as you intended.

To use this option, check the **Divide spaces at:** box, select the **Symbol or string** radio button, and type the desired delimiter into the "Symbol or string" text area.

### Divide spaces at: Paragraph

Storyspace can put each paragraph of the text into its own new writing space.

To use this option, check the **Divide spaces at:** box and select the **Paragraph** radio button.

## Title delimiter

The explode process can use the beginning of each section of text as the title of the writing space containing that text.

If you enter a delimiter here, Storyspace will use the text from the beginning of the section until that delimiter as the title of the writing space. It will remove this title text from the writing space.

The delimiter can be a single character, or a word or phrase.

If you do not enter a delimiter here, Storyspace will use the first few words of the section as the title of the writing space. It will *not* remove this title text from the writing space.

## Delete delimiter

If you enter a Title delimiter, as described just above, you can also have that delimiter deleted from the section of text after stripping off the preceding text to use as the title. Check **Delete delimiter** to have the delimiter text removed.

# Chapter 4

**TEXT**

## To open a text window

### In a Storyspace map or treemap window,

double-click the space's title bar ──────────────────▶ The Footnote

### In a chart or outline window,

double-click the space ──────▶ foreign

### In any view window,

select the space with the arrow tool

choose **Text space…** from the **Windows** menu

#### or

select the space with the arrow tool

press the text space button ▤ on the window's
control strip

## TEXT APPEARANCE AND THE EDIT RULER

The Edit Ruler is visible in a text window when you can edit
the text in that window. It contains the controls related to
changing the appearance of text. If you click on the text when
the Edit Ruler is not visible, Storyspace does not allow you to

edit the text—it attempts to follow a link in the text.
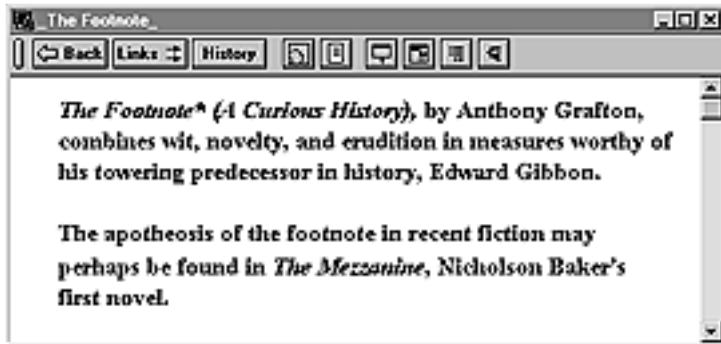


*text window without the Edit Ruler*
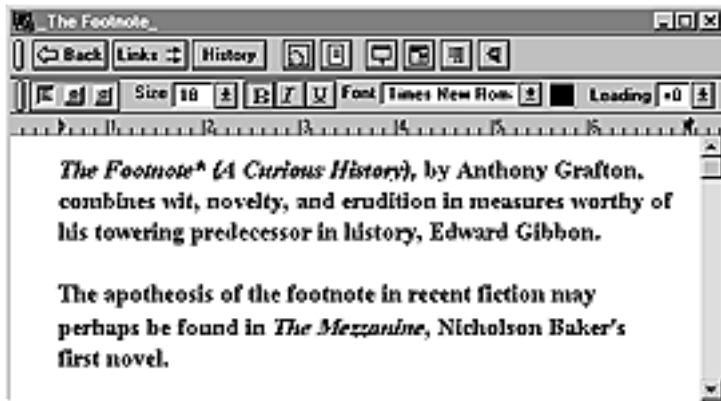


*text window with the Edit Ruler pulled down*

# To pull down the Edit Ruler

**In a text window,**

click near the top of the window, while the cursor ⇩ is a down-arrow

**or**

choose **Edit** from the **Text** menu

**or**

type **Ctrl-E**

# To put away the Edit Ruler

**In a text window,**

press the narrow vertical button ❘ at the extreme left of the Edit Ruler

**or**

choose **Read** from the **Text** menu

**or**

type **Ctrl-E**

# The Edit Ruler



1. **put away** the Edit Ruler
2. **alignment** of text (left, right, or center)—push one of three buttons.
3. **size** of text—choose from list
4. **bold, italic, underline**—switch each button on or off
5. **font**—choose from list
6. **color**—choose from pulldown menu
7. **leading** (height between lines of text)—choose from list

# TEXT ATTRIBUTES

❚❚ *alignment* applies to all the text in the writing space.

❚❚ *size,style* (bold, italic, and underline), *font,* and *color* can all apply to any text selection—from one character to all the text in the space.

❚❚ *leading* applies to all the text in the writing space.

## To find text

### From anywhere,

choose **Find text…** from the **Navigate** menu
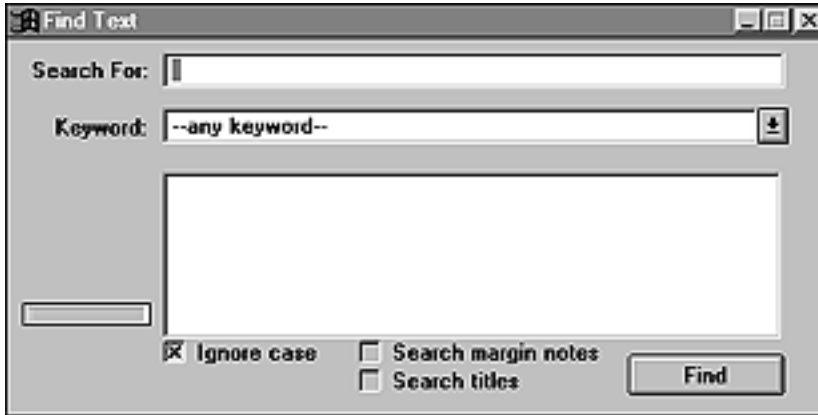


*Keyword?* *These are discussed in the chapter* ***Keywords.***

### In the Find text dialog,

in the "Search For" (top) field of the dialog, type the word or phrase you want to find, then press **Find**

The bottom area of the dialog will then list all the writing spaces containing that word or phrase.

### then

to go to one of the listed spaces, double-click its name

in the list.

> If a view window was in front when you chose **Find text,** the view in that window will now show the space you chose, and it will be the selected space.

> If a text window was in front when you chose **Find text,** a new text window will open, showing the text of the space you chose.

To dismiss the dialog, use its close box.

**or**

> To dismiss the dialog without visiting a space, use its close box.

**or**

> To change your search, enter different text in the "Search For" field, then press **Find** again.

If you don't want the text search to distinguish upper- and lower-case letters, check **Ignore case** in the Find text dialog. If you want the text search to include margin notes, check **Search margin notes**. If you want the text search to include the titles of writing spaces, check **Search titles**.

*Margin notes? These are discussed in the chapter **Bookmarks & Margin Notes.***

**Special searching characters:** you can use special characters in the "Search for" field of the Find text dialog to search for logical combinations of words in text.

| *character* | *example* | *meaning* |
|---|---|---|
| & | Ford&Chrysler | find spaces containing *both* words |
| \| | Ford\|Chrysler | find spaces containing *either* word (or both) |
| ~ | ~Ford | find spaces that *don't* contain this word |
| ( ) | Ford&(GM\|Chrysler) | used to group combinations of search terms |

## MAXIMUM LENGTH OF TEXT

The maximum amount of text that can be in one writing space is 32,768 characters. This is equivalent to about 5000 words, or, very roughly, 14 typed pages.

# Chapter 5

**IMAGES**

## To put an image into a space

### First, in your graphics application,

select the desired image, and choose **Copy** from the **Edit** menu

### Then, in Storyspace,

open the text window of the space that will get that image

make sure the Edit Ruler is down

click in the text window. (Click at a particular place in the text if that is where the image should appear.)

choose **Paste** from the **Edit** menu, or press **Ctrl-V**

*Edit Ruler? Pulling down and putting away the Edit Ruler are discussed in the chapter on Text.*

## To position an image up and down

An image in a Storyspace text window is like any other line of text. To position it vertically, add and remove blank lines (using the **Enter** key).

## To position an image left and right

### In the appropriate text window,

make sure the Edit Ruler is down

click once on the image to select it

while holding down the **Shift** key, click on the image and
drag it left or right

## To delete an image from a space

An image in a Storyspace text window can be deleted just like
text. Select the picture, then press the **delete** key. Or, posi-
tion the insertion point after the image, and back up over the
image with the **backspace** key.

## ABOUT WORKING WITH IMAGES

Images—particularly large images using thousands or millions
of colors—add appreciably to the size of a Storyspace docu-
ment, and add appreciably to the memory required by
Storyspace to do its work. If you will be working with images,
please make sure that you have plenty of empty space on
your hard disk drive, and plenty of memory (RAM) for
Storyspace to work in.

As with any operation placing unusual demands on your
computer, please *save early and often* when working with
large images.

# Chapter 6

# SOUND

## ASSOCIATING A SOUND WITH A SPACE

You can associate a sound with any writing space. Storyspace will play that sound whenever that writing space is entered: whenever a text window is opened for that space.

To do this, the sound must be stored as a WAV file. You tell Storyspace which sound to play upon entering a certain writing space by adding the keyword

   P:*FILENAME.WAV*

to that writing space. *FILENAME.WAV* is the name of the WAV file that should be played.

*The other uses of keywords are described in the chapter on **Keywords**.*

## To add the sound keyword

### From anywhere,

   select the desired writing space: select it in a view window, or have its text window open in front

   choose **Keywords…** from the **Storyspace** menu
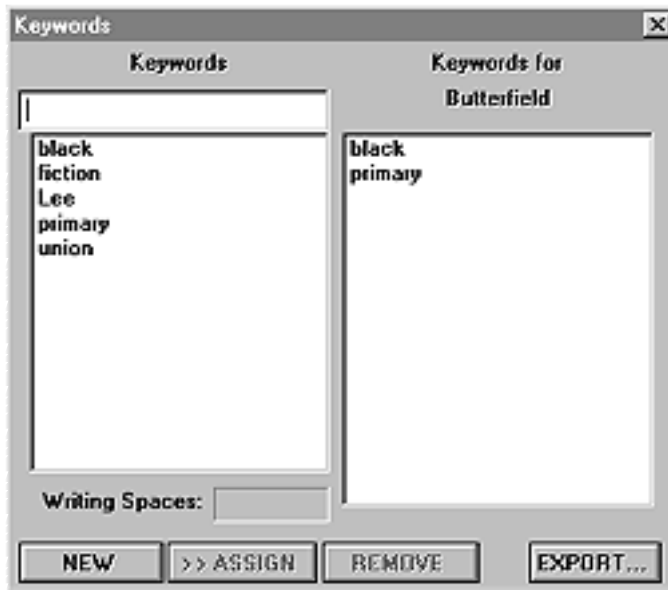
*the Keywords dialog*

type the keyword P:*FILENAME.WAV* into the field at the top
left of the Keywords dialog

press **New** to assign that new keyword to the current
writing space

dismiss the Keywords dialog by using its close box

**Note** that Storyspace looks for the WAV file first in the same directory as the Storyspace document, and then in the same directory as Storyspace itself. If the file is in one of those places, you only need to give the file name of the WAV file. For instance,

> P:CELLO.WAV

If the WAV file is in some other directory, you should give the complete pathname for the file. For instance,

> P:C:\MEDIA\SOUND\CELLO.WAV

## PLAYING A SOUND FOR EVERY SPACE

You can also have a sound play when *any* writing space is entered: whenever a new text window is opened by following a link.

If there is a WAV sound file named

> SSPLINK.WAV

Storyspace will play that sound upon opening a new text window for any writing space. You could use this, for instance, to provide a "page turning" sound for opening new text windows.

If a writing space has a sound associated with it, that sound

*If you distribute your hypertext to other people, or move it from one computer to another, you will need to transfer the WAV files as well as the Storyspace document. For details on distributing your hyper-text, see the chapter on* ***Publishing a Hypertext.***

will play instead of the default sound.

Storyspace looks for the SSPLINK.WAV file first in the same directory as the Storyspace document, and then in the same directory as Storyspace itself.

# CREATING LINKS

## To create a link

### In any view window,

select the source space with the arrow tool

click the link tool on the toolbar

click on the destination space

type a name for the link, if desired

| Link | | | ☒ |
|------|--|--|---|
| **Link from:** Anthony Grafton | | | |
| **to:** Edward Gibbon | | | |
| **Link Name** | | | |
| **Guard Field** | | | |
| OK | | Rename Path | Cancel |

*Source*—*the space the link comes from.* *Destination*—*the space the link goes to. See the* *Glossary*.
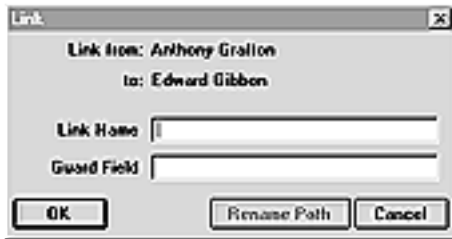
press **OK** to dismiss the dialog

(A link name may describe the type or purpose of the link. Or, a series of links with the same name can guide the reader through a portion of the hypertext. Links with the same name are called a *path,* and the section on "Paths", in the next chapter, describes this use in more detail.)
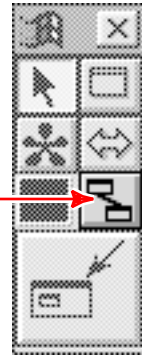
## To create a link using the Tunnel

The Tunnel allows you to link two spaces that are not visible at the same time. It is also useful in creating links to and from text or images. When you click the Tunnel in the middle of making a link, it holds on to the link for you until you are ready to complete the link.

### In any view window,

select the source space with the arrow tool

click the link tool on the toolbar

click the Tunnel on the toolbar.

*the Tunnel*

While the Tunnel is holding on to the link for you, do whatever you need to make the destination space visible.

click the Tunnel again, to "pick up" the link

click on the destination space

*the Tunnel holding a link*

type a name for the link, if desired

press **OK** to dismiss the dialog

## TYPES OF LINKS

Storyspace has three types of links:

- **▌▌** *basic links* — links that connect an entire writing space to something. When you create a link by using the link tool to click between spaces in a view, you are creating a basic link.

- **▌▌** *text links* — links that connect a section of text within a writing space to something. Text links are similar to the links in text everywhere on the World Wide Web. Text links are described next in this chapter.

- **▌▌** *graphic links* — links that connect an image, or a portion of an image, within a writing space to something. Graphic links are similar to links from images on the World Wide Web. Creating graphic links is described later in this chapter.

## To create a link from text

**In a text window,**

make sure the Edit Ruler is down

select the text that should be the source of the link

*The **Edit Ruler** contains the controls for text appearance. It must be pulled down for you to edit text, or to select text for linking. The chapter on **Text** describes pulling the Edit Ruler down, and putting it away.*

click the link tool on the toolbar 

*The **source** of a text link is the text that the link comes from. The **destination** is where it goes to. See the **Glossary**.*

**if**

> the destination of the link is visible, click on the destination space

**if not**

> click the Tunnel on the toolbar.
>
> do whatever you need to make the destination space visible.
>
> click the Tunnel again
>
> click on the destination space

**then,**

> type a name for the link, if desired
>
> press **OK** to dismiss the dialog

## CHANGING THE TEXT IN A TEXT LINK

If you change the text that is the source of a text link, add more text to the source of the link, or remove some text from the source of the link, the link remains anchored to the modified text.

If you delete *all* of the text that is the source of a link, the link is deleted as well.

If you add more text to the end of a text link, the added text also becomes part of the text link.

**Note** that you can type the special character **shift-space** to tell Storyspace that the text you type after the shift-space is not part of the preceding text link.

## To see text links

**In a text window,**

hold down the **Ctrl** key
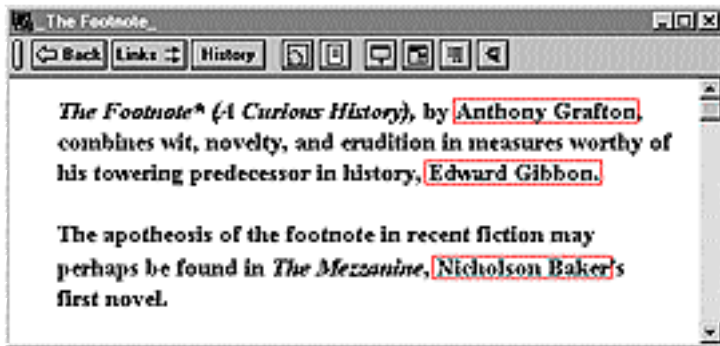


text that is the source of one or more links will appear outlined in a rectangle

You can also have Storyspace automatically highlight text links (just as many Web browsers do).

## To automatically highlight text links

**From anywhere,**

choose **Document options...** from the **File** menu

*Other options are described in the chapter on **Document Options**.*

**in the Document Options dialog,**

check **Highlight text links** (toward the lower right of the dialog)

decide whether linked text should be **bold**, <u>underlined</u>, a special color, or some combination of these styles

press **OK** to dismiss the Document Options dialog

The appearance you choose will apply to text that is the source of one or more links, whatever other styles are applied to that text.

## To create a link from an image

A link can originate from an image, or a portion of an image.

**In a text window,**

make sure the Edit Ruler is down

*The **Edit Ruler** contains the controls for text appearance. It must be pulled down for you to edit text, or to select text for linking. The chapter on **Text** describes pulling the Edit Ruler down, and putting it away.*

click once on the image, to select it

click the link tool on the toolbar

Complete the link, as described previously: either by
clicking on the destination, or by using the Tunnel and
then clicking on the destination.

type a name for the link, if desired

press **OK** to dismiss the dialog

# To create a link from
# a portion of an image

### In a text window,

make sure the Edit Ruler is down

click once on the image, to select it

place the cursor at the upper-left corner of the area of the
image that will originate the link

click-and-drag to the lower-right corner of the rectangle
that will originate the link

click the link tool on the toolbar

complete the link, as described previously: either by

clicking on the destination, or by using the Tunnel and then clicking on the destination

type a name for the link, if desired

press **OK** to dismiss the dialog

## To create a link to text

A link *to* text will take the reader to that particular text, in that writing space, when it is followed. A link to text may originate *from* anything.

### From anywhere,

begin the link as described previously, and click the Tunnel to hold the link for you

open the text window of the destination

make sure the Edit Ruler is down

with the cursor, select the text that is the link's destination

click the Tunnel, to pick up the link

click on the selected text

type a name for the link, if desired

press **OK** to dismiss the dialog

*Source—where the link comes from.*
*Destination—where the link goes to. See the* ***Glossary***.

## To create a link to an image

A link to an image will take the reader to that image, in that writing space, when it is followed. A link to an image may originate *from* anything.

### From anywhere,

begin the link as described previously, and click the Tunnel to hold the link for you

open the text window of the destination

make sure the Edit Ruler is down

click once on the image, to select it

click the Tunnel, to pick up the link

click on the image

type a name for the link, if desired

press **OK** to dismiss the dialog

# To create a link to a portion of an image

## From anywhere,

begin the link as described previously, and click the Tunnel to hold the link for you

open the text window of the destination

make sure the Edit Ruler is down

click once on the image, to select it

place the cursor at the upper-left corner of the area of the image that will be the link's destination

click-and-drag to the lower-right corner of the rectangle that will be the link's destination

click the Tunnel, to pick up the link

click on the selected rectangle

type a name for the link, if desired

press **OK** to dismiss the dialog

*Source*—*where the link comes from.*
*Destination*—*where the link goes to. See the* ***Glossary****.*

# Chapter 8

# VIEWING AND CHANGING LINKS

## To view links

The *Links dialog* lets you see all the links originating from the selected writing space, and edit them if you want.

### In any view window,

>   click on the space with the arrow tool, to select it

>   choose **Browse Links** from the **Storyspace** menu, or press **F2**

#### or

>   right-click on the space

>   choose **Links** from the popup menu

### In a text window,

>   press the **Links** button $\boxed{\text{Links } \overset{\rightarrow}{\rightarrow}}$ on the window's control strip

### From anywhere,

>   hold down the **Ctrl** key while you click the navigate tool $\boxed{\Longleftrightarrow}$ on the toolbar

## THE LINKS DIALOG

The *Links dialog* lets you see all the links originating from the

selected writing space, and edit them if you want.



*Guard Fields* control when, or whether, a link can be followed. They are discussed in the chapter on **Special Links**.

*the Links dialog*

For every link originating from the selected writing space, the Links dialog shows:

- ▮▮ the Link Name — the name of the link (if it has one)
- ▮▮ the Destination — the name of the space the link goes to
- ▮▮ the Guard Field

In the far left of the list, symbols may appear for some links:

   **T** indicates that the link is a text link

   **G** indicates that the link is a graphic link

   **>** indicates that the link's guard field could be satisfied at the present time.

*A **text link** is a link that departs from a section of text. A **graphic link** is a link that departs from an image, or a por-tion of an image. **Guard fields** are discussed in the chapter on **Special Links**. These terms are all in the **Glossary**.*

To dismiss the Links dialog, use its close box, or press **Done**.

## THE STORYSPACE MAP MENU OF LINKS

A Storyspace map view gives you quick access to the links arriving at or departing from any of the writing spaces shown.

In the Storyspace map, make sure that **show links** is checked at the top of the window. Then click on the arrowhead of the links arriving at any space, or the arrowhead of the links departing from any space:
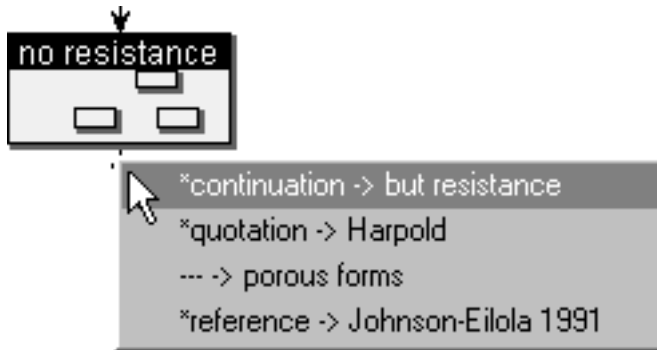


A contextual menu will open, showing all the links arriving at, or departing from, that space. The menu show the name of each link, followed by an arrow ->, followed by the destination of that link. Links that have no name show three dashes --- before the arrow.

Select any link from the menu to delete or modify that link (as described next). Or click anywhere else to dismiss the menu.

## To delete a link

### In a Storyspace map window,

make sure that **show links** is checked at the top of the window

in the map, click on the arrowhead of the links arriving at the desired link's destination; or click on the links departing from the desired link's source

*Source—the space the link comes from. Destination—the space the link goes to. See the Glossary.*

choose the desired link from the contextual menu of links

| Link | | | $\times$ |
|---|---|---|---|
| Link from: A small room | | | |
| to: Unlocked Door | | | |
| Link Name | | | |
| Guard Field | "Pick up key" | | |
| OK | Delete | Rename Path | Cancel |

press **Delete** in the dialog

### In any view window,

select the source space with the arrow tool

choose **Browse Links** from the **Storyspace** menu; or use

another method of opening the Links dialog

in the Links dialog, select the desired link in the scrolling
list

press **Delete link** in the Links dialog

press **Done** to dismiss the Links dialog

press the **Links** button $\boxed{\textbf{Links} \ \rightarrow}$ on the window's
control strip

in the Links dialog, select the desired link in the scrolling
list



press **Delete link** in the Links dialog

press **Done** to dismiss the Links dialog

## To delete a text link or a graphic link

A text or graphic link can be deleted like any other link, as described above. Or,

### In a text window,

make sure the Edit Ruler is down

select text containing the desired text link (but no other text links)

choose **Cut** from the **Edit** menu

immediately choose **Paste** from the **Edit** menu. The text you just cut is pasted right back in, but without its link (or links).
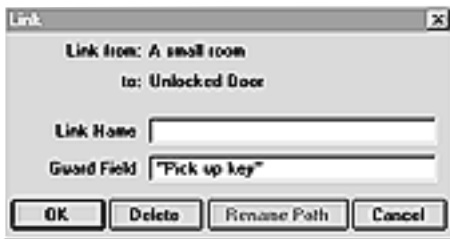
## To change a link

### First, select the link:

#### In a Storyspace map window,

make sure that **show links** is checked at the top of the window

in the map, click on the arrowhead of the links arriving at the desired link's destination; or click on the links

departing from the desired link's source

choose the desired link from the contextual menu of
   links

**or, in any view window,**

select the source space with the arrow tool

choose **Browse Links** from the **Storyspace** menu; or
   use another method of opening the Links dialog

in the Links dialog, select the desired link in the
   scrolling list

press **Edit Link** in the Links dialog

**or, in a text window,**

press the **Links** button on the window's control strip

in the Links dialog, select the desired link in the
   scrolling list

press **Edit Link** in the Links dialog

change the Link Name or Guard Field in the dialog

press **Okay** to dismiss the dialog

if necessary, press **Done** to dismiss the Links dialog

## PATHS

A *path* consists of all the links that have the same name.

Two important uses for paths are:

■ to label types of links. Every time you link a word to its definition, for instance, you could label that link "definition". If you later decide that all those links should be named "explanation" instead, you could change the names of all those link in one step—by changing the path name.

▐▌ to label a sequence of links through part of the hypertext. In a hypertext novel, for instance, links named "Amy's story" could chronologically link scenes told from Amy's point of view.

Storyspace has facilities for seeing which paths a space is on, and for changing the names of all links on a path.

## THE PATH BROWSER

The *Path Browser* shows which paths the current space is on, and which spaces are on each of those paths. A Path Browser pane may be opened in any text window.
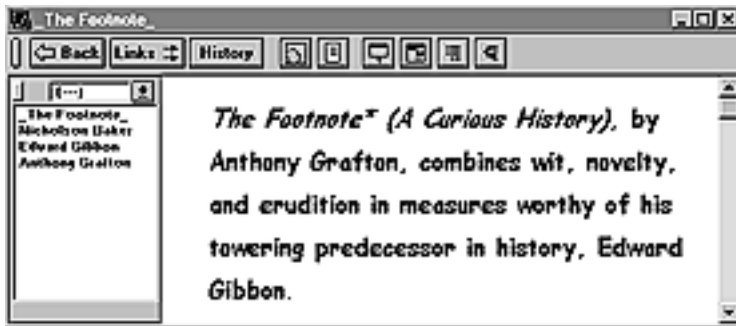


*text window with the Path Browser*

**To show the Path Browser In a text window,**

> click near the left edge of the window, while the cursor
> is a right-arrow ⇨

**or**

> choose **Show path browser** from the **Text** menu



*menu of paths the space is on*

*list of spaces on the path*
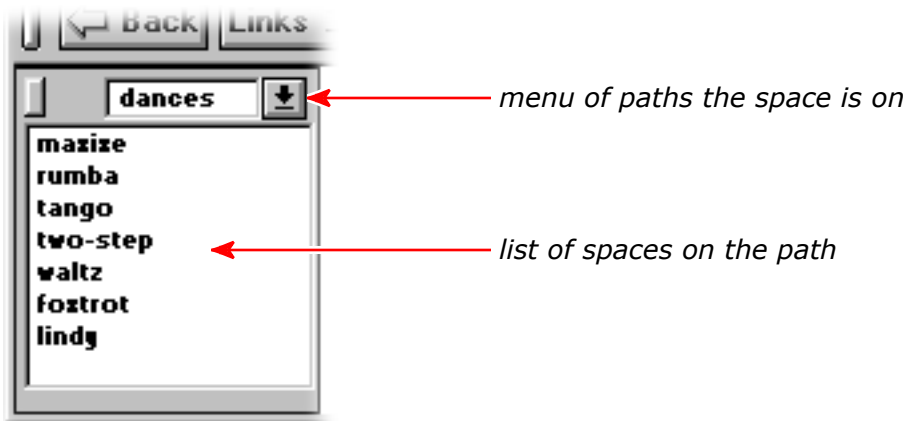
*the Path Browser*

**To see which paths a space is on**

**In a text window, with the Path Browser open,**

> inspect the pull-down menu of paths, at the top of the
> Path Browser

**To see which spaces are on a path**

**In a text window, with the Path Browser open,**

choose the desired path, from the pull-down menu of paths at the top of the Path Browser

inspect the scrolling list of spaces in the Path Browser

**To go to a space on a path**

**In a text window, with the Path Browser open,**

choose the desired path, from the pull-down menu of paths at the top of the Path Browser

double-click the name of the desired space, on the scrolling list of spaces in the Path Browser

A new text window will open, showing the text of the space you chose.

**To hide the Path Browser**

**In a text window,**

click near the right edge of the Path Browser, while the cursor is a left-arrow ⇐

## To change a path name

A path consists of all the links that have the same name. You can change all those names at once.

**From anywhere,**

> choose any link on that path, and—however is conve-
> nient—open the dialog for changing the link's name.
> (See "To change a link" a few pages back in this
> chapter.)

**then**

> change the Link Name in the dialog
>
> press **Rename Path**
>
> press **Yes** in the next dialog
>
> if necessary, press **Done** to dismiss the Links dialog

## THE ROADMAP

The roadmap lets you see all of the links leading to and from the selected space.

### To open the roadmap

#### In any view window,

right-click the desired space

choose **Roadmap** from the contextual menu

#### or, from anywhere,

in a view window, select the desired space; or, have the desired text window in front

choose **Roadmap** from the **Storyspace** menu, or press **Shift-F2**
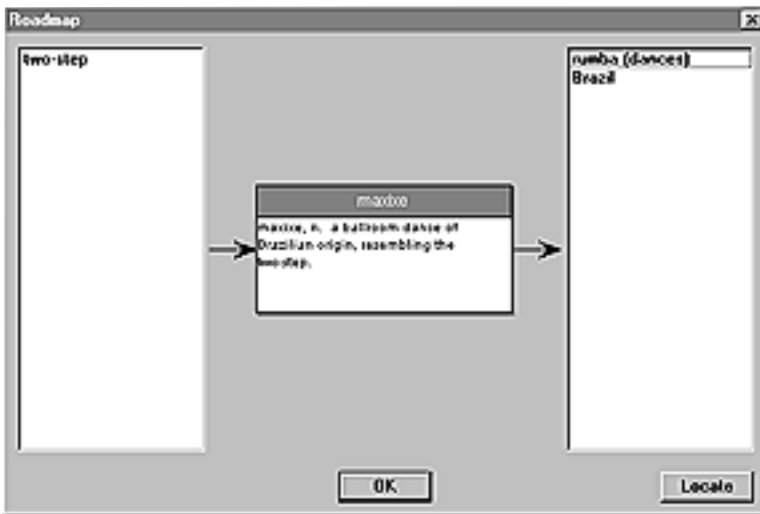
*the roadmap*

■ The list at the left shows the name of every space that has
a link to the selected space. If the link is named, the name
is shown in parentheses following the space name.

■ The center of the roadmap shows the name of the space
that the roadmap is focused on, and the first few lines of
the text in that space.

■ The list at the right shows the name of every space that the
selected space has a link to. If the link is named, the name

is shown in parentheses following the space name.

double-click the name of a space in either list. The
    roadmap will change to show that as the central space,
    with the links leading in and out of it in the two lists.

double-click the space in either list to make it the central
    space

press **Locate**; the roadmap will close.

If a text window is in front, a text window will open
    showing the located space. If a view window is in front,
    the view will change to show the located space. (If that
    space is already visible—even a little bit—the view will
    not change.)

use its close box, or press **OK**

# Chapter 9

# FOLLOWING LINKS

# To follow a link

**In a text window, with the Edit Ruler pulled down,**

click the navigate tool on the Toolbar

**In a text window, with the Edit Ruler put away,**

click the navigate tool on the Toolbar

**or**

press **Enter**

**or**

click anywhere in the text window except on a text link.
(Clicking on a text link will follow that link.)

**In any view window,**

click the navigate tool on the toolbar

The space at the end of the link will become selected; and
the view will change (if necessary) to put that space in
view.

# To follow a link backwards

You can follow a link backwards—from the current space to the
space you came from. To do this,

**From anywhere,**

hold down the **Shift** key while you click the navigate ⟨⟷⟩
tool on the toolbar

**In a text window,**

press the **Back** button ⟨⇦ Back⟩ on the window's
control strip

**or, with the Edit Ruler put away,**

press the **backspace** key

## To see text and graphic links

**In a text window,**

hold down the **Ctrl** key

■■ Text that is the source of a link will appear outlined in a
rectangle.

■■ An image, or portion of an image, that is the source of a
link will appear outlined in a rectangle.

*A **text link** is a link that
departs from a section
of text. A **graphic link**
is a link that departs
from an image, or a
portion of an image.*
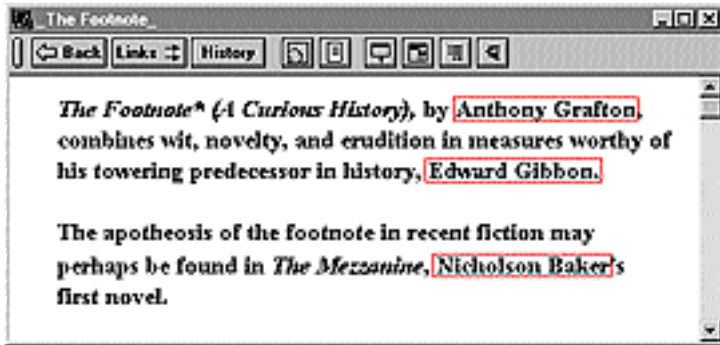
*with the **Ctrl** key held down, the links from Anthony Grafton, Edward Gibbon, and Nicholson Baker, appear outlined in rectangles*

## To follow a text link

**In a text window, with the Edit Ruler pulled down,**

> click to place the insertion point within the text of the link
>
> click the navigate tool on the Toolbar

**or**

> while holding down the **Ctrl** key, click within the text of the link

*A **text link** is a link that departs from a section of text.*

**In a text window, with the Edit Ruler put away,**

click within the text of the link

**Note** that you can click within a text link to follow it *while* holding down the **Ctrl** key to see the text links.

## To follow a graphic link

**In a text window, with the Edit Ruler put away,**

click on the image within the link

**Note** that you can click within a graphic link to follow it ***while*** holding down the **Ctrl** key to see the graphic links.

*A **graphic link** is a link that departs from an image, or a portion of an image.*

## To choose which link to follow

A writing space may have many links departing from it: several basic links, several text links, several graphic links. . . . You can see what these links are and choose which one to follow.

**First, open the Links dialog:**

**In a text window,**

press the **Links** button **Links →** on the window's control strip

select the source space with the arrow tool

choose **Browse Links** from the **Storyspace** menu, or press **F2**

right-click the space

choose **Links** from the contextual menu

hold down the **Ctrl** key while you click the ⟷ navigate tool on the toolbar

This brings up the Links dialog:

**Then, in the Links dialog,**

select the desired link in the scrolling list

press **Follow link**

## OVERLAPPING TEXT LINKS

When you try to follow a link from a section of text that is the source of more than one text link, Storyspace will display a dialog listing all the links departing from that text.

In that dialog,

select the desired link in the scrolling list

press **Follow link**

## WHICH LINK WILL BE FOLLOWED?

When you follow a link from a space that is the source of many links, Storyspace must know which link to follow. Storyspace uses the same list of links that you see in the Links dialog to do this.

When you follow a link from a space—by clicking on text, or by clicking the navigate tool, for instance—Storyspace goes through this procedure:

**Was the click within a single text or graphic link?**

If so, then follow that link. If not . . .

**Was the click within overlapping text links?**

If so, then display a dialog allowing the choice of which link to follow. If not . . .

**Follow the first (uppermost) link**
**in the list of links . . .**

❚❚ that is not a text or graphic link;

❚❚ and that is not blocked by its guard field.

Inspecting the list of links in the Links dialog can tell you which link from a space will be followed. Re-arranging the order (priority) of links in the Links dialog can control which link from that space will be followed, under which circumstances.

**Note** that in some cases *no* link can be followed. For instance, if all of the links are text links, but there was no click within any of them; or if every link is blocked by its guard field. In that case, Storyspace will not follow any link.

*Guard Fields* *control when, or whether, a link can be followed. They are discussed in the chapter on* **Special Links***.*

## To change a link's priority

**In a text window,**

press the **Links** button  **Links $\rightarrow$**  on the window's control strip

**Or, in any view window,**

select the source space with the arrow tool

choose **Browse Links** from the **Storyspace** menu; or use another method of opening the Links dialog

This brings up the Links dialog.

**Then, in the Links dialog,**



Links from "A small room":

| Link Name | Destination | Guard Field |
|---|---|---|
| 1> | Pick up key | |
| 1 | Unlocked Door | "Pick up key" |
| > | Locked Door | |

[Promote] [Demote]

[Edit link...] [Delete link] [Follow link] [Done]

select the desired link in the scrolling list

press **Promote** to move the selected link one line up in the list

press **Demote** to move the selected link one line down in the list

when you are done changing link priorities . . .

press **Done** to dismiss the Links dialog

# Chapter 10

# SPECIAL LINKS

## GUARD FIELDS

A link with a *guard field* can be followed only under certain circumstances. For instance, only if a certain writing space has been visited; or only if certain text has been selected.

▌▌ A guard field could ensure that the link to a space describing a dangerous procedure could *only* be followed if the space describing safety precautions had already been visited.

▌▌ With a guard field, links from the title page of a work could go to the copyright information—but only the first time the link is followed. After that, the copyright information has been seen, so the reader can enter the work directly.

▌▌ Links with guard fields in a hypertext novel could ensure that readers don't encounter Peter and Donna's wedding until they have seen some writing spaces mentioning how Donna met Peter.

Guard fields can be very useful in creating hypertexts for wider audiences—works that you might distribute as stand-alone hypertexts, or to other Storyspace users.

*Ways to distribute your hypertext—even to readers who don't have Storyspace—are described in the chapter **Publishing a Hypertext.***

Every link has a:

*source* — where it comes from

*destination* — where it goes

*link name* — optional. Describes the link.

*guard field* — optional. Describes under what conditions that link may be followed.

Guard fields are not required, although every link may have one.

## WRITING GUARD FIELDS

A link's guard field determines when that link can be followed, according to a simple syntax.

| *notation* | *example* | *meaning* |
| --- | --- | --- |
| text in quotes | "safety precautions" | reader must already have visited the space with its name in quotes |
| text, no quotes | word | reader must have selected that text in the writing space |

| *notation* | *example* | *meaning* |
|---|---|---|
| ~ | ~"copyright page" | reader must *not* have fulfilled the following condition |
| & | "safety precautions" &"warning" | reader must have fulfilled *both* conditions |
| \| | "Their first date"\|"Peter steps on her foot"\|"Donna fires Peter's mom" | reader must have fulfilled *one (or more) of* the conditions |
| ?(*n*) | ?(5) | randomly allows the link to be followed, on average one in every *n* times |

Guard fields may be up to 195 characters in length. (Guard fields in Storyspace for Macintosh may be up to only 63 characters in length, so you may want to keep this in mind when creating hypertexts that will be used on the Macintosh platform.)

*Sharing hypertexts between Storyspace for Windows and Storyspace for Macintosh is described in the chapter **Working with Story-space for Macintosh***

## GUARD FIELD EXAMPLES

*"safety precautions"*
  Prevents this link from being followed unless the space
  "safety precautions" has already been visited.

*hypertext*
  Prevents this link from being followed unless the word
  *hypertext* is selected in the text of the space.

*hypertext|hypermedia*
  Prevents this link from being followed unless either the
  word *hypertext* or the word *hypermedia* is selected in the
  text of the space.

*~"copyright page"*
  Prevents this link from being followed unless the space
  "copyright page" has *not* yet been visited.

*"safety precautions"&"warning"*
  Prevents this link from being followed unless both the space
  "safety precautions" and the space "warning" have already
  been visited.

*"Their first date"|"Peter steps on her foot"|"Donna fires
Peter's mom"*
  Prevents this link from being followed unless at least one of

the spaces "Their first date", "Peter steps on her foot", or
"Donna fires Peter's mom", has already been visited.

### *?(10)*

Prevents this link from being followed roughly 9 out of
every 10 times, at random.

## To change a link's guard field

### First, open the Links dialog:

#### In a text window,

press the **Links** button  on the window's
control strip

#### Or, in any view window,

select the source space with the arrow tool

choose **Browse Links** from the **Storyspace** menu; or
use another method of opening the Links dialog

This brings up the Links dialog:

### Then, in the Links dialog,

select the desired link in the scrolling list

press **Edit Link** in the Links dialog

change the link's guard field in the dialog.

press **Okay** to dismiss the dialog

press **Done** to dismiss the Links dialog

## WHICH LINK WILL BE FOLLOWED?

Guard fields affect which link will be followed when you follow a link from a space that is the source of many links.

To determine which link should be followed, Storyspace uses the information you see in the Links dialog, including any guard fields associated with those links.

When you follow a link from a space—by clicking on text, or by clicking the navigate tool, for instance—Storyspace goes through this procedure:

**Was the click within a single text or graphic link?**

**Is that link permitted by its guard field?**

If so, then follow that link. If not . . .

**Was the click within overlapping text links?**

If so, then display a dialog allowing the choice of which link to follow. If not . . .

**Follow the first (uppermost) link in the list of links . . .**

⏸ that is not a text or graphic link;

⏸ and that is not blocked by its guard field.Inspecting the list of links in the Links dialog can tell you which link from a space will be followed, under which circumstances. Carefully writing guard fields, as well as re-arranging the order (priority) of links in the Links dialog, can control which link from that space will be followed, under which circumstances.

**Note** that in some cases *no* link can be followed. For instance, if all of the links are text links, but there was no click within any of them; or if every link is blocked by its guard field. In that case, Storyspace will not follow any link.

## TESTING GUARD FIELDS

If you have created some guard fields, you will probably want to test those links to make sure that the guard fields take readers along the links you intended.

❚❚ Clicking in various areas of a text window will show you what links are followed when the reader has or has not clicked in various text links; or has or has not selected various portions of text.

❚❚ Clicking the navigate tool, or pressing **Enter** (when the Edit Ruler is not pulled down in the text window) will show you what link is followed if the reader does not follow a text link.

❚❚ *Clearing the History list* (described below) and then visiting or not visiting various spaces, before testing your links, will show you what links will be followed if the reader has or has not visited various spaces before trying those links.

## To use the History list

The *History list* is a list of every space you have visited in reading (or working with) the hypertext. To open the history list:

### From anywhere,

choose **History...** from the **Navigate** menu, or press **F3**

### or, from a text window,

on the control strip, press the **History** button  **History**

The history dialog will list every space you have visited, in the order you visited them.

### To go to one of the spaces listed,

double-click its name in the scrolling list, or select its name and press **Visit**

The dialog will close.

If a view window was in front, the view in that window will now show the space you chose, and it will be the selected space. If a text window was in front, a new text window will open, showing the text of the space you selected.

**To clear the History list,**

press **Clear**

All the space names will be cleared from the History list—
as if you had just opened the hypertext, and not visited
any spaces yet.

The dialog will close.

**To rewind the History list,**

select a space in the scrolling list

press **Rewind**

All the space names *after* the space you selected will be
cleared from the History list—as if you had not visited
them.

The dialog will close.

If a view window was in front, the view in that window will
now show the space you chose, and it will be the
selected space. If a text window was in front, a new
text window will open, showing the text of the space
you selected.

## SPECIAL KEYWORDS

Several special keywords can change which writing space is the destination when a link is followed.

To assign one of these keywords to a writing space, follow the instructions in the chapter on *Keywords*.

### >next

When a link to a space with the **>next** keyword is followed, the link instead goes to the first *unvisited* space that is a child of the space with the keyword. If there is no unvisited child space, the link goes to the original destination (the space with the **>next** keyword).

For instance, if the writing space "Domestic" contains the spaces "Ford", "GM", and "Chrysler", and the space "Domestic" has been assigned the **>next** keyword, then: The first time that a link to "Domestic" is followed, the space "Ford" will open. The second time that a link to "Domestic" is followed, the space "GM" will open. The third time that a link to "Domestic" is followed, the space "Chrysler" will open. Any further times that a link is followed to "Domestic", the space "Domestic" will open.

*The other uses of keywords are described in the chapter on* **Keywords***.*

*A space's* **children** *are the spaces it contains. See the entry on* **hierarchy** *in the* **Glossary***.*

## >random

When a link to a space with the **>random** keyword is followed, the link instead goes to a random *unvisited* space that is a child of the space with the keyword. If there is no unvisited child space, the link goes to *any* space, at random, that is a child of the space with the keyword.

For instance, if the writing space "Domestic" contains the spaces "Ford", "GM", and "Chrysler", and the space "Domestic" has been assigned the **>random** keyword, then: When a link to "Domestic", is followed, one of "Ford", "GM", or "Chrysler", will open—chosen at random.

## >reset

When a link to a space with the **>reset** keyword is followed, the History list is cleared and then the link is followed.

The History list, clearing the History list, and its interaction with guard fields, are all described earlier in this chapter.

# THE
# NOTE TOOL

## THE NOTE TOOL

The *note tool* provides a quick way to annotate a selected word or phrase. In one click, it:

▌▌ creates a new writing space;

▌▌ creates a text link from the selected text to the new writing space;

▌▌ creates a link from the new writing space back to the selected text.

The selected text becomes the name of the new writing space.

## To create a note

**In a text window,**

make sure the Edit Ruler is down

select the text to annotate

click the note tool on the toolbar

Storyspace will create a new writing space
named after the selected text, and open a
text window for you to write in that new
writing space.

*The **Edit Ruler** contains
the controls for text
appearance. It must be
pulled down for you to
edit text, or to select
text for linking. The
chapter on **Text**
describes pulling the
Edit Ruler down, and
putting it away.*

There will also be a new text link from the selected text to the new writing space, and a new link from the new writing space back to the selected text.

**Note** that this new writing space is like any other writing space. You can write in it, add images, and add more links as you choose. You can close its text window, and the text window you came from will still be open.

Creating writing spaces and links with the note tool can be handy for adding definitions, explanations, footnotes, or other quick annotations. You can easily follow the text link from the annotated text to the note, and easily follow the link from the note back to the annotated text.

*Following links and text links is described in the chapter **Following Links.***

## LOCATING YOUR NOTES

When you create a new writing space using the note tool, Storyspace first creates a new writing space named "Notes" that is a sibling of the space you are annotating. Storyspace then names your new writing space after the annotated text, and ***puts it within "Notes".***

If there is already a writing space named "Notes" that is a sibling of the space you are annotating, Storyspace puts your new writing space within this "Notes" space.

***Siblings** are writing spaces that are contained within the same writing space. See the **Glossary** entry on **hierarchy**.*

If you annotate spaces in different parts of your Storyspace document, you may end up with several different spaces named "Notes", each containing the note spaces for that area of the document.

These "Notes" spaces, and the spaces they contain, are writing spaces like any others. You can write in them, move them around, rename them, or delete them if desired.

(If you rename "Notes", and later use the note tool again in that area of the hypertext, Storyspace will create a new space named "Notes" to contain the new notes.)

To locate the spaces you have created with the note tool, you can always use **Locate writing space...** from the **Navigate** menu, and look for spaces named after the text you selected, or spaces named "Notes".

*Locate writing space... is described in the chapter on **Writing Spaces***

# Chapter 12

# KEYWORDS

# KEYWORDS

Keywords are tags you can attach to writing spaces. Keywords can help you to find writing spaces, and can help indicate the type, purpose, or contents of a writing space.

Any writing space can have many keywords, one keyword, or no keywords assigned to it. The same keyword can be assigned to many different spaces.

A keyword can be a word or phrase, and you create whatever keywords you want.

## To open the Keywords dialog

The keywords dialog shows you what keywords are associated with the selected writing space, and what keywords are used in the document. It allows you to create new keywords, and assign keywords to a writing space.

### From anywhere,

choose **Keywords...** from the **Storyspace** menu
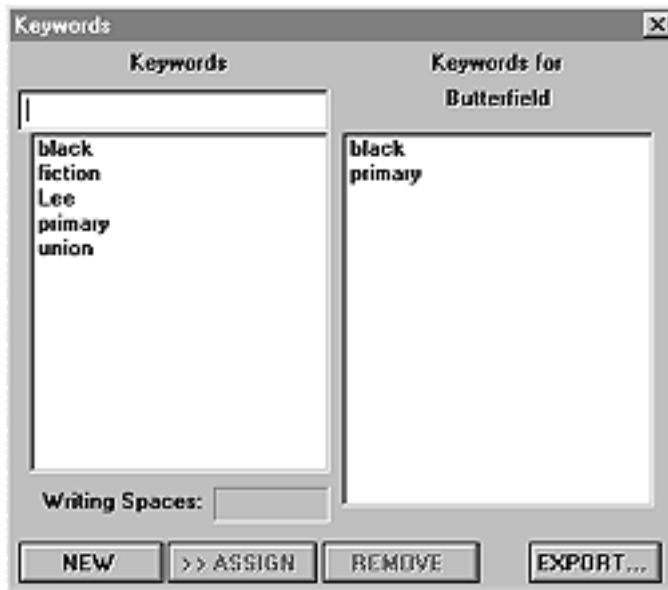
*the Keywords dialog*

❚❚ The list at left shows all the keywords used in the hyper-text.

❚❚ The list at right shows the keywords assigned to the current writing space.

❚❚ The **Writing Spaces** field shows how many writing spaces the selected keyword is assigned to.

**▌▌** Press **Export** to create a text file listing all of the keywords used in the hypertext. (Each line in the file will consist of one keyword, a tab, and then the number of writing spaces that keyword is assigned to.)

To dismiss the Keywords dialog, use its close box.

## To assign an existing keyword

**From anywhere,**

choose **Keywords...** from the **Storyspace** menu

in the Keywords dialog, choose the desired keyword from the list at the left

press **Assign** to assign that keyword to the current writing space

when you are done editing keywords, dismiss the Keywords dialog by using its close box

## To create and assign a new keyword

**From anywhere,**

choose **Keywords...** from the **Storyspace** menu

type the new keyword into the field at the top left of the

Keywords dialog

press **New** to assign that new keyword to the current
writing space

when you are done editing keywords, dismiss the
Keywords dialog by using its close box

**Note** that a "keyword" can be a phrase of several words.

## To delete a keyword

**From anywhere,**

choose **Keywords…** from the **Storyspace** menu

in the Keywords dialog, choose the desired keyword from
the list at the right

press **Remove** to remove that keyword from the list of
those assigned to the current writing space

when you are done editing keywords, dismiss the
Keywords dialog by using its close box

**Note** that when a keyword is no longer assigned to any
writing spaces, it is eliminated from the list of keywords at the
left of the Keywords dialog.

## COLORS AND KEYWORDS

When you assign a color to a writing space (by using the color tool on the toolbar, or by using the **Color** submenu of the **View** menu) you also assign the name of that color to that space as a keyword. For instance, all writing spaces that have been colored green in view windows have the keyword "green".

■■ If you remove this color keyword from a writing space, it will also lose its color.

■■ If you assign a color keyword to a writing space, it will become that color.

■■ If a writing space is assigned several color keywords, it will take the color of the first such keyword listed.

*A writing space's **color** determines what color it will be in chart and outline windows, and what color its title bar and border will be in Storyspace map and treemap windows. Changing a space's color is described in the chapter on **Writing Spaces**.*

## To find a writing space using keywords

### From anywhere,

choose **Find text…** from the **Navigate** menu
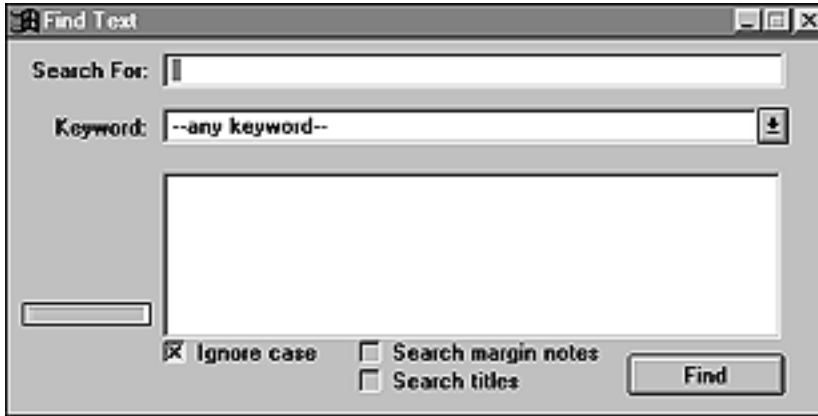
*Using the Find text dialog to search for text in writing spaces is described in the chapter on **Text**.*



### In the Find text dialog,

in the "Keyword:" field of the dialog, choose the keyword whose spaces you want to find, from the choice list of keywords

press **Find**

The bottom area of the dialog will then list all the writing spaces that are assigned that keyword

**then**

to go to one of the listed spaces, double-click its name in the list.

If a view window was in front when you chose **Find text,** the view in that window will now show the space you chose, and it will be the selected space.

If a text window was in front when you chose **Find text,** a new text window will open, showing the text of the space you chose.

To dismiss the dialog, use its close box.

**or**

To dismiss the dialog without visiting a space, use its close box.

**or**

To change your search, choose a different keyword in the "Keywords" field, then press **Find** again.

# SPECIAL KEYWORDS

Several keywords have special effects on the behavior of the hypertext when they are assigned to writing spaces.

## Transition effects keywords

If the name of a transition effect is assigned as a keyword to a space, that transition effect will be used whenever a new text window opens for that space. The transition effects available are:

*You can choose a transition effect to use when a new text window is opened on any space. See the chapter on* **Document Options***.*

**wipe_left**         **slide_left**
**wipe_right**       **slide_right**
**wipe_top**         **slide_top**
**wipe_bottom**   **slide_bottom**
**dissolve**

## The sound keyword

The chapter on *Sound* describes using a special keyword to assign a sound to play whenever a new text window opens for that space.

## Keywords affecting links

The special keywords **>next >random** and **>reset** affect what space is opened when a link to their space is followed. These keywords are described in the chapter on *Special Links*.

# Chapter 13

# BOOKMARKS & MARGIN NOTES

# BOOKMARKS & MARGIN NOTES

Bookmarks let you mark spaces of interest so you can go to them quickly. Margin notes let you comment on writing spaces. Both of these let you customize a Storyspace hypertext *without modifying the hypertext*. Adding bookmarks and margin notes to a hypertext is more like adding yellow sticky notes to a book than like stapling in new pages, or even like writing in the margins.

**Note** that your bookmarks and margin notes are stored in a file, called a Reading file, which is separate from the hypertext file. (This is described below, in *Saving bookmarks and margin notes.*)

## To create a bookmark

### In a text window,

> choose **Mark this space** from the **Bookmark** menu

### or

> press the Bookmark button  on the window's control strip.

In a bookmarked text window, the Bookmark button looks like this: 

## To go to a bookmarked space

### From anywhere,

choose the desired space name from the **Bookmark** menu

A text window will open for that writing space.

## To remove a bookmark

### In a text window,

choose **Unmark this space** from the **Bookmark** menu

### or

press the Bookmark button  on the window's control strip.

## To create a margin note

### In a text window,

choose **Margin note...** from the **Text** menu

   press the Margin Note button 🗐 on the window's
      control strip.

type the text of your note in the Margin Note dialog

press **OK** to close the margin note.

In the text window of a space that has a margin note, the Margin Note button changes to show writing in the margin: 📝

**Note** that margin notes are very different from notes you create with the note tool (described in the *Note Tool* chapter). The note tool modifies the hypertext by adding a writing space and creating two links. Margin notes do not add any writing spaces or links.

## To delete a margin note

**In a text window,**

   choose **Margin note...** from the **Text** menu

   press the Margin Note button 📝 on the window's
      control strip.

delete all of the text in the Margin Note dialog

press **OK** to close the margin note.

# SAVING BOOKMARKS AND MARGIN NOTES

The bookmarks and margin notes you add are not stored in the same file as the hypertext document itself. This means that if you close the document without saving your bookmarks and margin notes, they won't be there the next time you open that hypertext.

Bookmarks and margin notes are saved in a *reading file*—a file with the extension .RDG

**To save a reading file**

**From anywhere,**

choose **Save this reading...** from the **File** menu

In the standard Windows file dialog, choose a directory to save your reading file in, and type a name for the file

press **OK**

**From anywhere,**

choose **Open a saved reading...** from the **File** menu

Use the standard Windows file dialog to find the
reading file you want to open, and select its name

press **OK**

If someone opens the same Storyspace document that you
were working on, but they don't open the reading file you
created, they won't see the bookmarks and margin notes that
you added.

If you want a collaborator to see your margin notes and book-
marks, you can give them your reading file. Or, many readers
can each can each create their own reading files for the
hypertext, containing their own bookmarks and margin notes.

## READING (RDG) FILES

Reading files (files named with a .RDG extension, such as
MY_FILE.RDG) contain more than the bookmarks and margin
notes that were present when they were saved. Reading files
also record what writing space was being read at the time
they were saved, and which spaces had been visited, and in

what order. (That is, they save the *history list,* which is described in the chapter on *Special Links*.)

When you open a reading file, the bookmarks and margin notes in that file will be restored, as well as your place in the document when you saved the reading.

A reading file, obviously, only makes sense when opened with the Storyspace document to which it refers. Storyspace will not permit you to open a reading file created from one hypertext while you are working on a different hypertext.

# THE TOOLBAR

# THE TOOLBAR

*Arrow tool*—use this to select, drag, and rearrange writing spaces in view windows. Cursor is the hand cursor 🖑 when not over a writing space.

*Writing space tool*—select this tool, then click in a view window to create a new writing space.

*Note tool*—click here to create a new writing space linked to the selected text.

*Navigate tool*—click here to follow a link.

*Color tool*—a popup menu of colors. In a view window, use this to change the color of the selected space. In a text window, use this to change the color of the selected text.

*Link tool*—to create a link, select the source, then click here, then click on the destination.

*Tunnel*—click here after starting a link, to hold the link until you have brought the destination into view.

## To show the toolbar

**From anywhere,**

> choose **Show Toolbar** from the **Windows** menu, or press
> **Ctrl-T**

You can move the toolbar wherever on the screen is convenient.

## To hide the toolbar

**From anywhere,**

> choose **Hide Toolbar** from the **Windows** menu, or
> press
> **Ctrl-T**

**or**

> use the toolbar's close box

# Chapter 15

# WINDOWS

## TYPES OF WINDOWS

All of the work you do in Storyspace takes place in two types of windows:

▌▌ view windows; and

▌▌ text windows

A *view window* depicts some, or all, of the writing spaces in the hypertext; some of the hypertext's hierarchical structure; and possibly some of its links.

A *text window* shows the text (and images) contained within one writing space.

## VIEW WINDOWS

A *view window* depicts some, or all, of the writing spaces in the hypertext; some of the hypertext's hierarchical structure; and possibly some of its links.

There are four types of views:

▌▌ charts;

▌▌ outlines;

▌▌ treemaps; and

▌▌ Storyspace maps.

*Storyspace map view window*
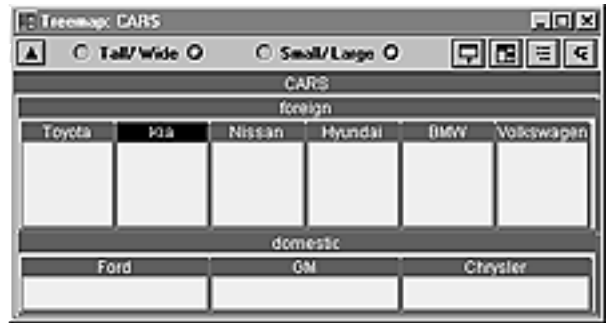


*treemap view window*
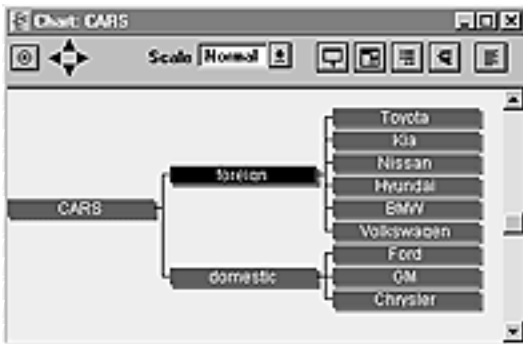


*chart view window*



*outline view window*

You may keep many view windows open while working in Storyspace, of whatever types.

(Having several view windows open can be very helpful while working with a hypertext. A chart window might, for instance, show you the entire structure of your work, while a Storyspace map window lets you work with the details of one section. Or, if you are creating many links between two parts of your hypertext, you could have a view window open on each area.)

To open a new view window choose **New . . . view** from the **Windows** menu, or press the appropriate button on a text or view window's control strip:

 *new chart window*

 *new outline window*

 *new treemap window*

 *new Storyspace map window*

If you open a new view window when a text window is in front, the new view window will show the portion of the document's hierarchy that includes that space.

If you open a new view window when another view window is in front, the new view window will show the portion of the document's hierarchy that includes the selected space.

## TYPES OF VIEW WINDOWS

*Each type of view window is described in detail in a following chapter.*

**A chart view** shows the hierarchical structure of the hypertext very clearly, as a tree chart. A chart is also handy for seeing many writing spaces in one window. It is easy to re-structure the hierarchy of the document in a chart window, by dragging parts of the hierarchy to other parts of the hierarchy. A chart view does not show any of the links in the document.

**An outline view** shows the hierarchical structure of the hyper-text very clearly, as an indented outline. An outline is also handy for seeing many writing spaces in one window. It is easy to re-structure the hierarchy of the document in an outline window, by dragging parts of the hierarchy to other parts of the hierarchy. An outline view does not show any of the links in the document.

**A treemap view** shows the hierarchical structure of the hypertext as boxes within boxes, taking up the entire window. You can re-structure the hierarchy of the document in a treemap window by dragging the box representing a writing space (and the boxes it contains) into another box in the

window. A treemap view does not show any of the links in the document.

**A Storyspace map view** shows writing spaces as rectangular boxes. You can move these boxes around in the map however you like. A Storyspace map view shows one level of the document's hierarchy, by showing the children of a writing space as contained within its box. You can re-structure the hierarchy of the document in a Storyspace map window by dragging the box representing a writing space (and the boxes it contains) into another box in the window.

A Storyspace map view also shows many of the links between writing spaces. If both the source and destination of the link are in the map, the link is drawn as a curving arrow between the boxes, with the link name at the midpoint of the arrow. If the source or the destination of the link is outside the map, the link is drawn as a short arrow departing from or arriving at a box.

## TEXT WINDOWS

A *text window* shows the text (and graphics) contained within one writing space.
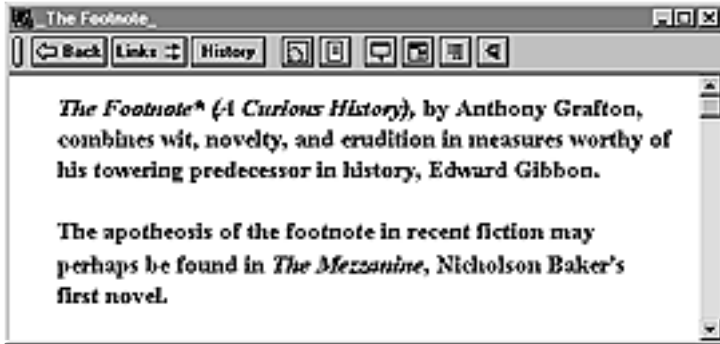


*text window*

## HOW MANY OPEN WINDOWS?

You may open many view and text windows while working in Storyspace. The only limit on how many windows you can have open at one time is the availability of "resources" from the Windows operating system. These resources are consumed by open windows in Storyspace, in Windows itself, and in any other open application.

▌▌ If resources are low and you attempt to open a new view

window, Storyspace will not open the window.

■■ If resources are low and you attempt to open a new text window, Storyspace will first close the rearmost text window in an attempt to make more resources available. If this is not sufficient, Storyspace will not open the window.

Under most circumstances, you will be able to open as many windows as you want.

# Chapter 16

# TEXT WINDOWS

## TEXT WINDOWS

A *text window* shows the text (and graphics) contained within one writing space.



When the Edit Ruler is pulled down in a text window, you can edit the text in the window:
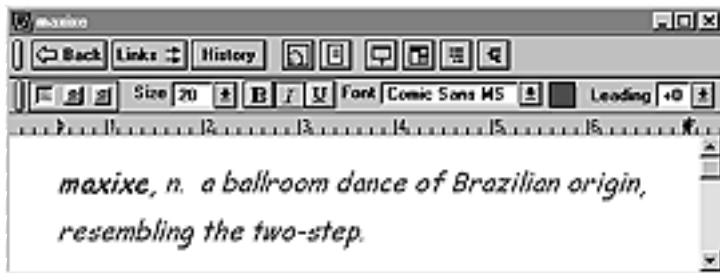


*Using the **Edit Ruler** is described in the chapter on **Text**.*

A text window also looks a little different when the Path Browser is open:
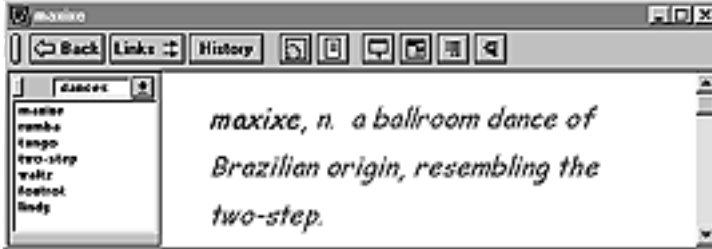


*The **Path Browser** is described in the chapter on **Viewing and Changing Links**.*

Also, you can hide a text window's control strip. This makes some controls less convenient, but allows a little more space for text, and presents a more streamlined appearance:
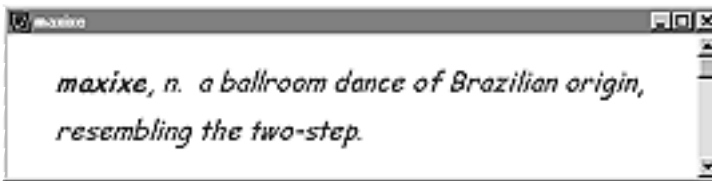


You may have many different text windows open while working in Storyspace.

Like other windows, you can move text windows, and you can resize a text window by dragging any of its edges.

To close any text window, use its close box, or press **Ctrl-F4**.

## OPENING A TEXT WINDOW

To open a new text window, select the desired space with the arrow tool in any view window. Then choose **Text space...** from the **Windows** menu; or press **F12**; or press the text space button $\equiv$ on the view window's control strip.

In a Storyspace map or treemap window, double-click the space's title bar with the arrow tool.

The Footnote

In a chart or outline window, double-click the space with the arrow tool.

foreign

# THE CONTROL STRIP

The control strip in a text window offers controls for reading, navigating, and annotating the hypertext.



1  **put away** the control strip

2  **Back** button: return to the last space visited

3  **Links** button: open the Links dialog, to see (and edit) all the links departing from this space

4  **History** button: open the History dialog, to see a list of all spaces visited

5  **Bookmark** button: mark this space with a bookmark

6  **Margin note** button: edit this space's margin note

7  new **Storyspace map** window

8  new **treemap** window

9  new **outline** window

10 new **chart** window

*The **Back** button and the **Links** button are discussed in the chapter on **Following Links**. The **History** list is discussed in the chapter on **Special Links**. The **Bookmark** and **Margin note** buttons are discussed in the chapter on **Bookmarks & Margin Notes**.*

The control strip can be shown or hidden in any text window. New text windows open with the control strip showing, but you

can choose to have text windows open by default without the control strip. All of the functions of the control strip are available through menu choices, so you can hide the control strip if you want the extra bit of screen space for text. Or you may want to present a simpler interface, particularly in a hypertext you will distribute to others.

## To show a text window's control strip

choose **Show control strip** from the **Text** menu

**or**

type **Ctrl-L**

## To hide a text window's control strip

choose **Hide control strip** from the **Text** menu

**or**

type **Ctrl-L**

**or**

press the narrow vertical button ⎮ at the extreme left of the control strip

# To hide text window control strips by default

### From anywhere,

choose **Document options…** from the **File** menu

#### in the Document Options dialog,

in the Document Behavior section of the dialog (left side), turn off the Open text windows with . . . **control strip** check box

press **OK** to dismiss the Document Options dialog

The setting you choose for **Open text windows with . . . control strip** will apply to text windows for new writing spaces you create, and all other text windows in which you have not specifically shown or hidden the control strip.

*Other document options are described in the chapter on **Document Options**.*

## THE EDIT RULER

The Edit Ruler is visible in a text window when you can edit the text in that window. It contains the controls related to changing the appearance of text. If you click on the text when the Edit Ruler is not visible, Storyspace does not edit the text—it attempts to follow a link in the text.

*Using the Edit Ruler to edit text is discussed in the chapter on **Text**.*

*Edit Ruler* {

**To pull down the Edit Ruler in a text window,**

> click near the top of the window, while the cursor ⇩ is
> a down-arrow

**or**

> choose **Edit** from the **Text** menu

**or**

> type **Ctrl-E**

**To put away the Edit Ruler in a text window,**

> choose **Read** from the **Text** menu

**or**

> type **Ctrl-E**

**or**

> press the narrow vertical button ▯ at the extreme left
> of the Edit Ruler

## BEHAVIOR WITHOUT THE EDIT RULER

When the Edit Ruler is not visible in a text window, several keyboard and mouse shortcuts are active to facilitate reading and moving around in the hypertext:

❚❚ **click** in a text or graphic link to follow that link.

❚❚ **click** anywhere not in a link to follow the default link.

❚❚ press the **Enter** key to follow the default link.

❚❚ press the **Home** key to go to the cover page of the hypertext.

❚❚ press the **backspace** key to follow the last link backward—like pressing the **Back** button, or clicking the navigate tool while holding down the shift key.

❚❚ press the **spacebar** to scroll down one screen in text that is longer than the window. If you are already scrolled to the bottom of the window, pressing the spacebar will scroll back to the top.

❚❚ press the **Page Down** key to scroll down one screen in text that is longer than the window. If you are already scrolled to the bottom of the window, pressing Page Down will scroll back to the top.

*Default links* *are mentioned in the* ***Glossary***.

*The* ***cover page*** *is mentioned in the* ***Glossary***, *and in the "Publishing Suggestions" section of the chapter on* ***Publishing a Hypertext***.

■ press the **Page Up** key to scroll up one screen in text that is longer than the window.

# STORYSPACE MAP VIEWS

# STORYSPACE MAP VIEWS

A Storyspace map view shows writing spaces as rectangular boxes which you can arrange as you like. You can use this flexibility to create maps whose neighborhoods and shapes convey information about the hypertext. (Or, you can keep all of the boxes in a neat rectangular grid.)

A Storyspace map view shows one level of the document's hierarchy, by showing the children of a writing space as contained within its box. You can re-structure the hierarchy by dragging the box representing a writing space into another box in the window.

The dotted rectangle in a Storyspace map shows which part of the map will be visible, at a tiny scale, within the enclosing writing space in a Storyspace map one level out.

Like other windows, you can move Storyspace map windows, and you can resize a Storyspace map window by dragging any of its edges.

You can open many Storyspace map windows, showing the same or different parts of the Storyspace document.

To close any Storyspace map window, use its close box, or press **Ctrl-F4**.
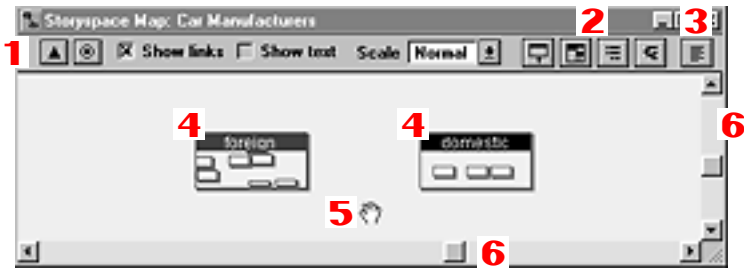
1 **control strip**. Many controls described in detail in this chapter.

2 buttons for opening a new **Storyspace map** window, new **treemap** window, new **outline** window, and new **chart window**.

3 button for opening a **new text window** for the selected space.

4 **writing space**, containing other writing spaces.

5 **hand cursor**—click and drag to scroll view in window

6 **scroll bars**—use to scroll view in window

## OPENING A STORYSPACE MAP WINDOW

To open a new Storyspace map window, choose **New Map view** from the **Windows** menu, or press the Storyspace map button on a text or view window's control strip. This will open

a new Storyspace map window, showing the selected writing space (and its surroundings).

## MOVING AROUND

▌▌ To move different parts of a Storyspace map in and out of view in the window, it is usually easiest to use the hand: when the arrow tool ⬚ is not over a writing space, it is a hand ✋. Click with the hand and drag ✋ the view to change its position in the window.

▌▌ You can also use the horizontal and vertical scroll bars to move around in a Storyspace map window.

▌▌ Right-click in any part of a Storyspace map that is not over a writing space for a contextual menu of the spaces in that map. Choose a writing space from the menu, and the map will move to center that space in the window.

```
BMW
Honda
Hyundai
Kia       ⬚
Mazda
Nissan
Saab
Toyota
Volkswagen
Volvo
```

## CHANGING SCALE

Choose the scale at which you view a Storyspace map with the **Scale** pull-down menu, at the center of a Storyspace map window's control strip. At large scales (200%, 400%), you can see a small area of the map in detail. At small scales (12.5%, 25%) you can see a large portion of the map, but without much detail.
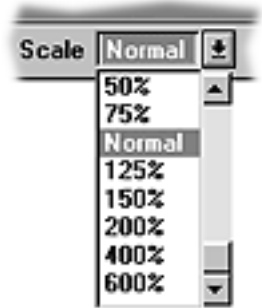




*Storyspace map view of "foreign" at Normal scale*
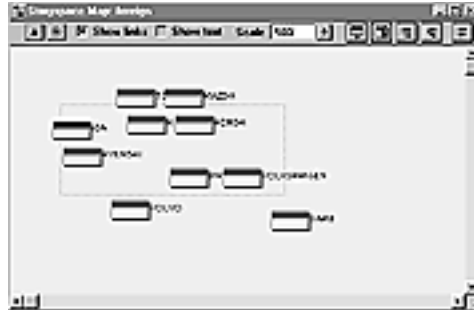


*Storyspace map view of "foreign" at 50% scale*

New Storyspace map windows open at Normal (100%) scale.

## THE LOCATE BUTTON



Press the locate button, near the left of a Storyspace map window's control strip, to move the view around so that the selected space is at the center of the window.

If no space in the view is selected, pressing the locate button will move the map so that the first (top-left) space in the view is in the center of the window.

## ARRANGING SPACES

To move a space within a Storyspace map, click on the space with the arrow tool and drag it to another part of the map.



If you move a space to the very edge of the map, Storyspace creates "more map". This makes sure that a space is never hanging off the edge—you can always move the map far enough to see all of every space.

Choose **Clean Up** from the **View** menu to arrange all the spaces in the view into a regular rectangular grid. Take care— if you have worked hard to craft a meaningful map, this command will undo your work.

Drag a space inside another space to make it a child of that space in the hierarchy.

A careful hand on the mouse can drag a tiny space out of its parent in the map.

## DOUBLE-CLICKING INSIDE A SPACE

To see what spaces are within a space on the map, double-click within that space. This changes the map to show what spaces are inside that space.

If you double-click in a space that contains no other spaces (that is, one that has no children), then the new Storyspace map window will show an empty map.

If you double-click in a space and the new Storyspace map looks blank—but you know that it contains spaces—it could be that all the spaces are out of view. Try moving around with the hand or the scroll bars, or press the locate button. Or, right-click in the map for a contextual menu of space names.

## THE UP-TRIANGLE

If you press the up-triangle, near the left of a Storyspace map window's control strip, the view will "zoom out" to show a map of one level up in the hierarchy.

For instance: if the Storyspace map window shows the
contents of "Domestic" (the spaces "Ford", "GM", and
"Chrysler")



then pressing the up-triangle will change the view to show
"Domestic" itself (and its neighbors):



If the Storyspace map window is showing a map of the
topmost level of the hierarchy, then pressing the up-triangle
will have no effect.

## DOUBLE-CLICKING A SPACE'S TITLE BAR

Double click a space's title bar in a Storyspace map to open a new text window for that space.



If a text window for that space is already open, this will bring that window to the front.

## SHOW LINKS



When **Show links** is checked in a Storyspace map window's control strip, links between spaces on the map are shown as curving arrows between those spaces. If a link is named, the name is shown at the midpoint of the arrow.
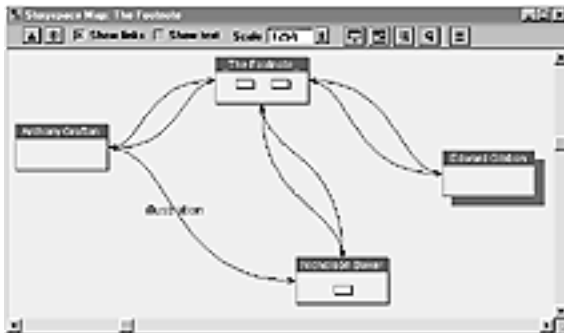


Links that start at spaces not shown in the map are shown as arrowheads arriving at their destination space in the map.

Links that end at spaces not shown in the map are shown as arrowheads departing from their starting space in the map.

Links that neither start nor end at spaces shown in the map are not shown in the map.

New Storyspace map windows usually open with **Show links** turned on. If a map contains more than 75 links, a new window showing that view will open with **Show links** turned off.

## SHOW TEXT

☒ Show text

When **Show text** is checked in a Storyspace map window's control strip, each space displays the beginning of the text it contains below its title bar.



New Storyspace map windows open with **Show text** turned off.

## CHANGING A MAP'S COLORS

You can change the colors that Storyspace uses to draw writing spaces, links, the map background, and other elements of Storyspace maps. To change these colors:

**From anywhere,**

choose **Document options...** from the **File** menu

**in the Document Options dialog,**

press **Colors...**

**in the Colors dialog,**

press the button of any map element whose color you want to change

in the Color dialog, choose a new color and press **OK**

when you are done changing colors, press **OK** to dismiss the Colors dialog

press **OK** to dismiss the Document Options dialog

**Note** that the colors you choose apply to all view windows—Storyspace maps, treemaps, charts, and outlines.

The chapter on *Writing Spaces* describes how to change the

*Other document options are described in the chapter on **Document Options**.*

color of a particular writing space.

## PRINTING A STORYSPACE MAP

To print a Storyspace map, first adjust the scale and map options as desired. Then,

> choose **Print Setup...** from the **File** menu to set up your printer

> choose **Print...** from the **File** menu

To print the view, Storyspace may reduce the scale to fit the view on the page. To print a very large view, Storyspace may crop some of the image, as it will not reduce the scale so far that items become invisible.

# TREEMAP VIEWS

# TREEMAP VIEWS

A treemap view shows the hierarchical structure of the hypertext as boxes within boxes, taking up the entire window. Treemaps use space very efficiently, so you can see many spaces at once. You can re-structure the hierarchy of the document in a treemap window by dragging the box representing a writing space (and the boxes it contains) into another box in the window. A treemap view does not show any of the links in the document.
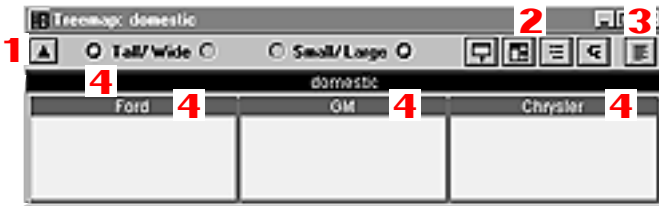


1. **control strip**. Many controls described in detail in this chapter.
2. buttons for opening a new **Storyspace map** window, new **treemap** window, new **outline** window, and new **chart window**.
3. button for opening a **new text window** for the selected space.
4. **title bar** of writing space. Double-click to open a text window on that space.

Like other windows, you can move treemap windows, and you can resize a treemap window by dragging any of its edges.

You can open many treemap windows, showing the same or different parts of the Storyspace document.

To close any treemap window, use its close box, or press **Ctrl-F4**.

## OPENING A TREEMAP WINDOW

To open a new treemap window, choose **New Treemap view** from the **Windows** menu, or press the Treemap button on on a text or view window's control strip. This will open a new treemap window, showing the selected writing space (and its surroundings).

## SMALL/LARGE

The **Small** and **Large** radio buttons control the size of writing spaces' title bars in that Treemap window.

## TALL/WIDE

If the **Tall** radio button is selected, in a Treemap window's control strip, the Treemap shows the spaces within a space as vertical columns, like this:



If the **Wide** radio button is selected, the Treemap shows the spaces within a space as stacked horizontal boxes, like this:

## ARRANGING SPACES

In a treemap window, drag a space inside another space to make it a child of that space in the hierarchy.

If the space you are dragging into is mostly covered up (because it has children), you can drop the space you are dragging onto the target space's title bar.

You can drag spaces into and out of each other in a treemap window, to completely re-arrange the hierarchy.

## DOUBLE-CLICKING INSIDE A SPACE

Double-click within a space to focus the treemap, showing only the spaces that are inside that space.

If you double-click in a space that contains no other spaces, then the treemap window will show a large empty rectangle.

## THE UP-TRIANGLE

If you press the up-triangle, at the left of a treemap window's control strip, the view will "zoom out" to show a map one level up in the hierarchy.

For instance: if the treemap window shows the contents of "Domestic" (the spaces "Ford", "GM", and "Chrysler")

then pressing the up-triangle will change the view to show
"Domestic" itself (and its neighbors):



If the treemap window is showing a map of the topmost level
of the hierarchy—that is, the entire document—then pressing
the up-triangle will do nothing.

## DOUBLE-CLICKING A SPACE'S TITLE BAR

Double click a space's title bar in a treemap to
open a new text window for that space.



If a text window for that space is already open, this will bring
that window to the front.

## CHANGING A TREEMAP'S COLORS

The colors you set for various elements in views—writing spaces, the view background, and so on—apply to all types of views: Storyspace maps, treemaps, charts, and outlines. See the description in the chapter on *Storyspace map views* for how to change these colors.

The chapter on *Writing Spaces* describes how to change the color of a particular writing space.

## PRINTING A TREEMAP

To print a treemap, first adjust the view options as desired. Then,

> choose **Print Setup...** from the **File** menu to set up your printer

> choose **Print...** from the **File** menu

# CHART VIEWS

## CHART VIEWS

A chart view shows the hierarchical structure of the hypertext as a tree chart. The "root" of the tree is at the left of the window, and the branches extend towards the right.

A chart is handy for seeing many writing spaces in one window, and a chart view makes it easy to re-structure the hierarchy of the document by dragging parts of the hierarchy to other parts of the hierarchy. A chart view does not show any of the links in the document.

Like other windows, you can move chart windows, and you can resize a chart window by dragging any of its edges.

You can open many chart windows, showing the same or different parts of the Storyspace document.

To close any chart window, use its close box, or press **Ctrl-F4**.
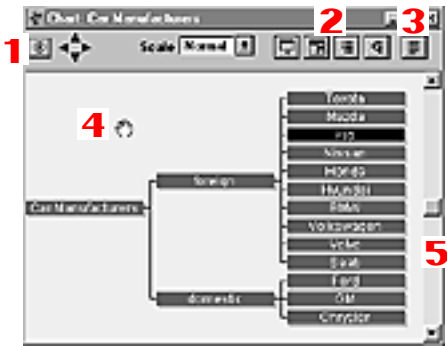
1. **control strip**. Many controls described in detail in this chapter.

2. buttons for opening a new **Storyspace map** window, new **treemap** window, new **outline** window, and new **chart window**.

3. button for opening a **new text window** for the selected space.

4. **hand cursor**—click and drag to scroll view in window.

5. **scroll bars**—use to scroll view in window.

## OPENING A CHART WINDOW

To open a new chart window, choose **New Chart view** from the **Windows** menu, or press the Chart button on a text or

view window's control strip. This will open a new chart window, showing the selected writing space (and its surroundings).

## MOVING AROUND

▌▌ To move different parts of a chart in and out of view in the window, it is usually easiest to use the hand: when the arrow tool ⇘ is not over a writing space, it is a hand ⤚. Click with the hand and drag ⤚ the view to change its position in the window.

▌▌ You can also use the horizontal and vertical scroll bars to move around in a chart window.

## CHANGING SCALE

Choose the scale at which you view a chart with the **Scale** pull-down menu, at the center of a chart window's control strip. At the **Large** scale, you can see a small area of the chart in detail. At **Small** and **Tiny** scales, you can see a large portion of the chart, but without much detail.

New chart windows open at **Normal** scale.



*chart at Large scale*



*chart at Small scale*

## ARRANGING SPACES

You can drag spaces in a chart window to rearrange the document's hierarchy.

With the arrow tool, drag a space:

▮▮ Drop the space while it is over the right third of another space—while the cursor is a right-pointing triangle ▷—to make the space you are dragging a child of the space you drop it on.



▮▮ Drop the space while it is over the middle of another space—while the cursor is an up- △ or down-pointing ▽ triangle—to make the space you are dragging a sibling of the space you drop it on.



(If you let go anywhere else in the chart window, the space you dragged will snap back to its starting location.)

*A space's **children** are the spaces within it. **Siblings** are spaces that are within the same space. See the entry on **hierarchy** in the **Glossary**.*

## THE COMPASS

The compass, near the left of a chart window's control strip, changes which space is selected in the chart window.

▌▌ press the **up-arrow** to change the selection to the space above the selected space in the chart window.

▌▌ press the **down-arrow** to change the selection to the space below the selected space in the chart window.

▌▌ press the **right-arrow** to change the selection to the space to the right of the selected space in the chart window—the first child of the selected space.

▌▌ press the **left-arrow** to change the selection to the space to the left of the selected space in the chart window—the parent of the selected space.

   The chart view will show more of the document if necessary to show the selection after the left-arrow has been pressed.

If there is no space in the chosen direction, pressing that arrow will do nothing.

You can use the arrow keys on the keyboard instead of clicking on the compass arrows.

## THE LOCATE BUTTON

Press the locate button, at the left of a chart window's control strip, to move the view around so that the selected space is visible in the window.

## DOUBLE-CLICKING A SPACE

Double click a space in a chart to open a new text window for that space.

If a text window for that space is already open, this will bring that window to the front.

## CHANGING A CHART'S COLORS

The colors you set for various elements in views—writing spaces, the view background, and so on—apply to all types of views: Storyspace maps, treemaps, charts, and outlines. See the description in the chapter on *Storyspace map views* for how to change these colors.

The chapter on *Writing Spaces* describes how to change the color of a particular writing space.

## PRINTING A CHART

To print a chart, first adjust the view options as desired. Then,

   choose **Print Setup...** from the **File** menu to set up your
      printer

   choose **Print...** from the **File** menu

To print the view, Storyspace may reduce the scale to fit the
view on the page. To print a very large view, Storyspace may
crop some of the image, as it will not reduce the scale so far
that items become invisible.

# Chapter 20

# OUTLINE VIEWS

## OUTLINE VIEWS

An outline view shows the hierarchical structure of the hyper-text as an indented outline.

An outline is handy for seeing many writing spaces in one window, and an outline view makes it easy to re-structure the hierarchy of the document by dragging parts of the hierarchy to other parts of the hierarchy. An outline view does not show any of the links in the document.

Like other windows, you can move outline windows, and you can resize an outline window by dragging any of its edges.

You can have many outline windows open at once, showing the same or different parts of the Storyspace document.

To close any outline window, use its close box, or press **Ctrl-F4**.
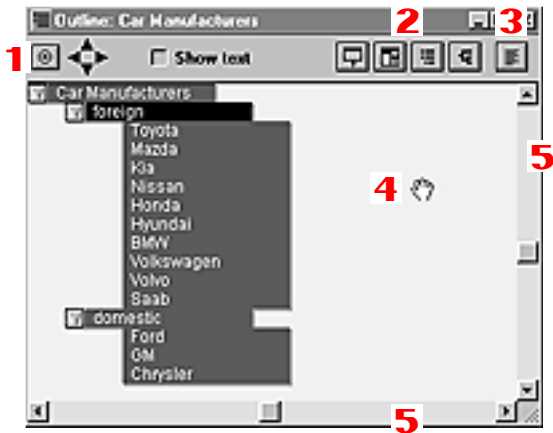
**1** **control strip**. Many controls described in detail in this chapter.

**2** buttons for opening a new **Storyspace map** window, new **treemap** window, new **outline** window, and new **chart window**.

**3** button for opening a **new text window** for the selected space.

**4** **hand cursor**—click and drag to scroll view in window.

**5** **scroll bars**—use to scroll view in window.

## OPENING AN OUTLINE WINDOW

To open a new outline window, choose **New Outline view** from the **Windows** menu, or press the Outline button on a text or view window's control strip. This will open a new outline window, showing the selected writing space (and its surroundings).

## MOVING AROUND

▌▌ To move different parts of an outline in and out of view in the window, it is usually easiest to use the hand: when the arrow tool ⬚ is not over a writing space, it is a hand ⬚. Click with the hand and drag ⬚ the view to change its position in the window.

▌▌ You can also use the horizontal and vertical scroll bars to move around in an outline window.

A space which has children is displayed with a little triangle  to its left.

*A space's **children** are the spaces within it. See the entry on **hierarchy** in the **Glossary**.*

When that triangle points down, the children are shown in the outline.



When the triangle points right, the children are not shown.



Click on the triangle to alternate between these views.

Choose **Expand All** from the **View** menu to show all of the children in the outline—as if you clicked all of the triangles to point down.

## SHOW TEXT

When **Show text** is checked in an outline window's control strip, all of the spaces in the outline are shown much bigger. Below its title, each space displays the first few lines of the text it contains:

## ARRANGING SPACES

You can drag spaces around in an outline window to re-arrange the document's hierarchy.

With the arrow tool, drag a space:

▌▌ Drop the space while it is over the right third of another space—while the cursor is a right-pointing triangle ▷ —to make the space you are dragging a child of the space you drop it on.



▌▌ Drop the space while it is over the middle of another space—while the cursor is an up- △ or down-pointing ▽ triangle—to make the space you are dragging a sibling of the space you drop it on.



(If you let go anywhere else in the outline window, the space you dragged will snap back to its starting location.)

*A space's **children** are the spaces within it. **Siblings** are spaces that are within the same space. See the entry on **hierarchy** in the **Glossary**.*

## THE COMPASS



The compass, at the left of an outline window's control strip, changes which is the selected space in the outline window.

▌▌ press the **up-arrow** to change the selection to the space above the selected space in the outline window—a sibling of the selected space.

▌▌ press the **down-arrow** to change the selection to the space below the selected space in outline chart window—a sibling of the selected space.

▌▌ press the **right-arrow** to change the selection to the space to the right of the selected space in the outline window— the first child of the selected space.

▌▌ press the **left-arrow** to change the selection to the space to the left of the selected space in the outline window—the parent of the selected space.

The outline view will show more of the document if necessary to show the selection after the left-arrow has been pressed.

If there is no space in the chosen direction, pressing that arrow will do nothing.

You can use the arrow keys on the keyboard instead of clicking on the compass arrows.

## THE LOCATE BUTTON

Press the locate button, at the left of an outline window's control strip, to move the view around so that the selected space is visible in the window.

## DOUBLE-CLICKING A SPACE

Double click a space in an outline to open a new text window for that space.

If a text window for that space is already open, this will bring that window to the front.

## CHANGING AN OUTLINE'S COLORS

The colors you set for various elements in views—writing spaces, the view background, and so on—apply to all types of views: Storyspace maps, treemaps, charts, and outlines. See the description in the chapter on *Storyspace map views* for how to change these colors.

The chapter on *Writing Spaces* describes how to change the color of a particular writing space.

## PRINTING AN OUTLINE

To print an outline, first adjust the view options as desired. Then,

> choose **Print Setup...** from the **File** menu to set up your printer

> choose **Print...** from the **File** menu

To print the view, Storyspace may reduce the scale to fit the view on the page. To print a very large view, Storyspace may crop some of the image, as it will not reduce the scale so far that items become invisible.

# PUBLISHING A HYPERTEXT

## WAYS TO PUBLISH

If you want others to be able to read a Storyspace hypertext you have created, you have three choices:

▌▌ If your prospective readers also own Storyspace, you can give them the Storyspace files, which they can then read and write in as you would.

For a hypertext named "MY_FILE", give your collaborator a copy of MY_FILE.SSP and a copy of MY_FILE.SNI (if it exists).

This allows your readers or collaborators the full power of Storyspace in reading or extending your work, but it also requires that every one have a copy of Storyspace.

▌▌ You can use Storyspace's facilities to convert your Storyspace document into a collection of HTML files, suitable for viewing with a Web browser.

This is an easy way to distribute your work, either by making your HTML files available via the World Wide Web on a Web server, or by distributing them to be read locally on any computer with a Web browser. Adding special features may require some knowledge of HTML, though; and many aspects of the Storyspace interface, such as all

*If your collaborator will be reading and writing using Storyspace for Macintosh, issues relevant to transferring documents between the Windows and Macintosh platforms are described in the chapter **Working with Storyspace for Macintosh.***

the views, searching, and guard fields, cannot be re-created in HTML.

Translating your document into HTML is described in the chapter *Creating for the World Wide Web.*

■ If you want to convey your hypertext in essentially the form you have created it—with the Storyspace interface—you can distribute your Storyspace files along with the Storyspace Reader. The Storyspace Reader can be distributed to whomever you like, free of charge, and allows anyone to read your work using the Storyspace tools and interface.

The remainder of this chapter. discusses creating and working with Storyspace Readers.

## DISTRIBUTING STORYSPACE READERS

The Storyspace Reader is a version of the Storyspace application that you are allowed to distribute freely. It provides most Storyspace capabilities, but without the ability to create or modify a hypertext. Since it does not provide writing capabilities, the Storyspace Reader interface is slightly simpler than the Storyspace interface.

To provide your audience with a read-only version of your

hypertext, you need to supply them with four files. These are:

1. The Storyspace file of your hypertext. This is the file with the ".SSP" extension, such as MY_FILE.SSP

2. The document preferences file of your hypertext. This is the file with the ".SNI" extension, such as MY_FILE.SNI

   (You will only have this file if you have made changes to the document options for your hypertext. If there is no .SNI file corresponding to your .SSP file, then you do not need to provide an SNI file with your hypertext. )

The other two files are the Storyspace reader application and its associated tools. These files are named:

3. SSREAD.EXE

4. WIDGETS.DLL

If you give a colleague a diskette with these four files, she can copy them to her hard disk. Then, she can run the SSREAD.EXE application, and use it to open your hypertext (such as MY_FILE.SSP).

**Note:** The Storyspace Reader program is named SSREAD.EXE. The Storyspace program is named SSP.EXE. You may **NOT** make copies of SSP.EXE or redistribute it without the express written permission of Eastgate Systems, Inc.

**Sound:** If your Storyspace hypertext includes sounds associated with various writing spaces, you must distribute the WAV files in addition to the files mentioned above in order for the sounds to play. Make certain that the keyword referring to each sound provides only the file name of the WAV file (rather than a complete pathname to a location on your particular hard disk). And make certain that the WAV files will be copied by your audience into the same directory as the SSP and SNI files.

*Associating sounds with writing spaces is described in the chapter on **Sound**.*

## THE READER INTERFACE

The Storyspace Reader looks like Storyspace, without the tools for making any changes or saving the work.

In particular, the Storyspace Reader lacks:

**▌▌** the **Toolbar**

Most of the tools on the Toolbar are used to create or modify writing spaces or links, so these are not needed in the Storyspace Reader. The link-following activities of the navigate tool are available in the Reader by clicking in text windows, or using the Links dialog.

**▌▌** the **Edit Ruler**

Since the Storyspace Reader cannot modify a hypertext, text windows in the Reader never have the Edit Ruler available.

**▌▌** **Document Options** and **Preferences**

Using full Storyspace, you may use Document Options and Preferences to set some aspects of your hypertext's appearance and behavior. Since you may not want your audience altering these aspects of your work, the Storyspace Reader does not give users access to the Document Options and Preferences dialogs.

**▌▌** **Cut** and **Paste**

Since the Storyspace Reader cannot modify a hypertext, it does not allow users to cut text from spaces, or paste text into spaces; or to cut or paste writing spaces. The **Copy** command is available in the Reader, to copy all of the text in the front text window.

**▌▌** **Save** and **Save As**

Since the Storyspace Reader cannot modify a hypertext, there is no reason to save the hypertext.

**▮▮ Import** and **Export**

The Storyspace Reader does not allow users to import text into the hypertext, or to export the hypertext as text or HTML.

**▮▮ re-arranging spaces in view windows**

Since the Storyspace Reader cannot modify a hypertext, it does not allow users to change the arrangement of writing spaces in Storyspace maps, or to alter the structure of the hypertext by moving spaces in chart, outline, treemap, or Storyspace map view windows.

**▮▮ editing links**

The Links dialog in the Storyspace Reader allows users to choose which link to follow, but does not allow users to change the name or guard field of a link, or to change the priority of links.

**Note** that although the Storyspace Reader does not allow users to modify the hypertext, it does allow them to add margin notes and bookmarks, and save these in their own reading files. This allows readers to save their places in reading the hypertext, and to add small notes for themselves.

*Bookmarks and margin notes are described in the chapter **Bookmarks & Margin Notes**.*

## DOCUMENT OPTIONS FOR READERS

The *Document Options* chapter describes the many aspects of your Storyspace hypertext that can be set using the Document Options dialog. Some of these options may be particularly helpful when you are preparing a Storyspace hypertext for distribution with the Storyspace Reader:

▐▐ **Title:** The title you choose will appear at the top of the Storyspace window, and at the top of view windows. This title is not bound by the eight-character limit on the file name.

▐▐ **Allow View Windows**: If this box is checked, then your document (both in Storyspace and in the Storyspace Reader) can have view windows. This is the default behavior of Storyspace.

If this box is unchecked, then no chart, outline, treemap, or Storyspace map view windows can be opened in the document. In such a hypertext, the only windows will be text windows, and navigation will be primarily accomplished via text links and basic links. (Many hypertext novels, such as Michael Joyce's *afternoon, a story,* and Stuart Moulthrop's *Victory Garden,* have chosen this route. Not allowing views give you more control over what parts of your work will be

read in what order.)

If you want your audience to explore using the various views, then leave this box checked. If you do not want your audience to see the views, uncheck the **Allow View Windows** box before saving the version of your work which you will distribute.

❚❚ Open text windows with . . . **Path Browser**: In a complex document which uses paths and link names to guide the reader among spaces, you may want every text window to open by default with the Path Browser visible. If so, check this box. (The complex nonfiction hypertext *Socrates in the Labyrinth: Hypertext, Argument, Philosophy,* by David Kolb, uses this technique: many links are labelled with the type of information they link to ("\*illustration"), many other links are labelled to create pathways through the work ("-philos-ophy-"), and text windows open by default with the Path Browser visible, to make these possibilities more evident.)

*The **Path Browser** is described in the chapter on **Viewing and Changing Links**.*

❚❚ Open text windows with . . . **control strip**: The control strip, at the top of text windows, provides users with tools to navigate the hypertext. These include the **Back** button, to follow the last link backwards; the **Links** button, to open the Links dialog, see all the links leading from the space, and choose which link to follow; and the **History** button to

*The **control strip** is described in the chapter on **Text Windows**.*

see a list of all spaces visited, and return to one of them if desired. In full Storyspace, by default, text windows open with the control strip visible.

If you want to simplify your audience's experience of your hypertext, you can uncheck the **control strip** box before saving the version of your work which you will distribute. Text windows in the Reader will then not show the control strip, so readers will navigate your hypertext primarily via the links you have created. Menus will still give access to control strip functions.

▌▌ **Highlight text links**: If this box is checked, text that is linked in your hypertext is automatically highlighted with the combination of bold, underline, and color that you choose. If you are distributing your work to an audience that is familiar with browsing the World Wide Web, where most text links are highlighted, checking this box can make your hypertext easier to use.

*Automatically highlighting text links is described in the chapter on Creating Links.*

## PREFERENCES FOR READERS

The *Preferences* chapter describes the many aspects of Storyspace that can be set using the Preferences dialog. You may want to set some of these particularly for a Storyspace hypertext and Storyspace Reader you will distribute.

**Note** that if you want the Storyspace Readers you distribute to reflect the preferences you set, then you must distribute the **SSP.INI** file along with your Storyspace Reader. This file contains your preferences settings, and you will find it in the same directory as the Storyspace application file, SSP.EXE. Provide this file along with the other files you distribute for your hypertext, and make sure that those who read your hypertext copy SSP.INI into the same directory, on their computers, as the Storyspace Reader application, SSREAD.EXE.



*the Preferences dialog*

*How to set preferences is described in the chapter on **Preferences**.*

▌▌ **Remember window positions:** If this option is turned on, each text window will open in the size and place that it was

last opened. If you have hand-tuned your text windows to appear in locations and sizes that are appropriate to the text each writing space contains, then you will want to make certain that this option is turned on in your Storyspace Reader.

❚❚ **Keep windows open:** If this option is turned on, many text windows can be open at one time. If this option is off, opening a text window will close the text window that is already open.

If you want your readers to explore your work with many text windows open, you will want to make certain that this option is turned on in your Storyspace Reader. If you want to provide a simpler interface for readers who are new to hypertext, you could create a work that is intended to be read with only one text window open at one time. You would then want to make sure that this option was turned off in your Storyspace Reader.

## PUBLISHING SUGGESTIONS

When you create a hypertext for distribution, you must consider some new issues: how familiar is your audience with hypertext? How familiar are they with using Storyspace? Is this a work in which they should explore at will, or is it impor-

tant that they read certain sections in a certain order? If you offer your audience many options, will they be confused and put off by the choices? Will they be confused by the features of the interface? Or will they take advantage of these possibilities? What is the very first thing that a reader should see on opening your work, in order to start off on the right foot?

## A special edition

Based on your answers to these and other questions, you may craft an edition of your work particularly intended for distribution. After every other aspect of your work is satisfactory, you might set some of the document options and preferences, described above, to meet the needs of your audience (rather than your needs while working in Storyspace). You then might open a particular view window or windows, and a particular text window or windows (the "Title Page"?), and save a version of your work intended for distribution with the Storyspace Reader.

## Guiding readers

If your intended readers are experienced Storyspace users who should just jump in to the work and look around, then your job is done. If they may be less familiar with hypertext, or with the Storyspace interface, or with the material you want

to convey, then you may want to offer your readers more guidance in approaching your hypertext.

(Anticipating the needs of different readers, and facilitating their journeys through the text, can be a very challenging and satisfying part of hypertext writing. Guiding readers through hypertexts is also one of the most active areas of hypertext research today.)

Storyspace provides an abundance of ways to help guide readers through a hypertext. Some methods include:

**▋▋ Explicit instructions in the text**

The text itself may direct readers by calling attention to links of particular interest. For example, the first page of a hypertext often includes the phrase, "Click here for instructions", linked to a writing space that explains the elements of reading the document and of using Storyspace.

**▋▋ Thoughtful arrangement of maps**

Storyspace maps may be arranged to display relationships among writing spaces, and to encourage exploration.

**▋▋ Cover page**

The "cover page" is simply the very first writing space in the document. This is the first space listed in an outline

window that shows the whole hypertext; equivalently, the upper-left space in a Storyspace map that shows the uppermost level of the hypertext.

This space can always be reached easily by choosing **Cover page** from the **Navigate** menu. For this reason, you may choose to make this space useful as a place that your readers may return to many times. Your cover page could hold an introduction; or an overview with links to sections of the work; or a table of contents. . . .

## ❚❚ **Link names, paths**, and the **Path Browser**

Paths are collections of links that share the same name. Various paths that move through the hypertext, following different courses among the writing spaces, can add valuable structure to a work. The Path Browser helps readers visualize their position on a path and explore intersecting paths.

Links can also be named to denote their type or purpose— such as "Reference", "illustration", "rebuttal"—giving readers another kind of direction in exploring the hypertext.

*The **Path Browser** is described in the chapter on **Viewing and Changing Links**.*

## ▮▮ Guard fields

Guard fields—discussed in the chapter on *Special Links*—direct the reader to different spaces by making some links accessible only under certain circumstances. This can structure what parts of your work will be read in what order.

## ▮▮ Instructions

Telling your readers to use various parts of the Storyspace Reader interface—chart views, Storyspace map views, the Links dialog, the Back button, for instance—can help them to see all the possibilities of your work.

# WORKING WITH OTHER PROGRAMS

## COPYING AND PASTING TEXT

To move moderate amounts of text between Storyspace and another application, it may be easiest to copy and paste the text.

**To move text from Storyspace,**

**in Storyspace,**

have a text window open on the appropriate writing space

make sure the Edit Ruler is down

select the desired text

choose **Copy** from the **Edit** menu, or press **Ctrl-C**

**in the other application,**

choose **Paste** from the **Edit** menu

**To move text into Storyspace,**

**in the other application,**

select the desired text

choose **Copy** from the **Edit** menu

*Pulling down the **Edit Ruler** is described in the chapter on **Text**.*

**in Storyspace,**

> open a text window on the appropriate writing space
>
> make sure the Edit Ruler is down
>
> position the insertion point where you want the text
>
> choose **Paste** from the **Edit** menu, or press **Ctrl-V**

You can also copy, cut, and paste text within Storyspace: from one writing space to another, or to move the text around within a writing space. **Note** that when you cut or copy text in Storyspace, then paste that text within Storyspace, the pasted text will *not* retain any of its text links.

## COPYING AND PASTING IMAGES

To place an image into Storyspace, first copy the image in your graphics application (or any other program that gives you access to the image); then paste it into a writing space in Storyspace.

**To move an image into Storyspace,**

**in the graphics application,**

> select the desired image
>
> choose **Copy** from the **Edit** menu

**in Storyspace,**

> open a text window on the appropriate writing space
>
> make sure the Edit Ruler is down
>
> position the insertion point wherever in the text you want the image to appear
>
> choose **Paste** from the **Edit** menu, or press **Ctrl-V**

## IMPORTING TEXT

When you have a lot of text to get into Storyspace, it can be more convenient to *import* the text than to copy and paste it. Importing text can place that text into one writing space, or can divide it among many writing spaces.

The text you import must be saved as a *plain text* (TXT) file. Storyspace cannot keep style information (such as bold, italic, font choices and sizes) in text it imports. Storyspace cannot import images.

Importing text is most useful when you want to bring in a long section of text and have it automatically divided into several writing spaces. Text import provides capabilities for automatically dividing the text by paragraphs, by special dividers you choose, or by length of text. Text import can also recognize

the first element in each section of text as the title of that text, and use it to title the writing space. How to import text, and how to set these controls, are described below.

## To import text into a Storyspace document

**From anywhere,**

> save the Storyspace document. This is a good idea before any major change, or before using any powerful tool.

> choose **Import...** from the **File** menu

> use the standard Windows file dialog to find the text document you want to import, and select it

> press **OK**

**then, in the Explode dialog,**

> modify the options controlling how the text will be imported, and how it will be divided into many writing spaces (if desired). These options are described next in this chapter.

> press **OK**

Storyspace will import the text. For very long text, this
may take a few seconds.

If you imported the text into one writing space, the imported
text will be in a new writing space that is created within the
space that was selected when you chose Import.

If you imported the text into several writing spaces, the
imported text will be divided among several new writing
spaces. These will all be within a new space that is created
within the space that was selected when you chose Import.

## TEXT IMPORT AND EXPLODE OPTIONS
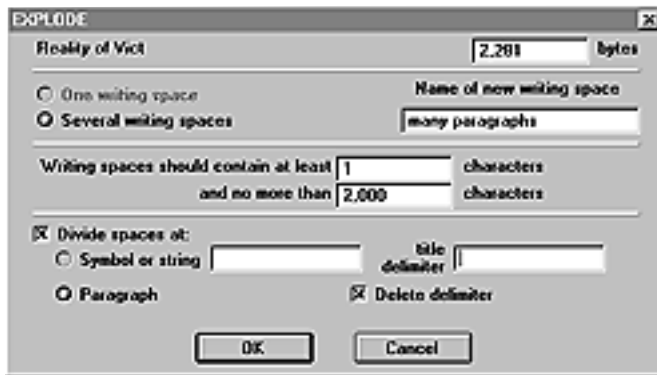


*Explode dialog*

### One writing space

If you want all of the imported text to be put into one new writing space, choose this option.

The rest of the controls in this dialog affect how to divide the text among several writing spaces, so you do not need to set those controls if you choose the **One writing space** option.

**Note** that you should not place more than 30,000 characters (bytes) into one writing space. If the text you are importing is longer than that, you cannot choose the **One writing space** option. The top-right of the dialog shows the length, in bytes, of the text you are importing.

### Several writing spaces

If you want the imported text to be divided among several new writing spaces, choose this option. The rest of the controls in this dialog affect how to divide the text among these writing spaces.

### Name of new writing space

If you place all of the imported text into one new writing space, the name you enter here will be the name of that writing space.

If you divide the imported text among several new writing spaces, those new writing spaces will all be placed within another new writing space, which will get the name you enter here.

## Writing spaces should contain at least . . .

If dividing the text according to your criteria (as set below) would result in a space containing fewer characters than the minimum you set here, the import process will skip division points to ensure that all the spaces created contain at least that minimum amount of text.

## and no more than . . .

The import process will divide the text and create new writing spaces to ensure that no writing space gets more imported text than the maximum you set here.

**Note** that you should not place more than 30,000 characters (bytes) into one writing space. This control can ensure that you do not.

## Divide spaces at: Symbol or string

Storyspace can divide the imported text into different writing spaces at whatever divider you enter here.

The divider can be a single character, or a word or phrase.

For instance, you could prepare your text with a special tag, such as *"ZZZ"*, wherever you want to begin a new writing space. Then you could enter *"ZZZ"* into this field, and the imported text would be divided into writing spaces as you intended.

To use this option, check the **Divide spaces at:** box, select the **Symbol or string** radio button, and type the desired delimiter into the "Symbol or string" text area.

**Special characters:** You can indicate several special characters in this field: **/n** means a carriage return and line feed

> **/r** means a carriage return
> **/l** means a line feed.
> **/t** means a tab character.
> Use two slashes, **//**, to mean a slash.

### Divide spaces at: Paragraph

Storyspace can put each paragraph of the imported text into its own new writing space.

To use this option, check the **Divide spaces at:** box and select the **Paragraph** radio button.

## Title delimiter

Text import can use the beginning of each section of text as the title of the writing space containing that text.

If you enter a delimiter here, Storyspace will use the text from the beginning of the section until that delimiter as the title of the writing space. It will remove this title text from the writing space.

The divider can be a single character, or a word or phrase.

**Special characters:** You can indicate several special characters in this field: **/n** means a carriage return and line feed. **/r** means a carriage return. **/l** means a line feed. **/t** means a tab character. Use two slashes, //, to mean a slash.

If you do not enter a delimiter here, Storyspace will use the first few words of the section as the title of the writing space. It will *not* remove this title text from the writing space.

## Delete delimiter

If you enter a Title delimiter, as described just above, you can also have text import delete that delimiter from the section of text after stripping off the preceding text to use as the title. Check **Delete delimiter** to have the delimiter text removed.

# EXPORTING TEXT

Exporting text creates a text file containing the text from all or some of the writing spaces in your hypertext. You can then use a word processing application to read this file, do a spelling check, or print the text. You can also import this text into a page layout program if you need to print the text in a complex layout.

Text is saved as plain text, without formatting or styles, in a file with the .TXT extension.

# To export all the text in the document

### From anywhere,

> save the document. This is a good idea before any major change, or before using any powerful tool.

choose **Export...** from the **File** menu

### In the Export dialog,

> choose **Entire Document**
>
> choose Export as ... **Text**
>
> press the **Options...** button

**In the Text export options dialog,**

> modify the text export options as desired. These options are described next in this chapter.

> press **OK**, to dismiss the Text export options dialog

press **OK**, to dismiss the Export dialog

using the standard Windows file dialog, choose a directory in which to save your text file, and type a name for the file

press **OK**

# TEXT EXPORT OPTIONS



*Text Export options dialog*

## Export text

If this box is checked, the exported text file will contain the text of all the writing spaces in the document.

If this box is not checked, the text of the writing spaces will not be exported. You might un-check this box if you wanted to export only the titles of the writing spaces (this option is described below).

## Insert text after each space

In this field, type the text that you would like to appear after the text of each writing space. This might be some sort of divider, letting you easily pick out where the text of one writing space ends and the next writing space begins.

**Special characters:** You can indicate several special charac-
ters in this field: **/n** means a carriage return and line feed
(you can use this to add
extra blank lines between writing spaces).
**/r** means a carriage return.
**/l** means a line feed.
**/t** means a tab character.
Use two slashes, **//**, to mean a slash.

The default text in this field is simply some hyphens and
spaces followed by a new line: "- - - - -/n"

**Export titles**

If this box is checked, the title of each writing space will be
exported preceding its text. The titles of *all* writing spaces will
be exported, even those spaces that do not have any text.

**Number titles**

If this box is checked, the title of each writing space will be
numbered in the exported file.

The numbering will proceed as a hierarchical outline—so the
first top-level space would be numbered 1, its children would
be numbered 1.1, 1.2, 1.3, and so on.

**Indent**

If this box is checked, the name and number of each space will be indented to reflect how deeply it is situated in the hierarchy.

# To export some of the text in the document

You can also choose to export only the text in a particular writing space, or the text of a writing space and the spaces it contains, or the text in the spaces along a path.

**To export the text in one writing space,**

**In any view window,**

select the desired space with the arrow tool

choose **Export...** from the **File** menu
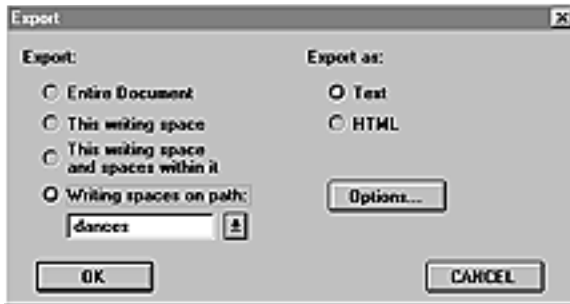
choose **This writing space**

set the other text export options, and complete the
export, as described earlier in this chapter

**To export the text in a writing space and
its descendants,**

**In any view window,**

select the desired space with the arrow tool

choose **Export...** from the **File** menu

**In the Export dialog,**

choose **This writing space and spaces within it**

set the other text export options, and complete the

*A space's **descendants**
are all the spaces it con-
tains, and all the spaces
they contain, and so on.
See the entry on **hier-
archy** in the **Glossary**.*

export, as described earlier in this chapter

**To export the text in spaces along a path,**

   **In any view window,**

      select a space on the desired path with the arrow tool

      choose **Export...** from the **File** menu

   **In the Export dialog,**

      choose **Writing spaces on path:**

      choose the desired path from the menu that
         appears below this option

      set the other text export options, and complete the
         export, as described earlier in this chapter

*A **path** is a series of links that have the same name. The chapter on **Viewing and Changing Links** discusses paths.*

**Note** that to determine what spaces are on the chosen path, Storyspace starts with the selected space, and adds all spaces linked to it by links of the chosen name; and all spaces linked to *them* by links of the chosen name; and so on.

# WORKING WITH STORYSPACE FOR MACINTOSH

## To transfer to Storyspace for Macintosh

### On the Windows computer,

save your Storyspace document, using Storyspace for Windows

### Then, transfer the file

Copy the .SSP file to your Macintosh computer, in whatever way is convenient. You might copy the file via a network that both computers are on. Or you can copy the file to media—such as a floppy disk or a Zip disk—that both computers can read.

**Remember** that Macintosh computers can read and write to Windows-formatted 3.5" disks—a convenient way to transfer your work back and forth, if it fits on a floppy disk.

### On the Macintosh computer,

start Storyspace for Macintosh

while holding down the **option** key, choose **Open...** from the **File** menu

use the standard Macintosh file dialog to find the document you want to open (the document you just transferred from Windows) then press **Open**

save this document on your Macintosh, using **Save as...** to give it a new name.

After you first transfer the Storyspace document and open and save it in this way, you should be able to double-click the document to open it with Storyspace for Macintosh in the usual way.

## RE-PLACING WINDOWS IMAGES

A Storyspace for Windows document will not include any of its images after being transferred to a Macintosh computer.

(This is because Storyspace for Windows uses the Windows standard image format—the BMP—to store images. Storyspace for Macintosh can only work with the Macintosh standard image format—the PICT.)

**To transfer a Windows document
and re-place the images**

First, transfer the Storyspace document from Windows to Macintosh as described previously.

**Then, for each image in your hypertext**

copy it to an image-editing application

save it as a file that your image-editing application on the Macintosh will be able to read

### Then, transfer the images:

copy all the image files to your Macintosh computer (as before, you might do this via a network, or via disks that both computers can read)

### On the Macintosh computer,

open your Storyspace document, as described previously

#### Again, for each image,

use a Macintosh image-editing application to open the image

copy the image

go to the appropriate space in the Storyspace document

paste in the image

### Finally,

don't forget to save this new version of the Macintosh hypertext after your work.

*You may want to **give each image a distinctive name**—such as the name of the writing space it appears in—so you can remember where it should go.*

*Many image-editing applications have both Windows and Macintosh versions, and many such applications can both create and read a variety of file types, making it easier to create image files in Windows that you will be able to open on the Macintosh.*

# WHAT WILL NOT TRANSFER

## Graphic Links

Because transferring graphics from a Storyspace for Windows document to a Storyspace for Macintosh document involves pasting the pictures in again, any graphic links—links from images or portions of images—will be lost.

To add those links to your Storyspace for Macintosh document, you will have to create the links over again.

To minimize this extra work:

▉ If you know you will be transferring your hypertext back and forth between the two platforms many times during the course of the project, you may want to add graphics and graphic links only at the end of the project.

▉ If your work will involve many graphics and graphic links, you may want to add these on the Macintosh platform, and then transfer your work to Storyspace for Windows. In most cases, transferring in this direction—from Macintosh to Windows—can incorporate images and graphic links without having to re-place the pictures and re-create the graphic links.

### Long Guard Fields

Guard fields in Storyspace for Windows can up to 195 characters long, but guard fields in Storyspace for Macintosh can be no longer than 63 characters. Guard fields longer than 63 characters will have their extra characters deleted when the Storyspace document is transferred from Storyspace for Windows to Storyspace for Macintosh. This will almost certainly break those guard fields.

If you know that you will be using guard fields and that you plan to create a version of your work for the Macintosh platform, you may want to restrict yourself to shorter guard fields to avoid this problem.

### Sounds

Sounds you have associated with writing spaces in Storyspace for Windows will not play after you transfer the hypertext to Storyspace for Macintosh.

(It is possible to translate all of your Windows WAV files into Macintosh SND resources, and use the sound facilities of Storyspace for Macintosh to re-associate each sound with its writing space. Adding sounds to writing spaces is described in the Storyspace for Macintosh manual.)

*Associating sounds with writing spaces is described in the chapter on **Sound**.*

Storyspace for Macintosh does not have an equivalent to the Storyspace for Windows facility for playing a sound upon entering every writing space.

# OTHER INTERFACE DIFFERENCES

## Window size

Text windows in Storyspace for Macintosh do not have the control strip that is usually at the top of text windows in Storyspace for Windows. Also, they have smaller margins on the right between the edge of the window and the text. *If the precise appearance and placement of text windows* is important in your Storyspace document, you may want to adjust the sizes of text windows in the Macintosh version of your Storyspace hypertext.

## Fonts

When a Storyspace for Windows hypertext is opened in Storyspace for Macintosh, text will not appear in the fonts that were used on the Windows computer. Text will retain its size, color, and style, but all the text will be in a default Macintosh font (such as Geneva).

**Storyspace for Macintosh does not have:**

- ▮▮ *treemap views*

- ▮▮ the *Path Browser*

- ▮▮ *wallpaper* (background in chart, outline, and Storyspace map windows)

- ▮▮ *automatically highlighted text links*

- ▮▮ *transition effects*

**Links in Storyspace maps**

Storyspace map windows, in Storyspace for Macintosh, draw links as straight lines, rather than the curvy lines of Storyspace for Windows. If curvy links are essential to a particularly elegant Storyspace map view that you have crafted, you may want to look over the appearance of that Storyspace map in Storyspace for Macintosh.

# To transfer from Storyspace for Macintosh

**On the Macintosh computer,**

    save your Storyspace document, using Storyspace for Macintosh

*Wallpaper is described in the "Pictures and Graphics" section of the chapter on **Document Options**. **Automatically highlighted text links** are described in the chapter on **Creating Links**.*

change the name of your document to a name no longer than eight characters, with the .SSP extension on the end—such as MY_FILE.SSP

## Then, transfer the file

Copy the file to your Windows computer, in whatever way is convenient. You might copy the file via a network that both computers are on. Or you can copy the file to media— such as a floppy disk or a Zip disk—that both computers can read.

**Remember** that Macintosh computers can read and write to Windows-formatted 3.5" disks—a convenient way to transfer your work back and forth, if it fits on a floppy disk.

## On the Windows computer,

start Storyspace for Windows

choose **Open...** from the **File** menu, or press **Ctrl-O**

use the standard Windows file dialog to find the document you want to open (the document you just transferred from the Macintosh) then press **OK**.

## TRANSFERRING MACINTOSH IMAGES

A Storyspace for Macintosh document will not include any of its images after being transferred to a Windows computer.

(This is because Storyspace for Macintosh uses the Macintosh standard image format—the PICT—to store images. Storyspace for Windows can only work with the Windows standard image format—the BMP.)

Once you create a BMP version of each image, however, Storyspace for Windows can replace each missing image with the correct Windows version of the image. It can do this automatically, by matching the name of each image file with the name of a writing space that is missing an image. Or you can tell Storyspace which image file goes with which writing space.

This replacement procedure is usually quicker and easier than pasting in a new Windows version of each image by hand. In addition, replacing images in this way maintains any graphic links from those images.

Both of these replacement procedures are described below.

*A **graphic link** is a link that departs from an image, or a portion of an image. See the chapter on **Creating Links**.*

## To automatically re-place Macintosh images

First, transfer the Storyspace document from Macintosh to Windows as described previously.

### Then, for each image in your hypertext,

copy it to an image-editing application

save it as a .BMP (Windows bitmap) file

### Transfer the images:

copy all the BMP image files to your Windows computer (as before, you can do this via a network, or via disks that both computers can read)

### And rename the images:

Storyspace for Windows knows which BMP file should go with which missing image by matching the name of a writing space that is missing an image with a BMP file that has the same name. Since writing spaces can have longer and more complex names than BMP files, renaming the BMP files so they will be matched correctly is described after this procedure.

choose **Open...** from the **File** menu, or press **Ctrl-O**

use the standard Windows file dialog to find the document
   you want to open (the Storyspace document you just
   transferred from the Macintosh) then press **OK**

*(Right now, if you were to look in any text window that
should contain an image, there would be a blank space
where that image should be.)*

choose **Document options...** from the **File** menu

in the Document Options dialog, press the **Pictures and
   Graphics...** button near the bottom-left of the dialog



*the Graphics Options dialog*

in the Graphics Directory field of the Graphics Options

dialog, type the complete path name of the directory
that holds the BMP image files. (For example, if you
saved these files in the "Htext" directory within the
"Work" directory on the C drive, type C:\WORK\HTEXT )

press **OK** to dismiss the Graphics Options dialog

press **OK** to dismiss the Document Options dialog

use **Save As…** to save your Storyspace document under a
new name

close the document

open the document (the new one, that you just created
with the new name)

If you look now in any text window that should contain an
image, the image should be there, along with any graphic
links leading from that image.

**Note** that even after you enter the correct path name for the
graphics directory, the images do not appear in the writing
spaces until you save the file, close it, and then open it again
(as described above).

**Note** that if you follow the above procedure and an image is
still missing, check the directions below for naming the BMP
image file so that Storyspace will correctly match it to its

writing space. If that still doesn't work, you can manually tell Storyspace which image file to match with which writing space; this is described later in this chapter.

### Naming the BMP files

Writing space names can be longer than file names, and can contain characters that are not permitted in file names. So, to create an image file name that will be matched with the writing space that should contain that image, you should:

▋▋ remove all spaces and punctuation from the writing space name; and

▋▋ cut off any characters after the first eight.

**For example:**

*if it were missing an image,*      *would be matched with*
*the writing space named*      *the image file named*

| | |
|---|---|
| Limes | LIMES.BMP |
| Lemons and Limes | LEMONSAN.BMP |
| "Hah!" I said | HAHISAI.BMP |
| *interrogation* | INTERROG.BMP |

### Multiple images in one space

If one writing space contains more than one image, Storyspace cannot just match the name of the space to the name of an image file. Instead,for all images after the first, it looks for image files whose names match the space name with a number added at the end.

### For example:

| *the **first** image in the writing space named* | *would be matched with the image file named* |
|---|---|
| Lemons and Limes | LEMONSAN.BMP |

| *the **second** image in the writing space named* | *would be matched with the image file named* |
|---|---|
| Lemons and Limes | LEMONSA1.BMP |

| *the **third** image in the writing space named* | *would be matched with the image file named* |
|---|---|
| Lemons and Limes | LEMONSA2.BMP |

## To manually re-place Macintosh images

First, transfer the Storyspace document from Macintosh to Windows as described previously.

**Then, for each image in your hypertext,**

copy it to an image-editing application

save it as a .BMP (Windows bitmap) file

**Transfer the images:**

copy all the BMP image files to your Windows computer (as before, you can do this via a network, or via disks that both computers can read)

**Then, using Storyspace for Windows,**

choose **Open...** from the **File** menu, or press **Ctrl-O**

use the standard Windows file dialog to find the document you want to open (the Storyspace document you just transferred from the Macintosh) then press **OK**

*(Right now, if you were to look in any text window that should contain an image, there would be a blank space where that image should be.)*

choose **Document options...** from the **File** menu

in the Document Options dialog, press the **Pictures and Graphics...** button near the bottom-left of the dialog

*the Graphics Options dialog*

in the Graphics Directory field of the Graphics Options
dialog, type the complete path name of the directory
that holds the BMP image files. (For example, if you
saved these files in the "Htext" directory within the
"Work" directory on the C drive, type C:\WORK\HTEXT )

**Then, in the Graphics Options dialog,
for each image,**

click on the name of a writing space under Unassigned
Pictures

*the name of that writing space will appear at the left-
center of the dialog*

in the field to the right of the space name, type the

name of the image file that contains the image
missing from that space (e.g., LIME.BMP )

press **Add** to add that space-image match to the list at
the top of the dialog

**Finally,**

when you have made all the space-image matches, press
**OK** to dismiss the Graphics Options dialog

press **OK** to dismiss the Document Options dialog

use **Save As...** to save your Storyspace document under a
new name

close the document

open the document (the new one, that you just created
with the new name)

If you look now in any text window that should contain an
image, the image should be there, along with any graphic
links leading from that image.

**Note** that even after you enter the space-image matches, the
images do not appear in the writing spaces until you save the
file, close it, and then open it again (as described above).

# TRANSLATING MACINTOSH FONTS

When a Storyspace for Macintosh hypertext is opened in Storyspace for Windows, Storyspace substitutes similar Windows fonts for common Macintosh fonts, such as Times and Courier.

For other fonts, or to change these font assignments, after you have transferred a hypertext from Storyspace for Macintosh to Storyspace for Windows, you can decide which Windows fonts on your computer should be substituted for which Macintosh fonts used in the Macintosh version of the hypertext.

### To substitute for Macintosh fonts,

have the Windows version of the hypertext open

choose **Document options…** from the **File** menu

in the Document Options dialog, press the **Font substitution…** button

select a font in the list at the top of the dialog

**Unfortunately,** since font names do not transfer, you will have to guess which font in the list corresponds to which Macintosh font in the Macintosh version.

in the right-hand field beneath the list, type the name of the Windows font that you want to substitute for this font. You should use the name of a Truetype font that is available on your Windows computer.

press **Change** to enter your change

repeat this process to change the assignments of other fonts

when you are done changing font substitutions, press **OK** to dismiss the font substitution dialog

press **OK** to dismiss the Document Options dialog

remember to **Save** your changed hypertext

The changes should take effect immediately.

**Note** that this procedure can be used to change one font for another in *any* hypertext, including hypertexts that have not been transferred from Storyspace for Macintosh.

# WHAT WILL NOT TRANSFER

## Sounds

Sounds you have associated with writing spaces in Storyspace for Macintosh will not play after you transfer the hypertext to Storyspace for Windows.

(It is possible to translate all of the Macintosh SND resources used in your Storyspace for Macintosh hypertext into Windows WAV files. Then, in Storyspace for Windows, you could re-associate each sound with its writing space, as described in this manual's chapter on *Sound*.)

## Video

Storyspace for Macintosh text windows can include QuickTime video in addition to text and images. Storyspace for Windows does not currently have this ability.

## OTHER INTERFACE DIFFERENCES

### Window size and layout

Text windows in Storyspace for Windows usually show the control strip at the top of the window, a feature absent from Storyspace for Macintosh. Also, they have larger margins on the right between the edge of the window and the text. ***If the precise appearance and placement of text windows*** is important in your Storyspace document, you may want to adjust the sizes and shapes of text windows in the Windows version of your Storyspace hypertext.

### Font size

The same size text can appear smaller on a Windows screen than on a Macintosh screen. To improve the legibility of a Storyspace hypertext originally written for the Macintosh, Storyspace for Windows can increase the size of all the text in text windows.

#### To enlarge text in a Storyspace document

##### From anywhere,

choose **Document options...** from the **File** menu

in the Document Options dialog, enter a number in the "Magnify text by" field

press **OK** to dismiss the Document Options dialog

Text in text windows will now appear that many points larger. (A point, in this case, is one pixel on your computer screen.)

**Note** that this control can be used to make the text in *any* Storyspace document easier to read, not just a document that was transferred from Storyspace for Macintosh.

# PRINTING

# PRINTING TEXT

## To print the text in one writing space

open a text window on the desired writing space

if necessary, choose **Print Setup…** from the **File** menu, and set any print options

choose **Print…** from the **File** menu, and press **OK** to print

If you want more control over the appearance of the text that you print—margins, layout, and so on—you can select the text in a writing space, copy it, and paste it into any application— such as a word processor—that can print it.

## To print the text in many writing spaces

To print the text in many spaces, or in the entire hypertext, you can export that text into a text file. (Exporting is described in the chapter on *Working with Other Programs.*) Then you can import that text into your favorite word-processing application, page layout application, or other application, and print it in the appearance and format that suit your task.

## PRINTING A VIEW

To print a chart, outline, treemap, or Storyspace map view, first bring the desired view window to the front. Make sure that it is displaying the spaces you want to show, and adjust the scale and view options as desired. Then,

> choose **Print Setup...** from the **File** menu to set up your printer

> choose **Print...** from the **File** menu

Storyspace will attempt to print that view as it appears in the window. When printing a chart, outline, or Storyspace map view, Storyspace may reduce the scale to fit the view on the page. To print a very large view, Storyspace may crop some of the image, as it will not reduce the scale so far that items become invisible.

# CREATING FOR THE WORLD WIDE WEB

# THE WORLD WIDE WEB

The World Wide Web is a public hypertext system accessible throughout the world via the Internet. Web documents can be stored on machines anywhere in the world, and can be read from any machine equipped with an Internet connection and the necessary software (primarily, a Web browser, such as Netscape Navigator or Microsoft Internet Explorer).

Because it is so widespread, the Web is a good way to give large audiences access to hypertexts that you have developed with Storyspace.

World Wide Web hypertexts are built of Web pages—these are roughly equivalent to Storyspace writing spaces—containing text and images. Each Web page is stored as one or more separate file, whereas Storyspace stores many writing spaces in one file. World Wide Web files use a language called HTML (Hypertext Markup Language) to describe their structure and their links. The Web equivalent of a single Storyspace document will be composed of many HTML files, many containing mostly HTML instructions and the text of a writing space, and some containing an image from a writing space.

To be accessible via the Internet, the HTML files containing your hypertext must be stored on a Web server—a computer

that is connected to the Internet, and has the software to provide whatever Web page is requested to someone wanting to read it. To turn your Storyspace document into a part of the World Wide Web, you will first use Storyspace to translate your work into a collection of HTML files. Then—perhaps with the help of a system administrator, Webmaster, or technical support department—you will copy these files to a Web server.

The rest of this chapter assumes some familiarity with the World Wide Web and HTML. (Good introductions to the Web are contained throughout the Web itself, and books on every aspect of the Web occupy many shelves in most bookstores.)

## WEB AUTHORING TOOLS

For some Web projects it would be appropriate to learn HTML and to hand-write all the HTML instructions for displaying and linking your content. For other projects, a dedicated Web-creation tool would be best, letting you create roughly "what you see is what you get" Web pages without worrying about HTML. Storyspace is an appropriate part of a Web project if:

■ you have a Storyspace hypertext that you want to make available via the Web;

■ you want to create a Web site with complex structure and

links, making Storyspace tools for visualizing and linking content important to your task.

After you have exported your hypertext from Storyspace to HTML, you can use other Web authoring tools to modify these HTML files if this is necessary or desired.

Remember that there are differences between the Storyspace interface and the interface provided by Web pages and a Web browser. You may want to keep this in mind in creating a work for the World Wide Web.

## WHAT WILL TRANSFER TO THE WEB

### Text

The text in your writing spaces translates to text on Web pages. (Special characters (such as © and "curly quotes") that are not part of the standard ASCII 128-character set will also be translated appropriately for the Web.)

### Images

Images will be placed in the translated Web pages where they appear in the Storyspace writing spaces. You must, however, use other software to translate the image files into formats suitable for the Web (JPEG or GIF files).

### Text links

Storyspace links from portions of text will translate into links from that text on the Web page.

# WHAT WILL TRANSFER IN PART

### Text appearance

Storyspace's translation attempts to translate text styles, such as italics, boldface, and relative size, to similar text styles on most Web browsers.

The translation also attempts to recognize such meaningful items as headings and lists, and create appropriate HTML to display those items. (Storyspace lets you control whether these latter sorts of translations are attempted.)

Your text on the Web will not appear *exactly* as it does in Storyspace, or even exactly as it does on your Web browser. Different browsers, on different computers, render Web pages differently.

### Basic links

All links on the Web originate from text or an image. If you choose, Storyspace can add links to each Web page corresponding to the basic links from that writing space. (HTML

*Basic links are links that depart from a writing space as a whole—not from any particular text or image in that space.*

templates—described in the next chapter—give you precise control over the appearance of translated basic links.)

### Hierarchy

Storyspace interface elements such as the Compass, and view windows, give you access to writing spaces that may not be linked to the current space, but are close to it in the hierarchy: the current space's parent, siblings, and children. Web pages, unlike Storyspace writing spaces, are not part of any structural hierarchy. If you choose, Storyspace can create additional links from text on each Web page to provide access to the spaces that are nearby in the Storyspace hierarchy. (HTML templates—described in the next chapter—give you precise control over the appearance of these additional links.)

*Parent? Sibling? See the entry on **hierarchy** in the **Glossary**.*

### Overlapping text links

Text on a Web page cannot be the source of more than one link. Text in a writing space that is the source of more than one link is linked on the Web to a special Web page listing the links that can be followed.

# WHAT WILL NOT TRANSFER

### Views

View windows—Storyspace map views, chart views, outline views, and treemap views—are not available on the Web.

### Guard fields

World Wide Web links cannot implement guard fields. Links that are translated to the Web will be translated without guard fields.

*Guard Fields* *control when, or whether, a link can be followed. They are discussed in the chapter on* **Special Links***.*

### Link names

World Wide Web links do not have names, so links that are translated to the Web will not have their names.

### Graphic links

Storyspace is not currently able to export links from images or portions of images to links from those images on Web pages.

### Sounds

Web pages will not play any sounds you may have associated with writing spaces.

*Associating sounds with writing spaces is described in the chapter on* **Sound***.*

### Other interface items

Other items of the Storyspace interface are also unavailable

on Web pages, including:

▌▌ the **Path Browser**

▌▌ **Find text**, to search for text throughout the hypertext

▌▌ **Locate writing space,** to find a space by name

▌▌ the **Links dialog,** to see all the links leading from a space

▌▌ **Keywords, Margin notes,** and **Bookmarks**

## To export a document to HTML

**From anywhere,**

> save the document. This is a good idea before any major
> change, or before using any powerful tool.

> choose **Export...** from the **File** menu

choose **Entire document**

choose Export as . . . **HTML**

press the **Options...** button

**In the HTML export options dialog,**

modify the HTML export options as desired. These
options are described next in this chapter.

press **OK**, to dismiss the HTML export options
dialog

press **OK**, to dismiss the Export dialog

using the standard Windows file dialog, choose a directory
in which to save your HTML files

press **OK**

**Note** that when you export your Storyspace hypertext into HTML, Storyspace creates many HTML files and also many new directories to put them in. For instance, if the writing space "Domestic" contains the spaces "Ford", "GM", and "Chrysler", Storyspace will create the HTML file DOMESTIC.HTM, as well as the new directory DOMESTIC. The directory DOMESTIC will contain the HTML files FORD.HTM, GM.HTM, and CHRYSLER.HTM.

# HTML EXPORT OPTIONS



*HTML Export Options dialog*

### URL (Web Site)

The text in this field should describe where the HTML files will be stored when your hypertext is available for Web reading (no matter where they are originally saved). Some examples:

- ▌▌ If you are creating HTML files to read locally on your computer (to test your export, perhaps) you can *leave this field blank.*

- ▌▌ If your HTML page files will eventually be made available in a directory named *web_texts* within a directory named *public,* and that directory is on a machine whose Internet address is *carthage.utara.edu,* then this field should

contain

**http://carthage.utara.edu/public/web_texts/**

▐▌ The Eastgate Systems Web site is located at *www.east-gate.com.* To create files that will go on that site, I can *leave this field blank.* (The links between pages created this way will all be relative to *www.eastgate.com,* and will link properly both when the files are tested locally, and after the files are uploaded to Eastgate's Web server.)

▐▌ The Storyspace section of the Eastgate Systems Web site is located at *www.eastgate.com/storyspace.* To create files that will go on that portion of the site, I can enter

**storyspace/**

in this field. (The links between pages created this way will all be relative to the Storyspace section of the Web site. These links will not work for testing the files locally, but will link properly after the files are uploaded to Eastgate's Web server.)

**Note** that changing the *URL (Web Site)* will not change where Storyspace stores the HTML files—when you export, you use the standard Windows file dialog to choose that. This information only describes where those files *should be* for the links to work.

### Template file

This field contains the path and file name showing which HTML template will be used to translate your document into HTML.

To specify a template file, press the **Browse** button and use the standard Windows file dialog to locate and select a template file.

The default value for this field is "Template\basic.htm"—this indicates the template file named *basic.htm* in the directory *Template* within the directory containing the Storyspace application. This is one of the standard template files that come with Storyspace.

### Text links

If this option is turned on, Storyspace will translate the text links in your Storyspace hypertext into links in the Web hypertext. This feature is turned on by default.

Since text links are the hypertextual feature that is most nearly the same in Storyspace and the World Wide Web, it is unlikely that you would turn this option off.

### Basic links

Storyspace basic links—the links that connect one entire

*HTML template files*, *which give you precise control over how your hypertext is translated into HTML, are described in detail in the next chapter.*

writing space with another—are not text links, so HTML cannot directly support them. If this option is turned on, Storyspace will add linked text to each Web page for every basic link leading from the Storyspace writing space. These extra links will lead where the original Storyspace basic links led.

The contents and format of the text added for the basic links depends on the template file you choose for your HTML export. (If that template file contains no provisions for exporting basic links, turning this option on or off has no effect.)

This option is turned on by default.

### Hierarchical links

If this option is turned on, Storyspace will add linked text to each Web page to provide access to the spaces that are nearby in the Storyspace hierarchy. (Parents, children, and siblings.)

The contents and format of the text added for the hierarchical links depends on the template file you choose for your HTML export. (If that template file contains no provisions for exporting hierarchical links, turning this option on or off has no effect.)

This option is turned on by default.

## Detect headings and lists

If this option is turned on, Storyspace scans your text for lines that look like you intend them to be headings—lines that are larger and bolder than the text around them. Storyspace then marks these lines as headings in HTML, so that they will preserve their typographic emphasis in the Web version of your work.

If this option is turned on, Storyspace also scans your text for sequences of paragraphs that look like you intend them to be lists. Storyspace then marks these lines as unordered lists in HTML so that they will appear typographically as lists in the Web version of your work.

This option is turned on by default.

## Paragraphs as in . . .

**standard text:** if this option is selected, paragraph breaks (carriage returns) in text are exported as paragraph markers <P> in HTML. This is standard HTML for most applications. On most Web browsers, this separates paragraphs of text with a bit of extra white space.

This option is selected by default.

**poetry, lists, etc.**: if this option is selected, paragraph breaks (carriage returns) in text are exported as break markers <BR> in HTML. This can be useful if you are using line breaks to separate lines—as in poetry, or lists of data—that should not be separated by extra white space when converted to Web format.

### Image export:

The options in this section work with exporting the images in your hypertext. They are described later in this chapter..

# THE THREE STANDARD TEMPLATES

Storyspace comes with three *HTML export templates,* providing three basic formats for creating Web pages of your Storyspace hypertext. (Look for more templates at

http://www.eastgate.com/storyspace.htm/

You also can create new HTML export templates, to provide exactly the look and features you want; this is described in the next chapter.)

### BASIC.HTM

This is the simplest template. It places the content of the writing space in the Web page, followed by a list of the basic links from that writing space (if there are any), followed by a

list of links to the children of that writing space (if there are any).

This template places the title and content of the writing space in the Web page. If the space is not the cover page, it then adds a "Home" button linking to the cover page. After that, it places a list of links to the children of that writing space (if there are any). After that, the template creates a one-row table, titled "Related pages", listing the basic links from that writing space (if there are any). Finally, the template places a sentence describing the dates the writing space was last modified and exported to Storyspace. The various elements (body of the writing space, basic links, and links to children) are separated by dashed horizontal rules, as necessary.

This template requires that the image file HOMEBUT.GIF (provided in the Template directory) be copied into the same directory as the top-level exported HTML files, for the picture of the "Home" button to appear.

**TABLE.HTM**

This template fills the Web page with one big table. The left-hand column of the table occupies most of the window, and shows the the title and content of the writing space. The right

hand column contains three cells: On top, a list of links to the children of that writing space. In the middle cell, a list of the basic links from that writing space. On the bottom, links to nearby spaces in the hierarchy: the parent, the next sibling, the previous sibling, the next space in outline order, and the previous space in outline order. After the table, the template places a sentence describing the dates the writing space was last modified and exported to Storyspace.

**The same writing space from *Socrates in the Labyrinth,* by David Kolb, exported with the three different templates:**
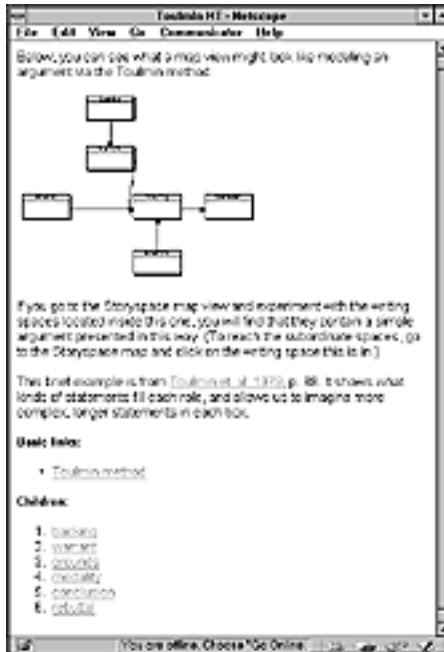


*exported using BASIC.HTM*
*(and rendered by Netscape Communicator 4 under Windows 3.1)*

*exported using TABLE.HTM*
*(and rendered by Netscape Navigator 3*
*under Windows 95)*

*exported using TEMPLAT2.HTM*
*(and rendered by Microsoft Internet Explorer 4*
*under Mac OS 8.5)*

## EXPORTING WITH IMAGES

The World Wide Web uses a separate file for every image. So, the Web version of a writing space named "Party" containing a picture of a party hat would consist of two files:

▌▌ *party.htm*—the HTML file for the space itself

▌▌ *party.gif* or *party.jpg*—the file containing the picture of a party hat, in a Web-standard graphics format (GIF or JPEG).

To create this Web version of your hypertext, you would need to do two things:

1. Export the Storyspace hypertext to HTML

2. Use an image-editing application to convert the picture into GIF or JPEG format.

(If one space contains more than one picture, Storyspace HTML export uses automatic numbering to create unique file names. So if "Party" had two separate pictures of party hats, you would get three files after exporting: *party.htm*—the HTML file for the space itself; *party.gif*—the first picture of a party hat; *part_423.gif*—the second picture of a party hat.)

When you export your Storyspace document to HTML, you

*Note that pictures must be converted because different computers have different file formats for pictures—e.g., Windows computers use .BMP files, whereas Macintosh computers use PICT files. The GIF and JPEG standards are used by virtually all Web browsers.*

must specify whether you will be converting your images to GIF format or JPEG format. This allows the export to create links to the correct file names for the images—names that end in either .GIF or .JPG—so that the images will appear correctly on their Web pages.

**To export a document to HTML with images**

**In Storyspace,**

save the document, then choose **Export...**, and in the Export dialog, press the **Options...** button—all as described previously

**In the HTML export options dialog,**

modify the HTML export options as desired. These options are described previously in this chapter.

choose one of **Create links to . . . .JPG files**, or **.GIF files**

press **OK**, to dismiss the HTML export options dialog

finish exporting to HTML, as described previously

The export will have created many HTML files (files with the extension .HTM), as well as files with the extension .BMP

**With an image-editing application,**

open each BMP image file created by the Storyspace export.

convert each image to the GIF or JPEG format. You must use the format that you chose in the HTML Export Options dialog.

save each image in the new format, in the same directory it was in, with the same name, but with the correct .GIF or ,JPG extension.

After you have exported your Storyspace document and converted its images, you should be able to view the exported version with a Web browser, and see your Web pages with the images in place.

*Many applications are available that can convert images into the GIF or JPEG format. These include drawing and painting applications, dedicated graphics conversion applications, and Web creation tools. Keep in mind that Web images should be compact. You may want to use higher compression or fewer colors in the Web versions of your images than in your Storyspace document.*

# HTML IMAGE EXPORT OPTIONS

The HTML export options dialog contains several settings relevant to exporting Storyspace documents with images to HTML.



*HTML Export Options dialog*

## Create links to . . .

**.GIF files**: if this option is selected, Storyspace will create links in the Web pages to image files with the .GIF extension. If you choose this option when exporting to HTML, be sure to convert the BMP image files to the GIF image format after you have exported.

**.JPG files**: if this option is selected, Storyspace will create links in the Web pages to image files with the .JPG extension. If you choose this option when exporting to HTML, be sure to

convert the BMP image files to the JPEG image format after you have exported.

**Don't export images**

Ordinarily, this option is turned off. When it is off, Storyspace will create a new .BMP file for every picture it encounters while exporting to HTML.

When this option is turned on, Storyspace will not create any .BMP files while exporting to HTML. If you are exporting a portion of your hypertext that you have modified—but you have not modified your images, or the hierarchy of that section of the hypertext—you may want to turn this option on. Then Storyspace will not create BMP files for graphics that you may have already converted to GIF or JPEG format.

# To export a portion of a document to HTML

You can also choose to export only a portion of your Storyspace document into HTML files. This can be particularly useful if :

▌▌ you want to quickly test a new HTML export template;

▌▌ you want to export part of your document with one HTML

export template, and the rest with another;

▮▮ you have changed part of your Storyspace document, and you only want to export the changed section.

**Note** that this allows you to export parts of your document at different times, and still make them part of the same linked Web site. If you have not changed the name of a writing space, or its place in the hierarchy, then Web links to that page from parts of the document that you exported previously will still link correctly to the page you create when you export a new version of that space.

You can export only a particular writing space, or a writing space and the spaces it contains, or the spaces along a path.

**To export one writing space to HTML,**

    **In any view window,**

        select the desired space with the arrow tool

        choose **Export...** from the **File** menu

**In the Export dialog,**
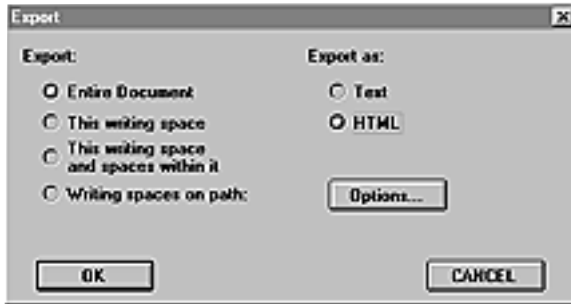


choose **This writing space**

set the other HTML export options, and complete
the export, as described earlier in this chapter

**To export one writing space and its descendants
to HTML,**

  **In any view window,**

  select the desired space with the arrow tool

  choose **Export...** from the **File** menu

  **In the Export dialog,**

    choose **This writing space and spaces within it**

  set the other HTML export options, and complete

*A space's **descendants**
are all the spaces it
contains, and all the
spaces they contain, and
so on. See the entry on
**hierarchy** in the
**Glossary**.*

the export, as described earlier in this chapter

**To export spaces along a path to HTML,**

**In any view window,**

select a space on the desired path with the arrow tool

choose **Export...** from the **File** menu

**In the Export dialog,**

choose **Writing spaces on path:**

choose the desired path from the menu that appears below this option

set the other HTML export options, and complete the export, as described earlier in this chapter

**Note** that to determine what spaces are on the chosen path, Storyspace starts with the selected space, and adds all spaces linked to it by links of the chosen name; and all spaces linked to *them* by links of the chosen name; and so on.

*A **path** is a series of links that have the same name. The chapter on **Viewing and Changing Links** discusses paths.*

# Chapter 26

# HTML TEMPLATES

## HTML TEMPLATES

HTML template files describe features that are common to each exported Web page. By creating the appropriate template, you customize the appearance and features of the Web pages that Storyspace exports.

Storyspace comes with three standard HTML templates. You can also create new templates in order to export your work in exactly the form you want.

(The remainder of this chapter assumes familiarity with HTML concepts and syntax, in order to better describe the use of templates.)

A Storyspace HTML template is simply an HTML file, in which special codes, or "placeholders", indicate where Storyspace should insert what portions of information from each writing space. These placeholders include codes indicating where to put the title of the writing space, where to put the body (text and graphics) of the writing space, and where to put various links from the writing space.

When you export a hypertext, Storyspace takes each writing space, inserts its information into the appropriate places in the template, and thus creates a new HTML file for each writing

space. Each Web page Storyspace creates combines the HTML code in the template with the information from one writing space.

## USING TEMPLATES

To choose which template should be used when you are exporting, press the **Browse** button on the HTML Export Options dialog, and use the standard Windows file dialog to locate and select a template file.

In creating new templates, it will often be easiest to start with an existing template file and modify it to fit your needs. Storyspace HTML template files have the .HTM extension, and the three templates that come with Storyspace are stored in the Template directory within the directory containing the Storyspace application. (Look for more templates within http://www.eastgate.com/storyspace.htm/ .) To make sure that you always have unaltered versions of the templates provided, you should copy a template file before making your changes to the copy.

To modify a template file, simply open the template file in an HTML editor or text editor, and make the desired changes. A template file should be saved as a plain text file, with the .HTM extension. The templates provided with Storyspace

include comments that should help you in understanding the structures in those templates, so you can use them to create the features that you want.

## THE SIMPLEST TEMPLATE

An HTML export template can be very simple. Here is the simplest possible template:

| | |
|---|---|
| **<HTML>** | *Begin the Web page* |
| **<HEAD><TITLE>^title^</TITLE></HEAD>** | *Put the title of the writing space into the browser title bar* |
| **<BODY>** | *Begin the body of the Web page* |
| **^text^** | *Place the content (text and images) of the writing space* |
| **</BODY>** | |
| **</HTML>** | *End the Web page* |

## TEMPLATE CODES

Every template code is enclosed by ^carets^. Everything in a template that is not enclosed in carets is assumed to be regular HTML, and is placed unaltered into the Web pages

created.

Storyspace does not care how you capitalize template codes—
^parentURL^ is the same as ^parenturl^ is the same as
^PARENTURL^.

### Content

Some template codes indicate basic elements from a writing
space:

**^title^**     the title of the writing space

**^text^**     the body (text and graphics) of the writing
          space

### Writing space information

Some template codes indicate information about the writing
space or the HTML export:

**^sectionNumber^**   the hierarchical number of this writing
          space; a number such as "1.3.2"

**^today^**     the date that this writing space was exported to
          HTML

**^created^**     the date that this writing space was created in
          Storyspace

**`^lastModified^`**   the date that this writing space was last modified in Storyspace

**`^creator^`**   the creator of this writing space

## Navigational links

Some template codes can be used to add navigational links in addition to the text links in the body of the writing space:

**`^coverURL^`**   the URL of the Web page for the cover page of this hypertext (the very first Storyspace writing space).

**`^parentURL^`**   the URL of the Web page for the parent of this writing space (if any).

**`^childURL^`**   the URL of the Web page for the first child of this writing space (if any).

**`^PreviousSiblingURL^`**   the URL of the Web page for the next older sibling of this writing space (if any).

**`^NextSiblingURL^`**   the URL of the Web page for the next younger sibling of this writing space (if any).

**`^PreviousURL^`**   the URL of the Web page for the previous writing space in outline order (if any).

*(See the entry on "Author Name" in the **Preferences** chapter to change the "Creator" listed for writing spaces.)*

`^NextURL^`     the URL of the Web page for the next writing
                space in outline order (if any).

## Sets of navigational links

Some template codes include a whole set of additional naviga-
tional links, such as all the basic links leading from the writing
space, or links to all the children of the writing space.

`^basicLinks^`   inserts all of the basic links from this writing
                 space, formatted as an unordered list

`^childLinks^`   inserts links to all of the children of this
                 writing space (if any), formatted as an
                 unordered list

`^ancestors^`   inserts links to all of the ancestors of this
                 writing space (if any), formatted as an
                 unordered list

These three codes can also be used with a special syntax that
allows you to format the group of links as an HTML list or table
in the exact format you want:

*Basic links* *are defined
in the* **Glossary***. For*
**children** *and*
**ancestors***, see the
entry on* **hierarchy** *in
the* **Glossary***.*

```
^basicLinks( "start", "item-prefix",
             "item-suffix", "end" )^

^childLinks( "start", "item-prefix",
             "item-suffix", "end" )^

^ancestors( "start", "item-prefix",
             "item-suffix", "end" )^
```

"start" is text that will be inserted before all of the links. "end" is text that will be inserted after all of the links. "item-prefix" is text that will be inserted before each link. "item-suffix" is text that will be inserted after each link.

These four items should each be enclosed in "quotes"; if the text for one of them includes quotes, you can enclose each item in 'single quotes' instead.

For example, the template code

```
^childlinks("<H5>Children:</H5><OL>",
   "<LI>",   "</LI>", "</OL>")^
```

would result in the word "Children" formatted as a Header 5, followed by links to all of the children of that writing space, formatted as an ordered list.

## Building links

These template codes can be useful for creating navigational links leading from items of your choice—such as special text, or button graphics.

`^URL(` item `)^`   the URL of the Web page for the indicated item.

`^title(` item `)^`   the title of the indicated writing space.

These are the possible choices for ^URL()^ and ^title()^:

```
^URL(parent)^           ^title(parent)^
^URL(child)^            ^title(child)^
^URL(next)^             ^title(next)^
^URL(previous)^         ^title(previous)^
^URL(nextsibling)^      ^title(nextsibling)^
^URL(prevsibling)^      ^title(prevsibling)^
```

Recall that ^URL^ and ^Title^, without any parentheses, give you the URL and the Title of the current Web page.

`^root^`   the relative path from the current file to the directory that contains the cover page.

Using ^root^ lets you refer to an element that is stored in the top-level directory, and use it from every Web page. For

example, the template code

```
<IMG SRC="^root^image_1.gif">
```

would refer to the picture file IMAGE_1.GIF stored in the top-level directory of the exported files, from any exported Web file.

### If-then codes

Some template codes control which parts of the template will be used and which will not:

**^if(** condition **)^**   if the condition is true, then include everything from the ^if^ statement to the ^else^ or the ^endif^

**^else^**   an alternative: if the condition is not true, then include everything from the ^else^ statement to the ^endif^

**^endif^**   indicates the end of the alternatives indicated by the ^if^ statement.

Two examples of how these control statements might be used in a template:

```
^if(^exists(parentURL)^)^                            if this space has a parent,
    <a href="^parentURL^">                           a link to the parent,
    To return to a more general topic, click here.</a>
^else^                                               otherwise, this space has no parent,
    This space is at the top level                   a notice saying so
^endif^                                              the end of the if construction
```

```
^if(^exists(child)^)^                                if any basic links lead from this space,
    some code to format a list of links to the child spaces
^endif^                                              the end of the if construction
```

### Logical conditions

Some template codes help with creating the conditions you use with ^if^ statements:

**^exists(** item **)^**   if the item exists, this condition is true.
                           The valid choices for the item are:

```
^exists(parent)^              ^exists(child)^
^exists(next)^                ^exists(previous)^
^exists(nextsibling)^         ^exists(prevsibling)^
```

**^not(** condition **)^**   if the condition is true, ^not(condition)^ is false.

**^equal(** thing 1**,** thing 2 **)^**   if thing 1 is equal to thing 2, this condition is true.

**^contains(** data**,** target **)^**   if the data is somewhere within the target, this condition is true. For instance, ^contains(emo, lemon)^ is true.

**^beginsWith(** data**,** target **)^**   if the target begins with the data, this condition is true. For instance, ^beginsWith(le, lemon)^ is true.

**^endsWith(** data**,** target **)^**   if the target ends with the data, this condition is true. For instance, ^endsWith(on, lemon)^ is true.

**^days(** date**,** count **)^**   "date" is one of ^today^, ^created^, or ^modified^; and "count" is a number. If that date is within count days of today, this condition is true.

**In addition,** for conciseness, almost *any* template code can be used as a condition. If the item for that code exists, the condition is true; if it does not, it is false. For instance,

```
^if(^exists(parent)^)^
```

is identical to:

```
^if(^parentURL^)^
```

### Miscellaneous codes

Some miscellaneous template codes can also be helpful:

**^comment(** stuff **)^**  all of the stuff within the parentheses of the comment is ignored when using the template to create Web pages. This can be useful for testing and debugging an HTML template: you can put a portion of the template inside a ^comment( )^ instead of deleting it outright.

**^^**  use two carets in a row if you want to put a caret into your text. (If you use just one caret, Storyspace will think you are beginning a template code.)

**^URL^**  the URL of this Web page

**^host^**  the host of the site of this Web page. Taken

directly from the "URL (Web Site)" field on the
HTML Export Options dialog.

**^file^**    the filename of the file for this Web page.

**^path^**    the relative pathname—from the directory which
you selected for storing HTML files, to this
particular file—for the file for this Web page

**^version^**    the version of Storyspace used to create this
Web page

**^version(major)^**    the major version number of the version
of Storyspace used to create this Web page

**^version(minor)^**    the minor version number of the version
of Storyspace used to create this Web page

**^doctitle^**    the title of the Storyspace document (as set in
the Title field of Document Options)

## TEMPLATES AND HTML EXPORT OPTIONS

▌▌ If **Basic links** is turned off in the HTML Export options dialog, then **^basicLinks^** is false, even if the space has basic links leading from it.

▌▌ If **Hierarchical links** is turned off in the HTML Export options dialog, then **^childLinks^** and **^ancestors^** are both false, even if the space has children or ancestors.

If the template makes no mention of basic links, child links, or ancestors, then turning on **Basic links** or **Hierarchical links** in the HTML Export options dialog will have no effect.

## AN EXAMPLE TEMPLATE

```
<HTML>

<HEAD><TITLE>^title^</TITLE></HEAD>                        Put the title of the writing space into
                                                                           the browser title bar
<BODY bgcolor="#FFFFFF">
^text^                                                      The content (text and images)
                                                                     of the writing space
<FONT SIZE="-1">

^if(^not(^equal(^URL^, ^coverURL^)^)^)^                    if this is not the cover page,
    <HR height=3 width=75% align=center>                   add a horizontal rule
    <a href="^coverURL^">                                  a link to the cover page, attached to
    <IMG SRC="^root^homebut.gif"                           the button image "homebut.gif"
     ALT="Home" vspace="2"></a>.
^endif^                                                    end of the if condition

^if(^childLinks^)^                                         if this space has children,
    <HR height=3 width=75% align=center>                   add a horizontal rule
    <H5>Children:</H5>                                     a list of links to the child spaces,
    ^childLinks("<OL>", "<LI>", "</LI>", "</OL>")^         formatted as an ordered list
^endif^                                                    end of the if condition
```

## AN EXAMPLE TEMPLATE, continued

```
^if(^basicLinks^)^                                       if this space has basic links leading from it,

    ^basicLinks('<table border="2" cellspacing="0"            a list of the basic links,
              cellpadding="3" width="100%">                    formatted as a table
              <caption>
              <STRONG>Related pages:</STRONG>
              </caption><TR>',
              '<TD>', '</TD>', '</TR></TABLE>')^
^endif^                                                  end of the if condition

</FONT>


<FONT SIZE="-2">
<HR height=3 width=75% align=center>                     a horizontal rule
<CITE>This page was last modified on ^lastModified^, by    some export and
^creator^, and was exported to HTML on ^today^ using        credit information
version ^version^ of Storyspace for Windows. </CITE>
</FONT>

</BODY>
</HTML>
```

# Chapter 27

# PREFERENCES

## PREFERENCES

Preferences control how Storyspace behaves on your computer. The preferences you choose apply to all Storyspace documents that you open on that computer; and they do not affect the behavior of hypertexts that you create but then transfer to another computer.

Your Storyspace preferences are stored in a file named SSP.INI, in the same directory as the Storyspace application (SSP.EXE). To move your preferences to another computer that has Storyspace, replace the SSP.INI file on the new machine with the SSP.INI file from your machine. (Note that this will eliminate any preferences that had been set on the second machine.)

**To set preferences,**

> choose **Preferences…** from the **Edit** menu



*the Preferences dialog*

change any preferences as desired

when you are done editing preferences, press **OK** to dismiss the Preferences dialog

## Author name

Storyspace keeps track of who created each writing space. Enter a name (or initials) in this field, and all writing spaces created from then on will be tagged with that name. (The

author name can be seven characters or fewer.)

To see who has created a particular writing space, select that space in a view window, and choose **About this writing space...** from the **Help** menu. The **Creator** field shows who created that space. (You can change the creator of that one writing space by typing a different name into that field.)

This can be useful in tracking additions to collaborative work.

## Remember window positions

If this option is turned on, each text window will open in the size and place that it was last opened.

If this option is off, every text window will open in a standard size, and in a position slightly offset from the frontmost other text window.

This option is on by default.

## Keep windows open

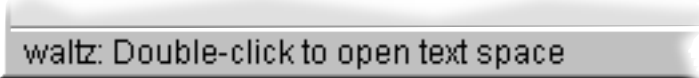If this option is turned on, many text windows can be open at one time.

If this option is off, opening a text window will close the text window that is already open.

If **Keep windows open** is off *and* **Remember window posi-tions** is off, then one text window, of a standard size, will be used to show the text of any writing space.

This option is on by default.

## Show status bar

If this option is turned on, the bottom border of the Storyspace frame window will show the status bar, containing useful information.

waltz: Double-click to open text space

*the Status bar, at the bottom of the Storyspace window*

When the cursor is over a writing space in a view window, the status bar shows the name of the writing space. When the cursor is over a tool on the toolbar, the status bar shows a brief description of the tool.

If this option is off, the status bar is not displayed.

This option is on by default.

## Open text windows with control strip

If this option is turned on, text windows will open by default with the control strip visible, with controls for navigating the document, bookmarking the writing space, and opening view windows. The text window control strip is described in the chapter on *Text Windows*.

This option is turned on by default.

## Use Animation

If this option is turned on, Storyspace animates the action of zooming in or out in a Storyspace map window.

If you are running Storyspace on a slow machine, you may want to turn this option off.

This option is on by default.

# Colors . . .

You can change the color of many aspects of view windows.

**To set colors, from the Preferences dialog,**

press **Colors…**

**In the Colors dialog,**

press the element whose color you want to change

in the Color dialog, choose a new color, then press **OK**

when you are done editing colors, press **OK** to dismiss the Colors dialog

when you are done editing preferences, press **OK** to dismiss the Preferences dialog

# DOCUMENT OPTIONS

# DOCUMENT OPTIONS

Document options control aspects of how that Storyspace document behaves. The options you set apply only to the Storyspace hypertext you are editing at that time; you can choose different options for different Storyspace documents.

Document options are stored in files with the SNI extension. For a Storyspace document named MY_FILE.SSP, the document options settings are stored in a file name MY_FILE.SNI. This file is stored in the same directory as the SSP file.

If you have never modified any of the document options for a hypertext, Storyspace will not yet have created an SNI file for that document.

**Note** that you must save a new document for the first time before you can modify any of that document's options.

**To set document options,**

> choose **Document options...** from the **File** menu
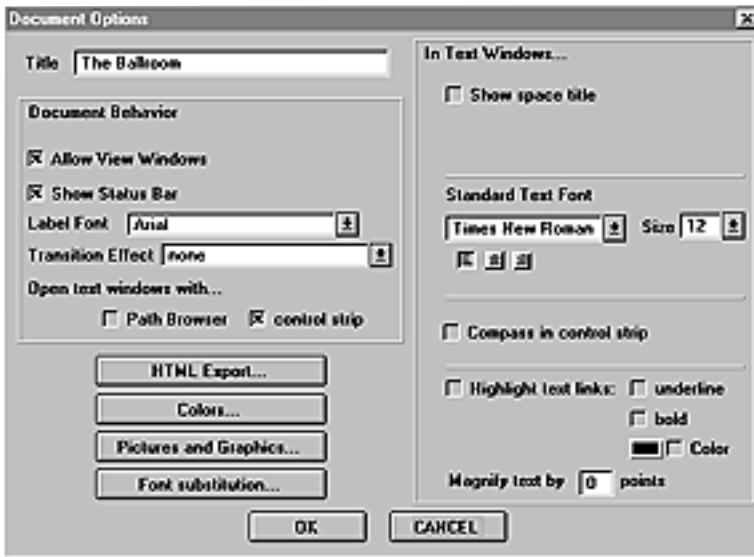


*the Document Options dialog*

change any document options as desired

when you are done editing document options, press **OK** to
dismiss the Document Options dialog

## DOCUMENT OPTIONS AND PREFERENCES

*Document options* control some aspects of how a Storyspace document behaves. *Preferences* (described in the previous chapter) control some aspects of how *all* Storyspace documents behave on that computer.
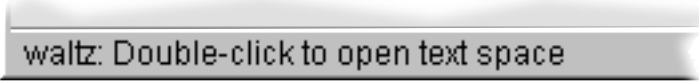
Some aspects of a hypertext can be set by either document options or preferences, or both. If these settings do not agree, the document options determine how that hypertext will behave. The preferences will determine the behavior of all hypertexts which do not have document options specifying otherwise.

## Title

The title you enter in this field will appear at the top of the Storyspace window for this document, and at the top of view windows. This title is not bound by the eight-character limit on the file name.

## Show status bar

If this option is turned on, the bottom border of the Storyspace frame window will show the status bar, containing useful information.

waltz: Double-click to open text space

*the Status bar, at the bottom of the Storyspace window*

When the cursor is over a writing space in a view window, the status bar shows the name of the writing space. When the cursor is over a tool on the toolbar, the status bar shows a brief description of the tool.

If this option is off, the status bar is not displayed.

This option is on by default.

## Label Font

This is the font in which writing space names are shown in all view windows, and in which link names are shown in Storyspace map views.

## Transition Effect

A transition effect is a visual effect that is displayed whenever a link is followed from one text window to another. The transition effects available are:

**wipe_left**          **slide_left**
**wipe_right**         **slide_right**
**wipe_top**           **slide_top**
**wipe_bottom**        **slide_bottom**
**dissolve**

*You can choose a transition effect to apply only to the text window for one particular writing space. See the "Special keywords" heading of the chapter on Keywords.*

This transition effect applies to all text windows.

The default transition effect is **none**.

## Open text windows with ... Path Browser

If this option is turned on, new text windows will open with the Path Browser visible. (The Path Browser is described in the chapter on *Viewing and Changing Links*.)

This option is turned off by default.

## Open text windows with ... control strip

If this option is turned on, new text windows will open with the control strip visible, with controls for navigating the document,

bookmarking the writing space, and opening view windows. The text window control strip is described in the chapter on *Text Windows*.

This option is turned on by default.

## Show space title

If this option is turned on, every text window will show the title of the writing space at the top of the text area. After you check this option, you can choose the font, size, and alignment for showing the title.

This option is turned off by default.

## Standard Text Font

This is the standard font, size, and alignment for text in text windows.

## Compass in control strip



If this option is turned on, the control strip in each text window will include a compass control. Clicking on the arrows of this compass will navigate among writing spaces according to the hierarchical structure of the hypertext.

- ▌▌ press the **up-arrow** to open a text window on the space that contains this space—its parent.

- ▌▌ press the **down-arrow** to open a text window on the first child of this space.

- ▌▌ press the **right-arrow** to open a text window on the next younger sibling of this space.

- ▌▌ press the **left-arrow** to open a text window on the next older sibling of this space.

If there is no space in the chosen direction, pressing that arrow will do nothing.

This option is turned off by default.

## Highlight text links

You can have Storyspace automatically highlight text links (just as many Web browsers do). If this option is turned on, linked text will be displayed **bold**, <u>underlined</u>, a <span style="color:red">certain color,</span> or whatever combination of these styles you choose.

The appearance you choose will apply to text that is the source of one or more links, whatever other styles are applied to that text.

This option is turned off by default.

*Parent? Child? Sibling? See the entry on **hierarchy** in the Glossary.*

## Magnify text by

If you enter a value in this field, text in text windows will all be displayed that many points larger than its actual specifications. (A point, in this case, is one pixel on your computer screen.)

This can help make all the text more legible on your screen, and can be useful for reading a hypertext that was created with Storyspace for Macintosh (since Macintosh documents tend to use smaller fonts).

## HTML Export...

Press the **HTML Export...** button to open the HTML Export Options dialog, for setting many aspects of how to translate your hypertext into HTML. These options are described in the "HTML export options" section of the chapter *Creating for the World Wide Web*.

## Colors...

Press the **Colors...** button to open the Colors dialog, in which you can change the color of many aspects of view windows.

The chapter on *Preferences* describes how to change these colors.

In the Colors dialog, you can press **Reset** to change all of your color choices back to the colors chosen in Storyspace preferences.

## Pictures and Graphics

Press the **Pictures and Graphics...** button to open the Graphic Options dialog.

**Wallpaper:** the graphics file you specify in this field will be used as wallpaper in the background of chart windows, outline windows, and Storyspace map windows. The file should be in Windows bitmap (BMP) format. You can specify a file name in the Wallpaper field (such as "PAPER.BMP" ) for a file that is in the same directory as the Storyspace application. Or, you can enter a complete pathname (such as "C:\MEDIA\IMAGES\PAPER.BMP").

The other controls in the Graphic Options dialog are used for incorporating images that were transferred from a Storyspace for Macintosh hypertext. These facilities are described in the chapter on *Working with Storyspace for Macintosh*.

## Font substitution

The controls in the Font Substitution dialog are used to substitute one font for another in all of the text in the Storyspace document. This is particularly useful in working with a hypertext that has been transferred from Storyspace for Macintosh, since the Macintosh fonts used will not be available on your Windows computer. You can use these controls, however, to change the fonts in *any* Storyspace hypertext.

These facilities are described in the chapter on *Working with Storyspace for Macintosh*.

# GLOSSARY

## ancestor

In Storyspace, a writing space's ancestors are the writing space that contains it, and the space that contains *that* space, and so on. See *hierarchy*.

## basic link

In Storyspace, a *link* from one entire *writing space* to another entire writing space. As distinct from a *text link*, which links from or to a section of text within a writing space; or a *graphic link*, which links from or to a portion of an image within a writing space.

A basic link is usually created in a *view window*, by selecting the writing space that is the *source* of the link, then clicking the link tool, and then clicking the writing space that is the *destination* of the link.

## child, children

In Storyspace, a writing space's children are the writing spaces it contains. See *hierarchy*.

## conditional link

A *link* that can only be followed under certain conditions. Or, a link that leads to different destinations under different conditions.

In Storyspace, conditional links are created primarily by creating links with *guard fields*, and also with certain special keywords.

## cover page

In Storyspace, the very first writing space in the document. The first space listed in an outline window that shows the whole hypertext; equivalently, the upper-left space in a Storyspace map that shows the uppermost level of the hypertext.

## default link

In Storyspace, the *link* that will be followed from a writing space if no *text link* or *graphic link* is selected. The topmost link listed in the links dialog that is not a text link or a graphic link. Or, the topmost link listed in the links dialog that is not a text link or a graphic link, and that is not blocked by its *guard field.*

The default link is the link that will be followed if the reader clicks the navigate tool, or—in a text window with the Edit Ruler hidden—presses **Enter**, or clicks on unlinked text.

### descendant

In Storyspace, a writing space's descendants are the writing spaces it contains, together with the spaces they contain, and so on. See *hierarchy*.

### destination

Where a *link* goes. A link connects its *source* to its destination.

In Storyspace, the destination of a *basic link* is a particular writing space; the destination of a *text link* might be a section of text within a particular writing space.

### export

To move information out of a computer program, into a form that can be used in some other computer program.

Storyspace can *export* text: it can take the text in one writing space or in many writing spaces, and put it into a text file that another computer program could use. Storyspace can also

export a Storyspace hypertext into *HTML* files: these are files that can be viewed by *Web browsers* over the World Wide Web.

### graphic link

In Storyspace, a *link* that starts from an *image* or a section of an image within a writing space, or goes to an image or a section of an image within a writing space (or both). As distinct from a *basic link*, which links one entire writing space to another entire writing space.

### graphics

See *image*.

### guard field

In Storyspace, a *link* can have a guard field. The guard field puts conditions on when that link can be followed.
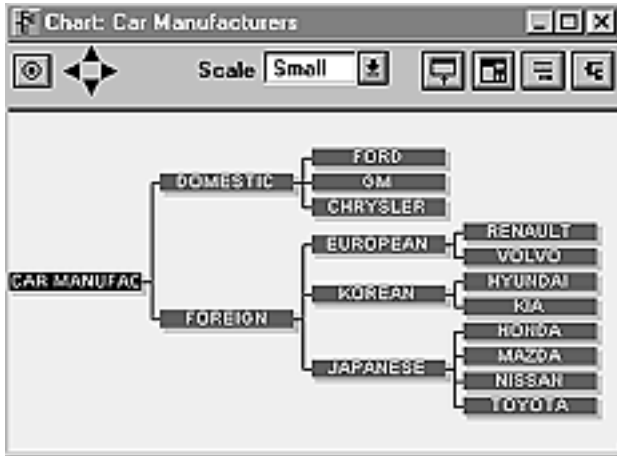
### hierarchy

Any structure of divisions and subdivisions. An organization in which the vice presidents report to the CEO, and the department heads report to the vice presidents, is one example of a hierarchy. A book which is divided into chapters, with each

chapter divided into sections, is another example of a hierarchy.

In Storyspace, one **_writing space_** can contain other writing spaces—just like a chapter containing sections—creating a hierarchy.

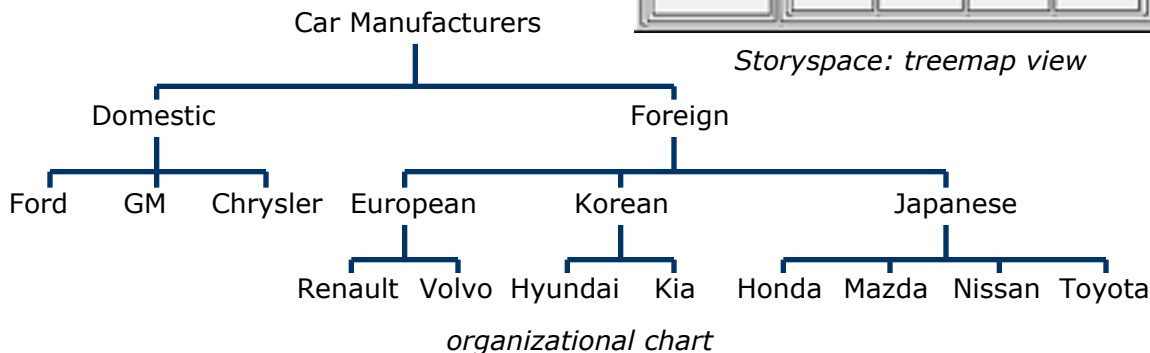On this and the next page are four views of the same hierarchical structure:



*Storyspace: chart view*

*Storyspace: outline view*

*Storyspace: treemap view*

*organizational chart*

Several terms are used to describe relationships within a hierarchy:

**parent:** the item one level up. *Domestic* is the parent of *Ford. Foreign* and *Domestic* both have the same parent—*Car Manufacturers.*

**siblings:** items that have the same parent. *Domestic* and *Foreign* are siblings. *Kia* is the younger sibling of *Hyundai.*

**child:** an item one level down. In Storyspace, when a writing space contains other writing spaces, those spaces are its children. *Domestic* has three children: *Ford, GM,* and *Chrysler. Volvo* has no children.

**descendant:** a child, or a child of a child, and so on. *Foreign* has many descendants, including *European, Japanese, Kia,* and *Nissan.*

**ancestor:** a parent, or a parent of a parent, and so on. *European's* ancestors are *Foreign* and *Car Manufacturers.*

**root:** the item that has no parent. *Car Manufacturers* is the root of this hierarchy.

## HTML

Acronym for HyperText Markup Language. World Wide Web pages are written in HTML; a *Web browser* interprets the HTML to display the pages on a computer screen.

## hypermedia

*Hypertext* that makes extensive use of media other than the written word. Drawings, photography, film, sound, music, the spoken word, and computer interactivity (games, for instance) may all be part of hypermedia. These media may be used in addition to, or to the exclusion of the written word.

Many sites on the World Wide Web are examples of hyper-media, as are most popular encyclopedias on CD-ROM, and many computer games, (such as the famous Myst).

## hypertext

Interlinked writing, usually read on a computer. Any document in which, from one sentence, paragraph, or page, there is no single "next" sentence paragraph or page: from one element, the reader can go to any of several relevant elements for further reading. Or, any document which provides such choices in addition to its linear structure.

Hypertext exists on paper—choose-your-own-adventure stories, and a highly cross-referenced encyclopedia are two examples. Computer technology, and reading on the computer screen, make hypertext much easier to read and write, and much more common, than ever before.

Storyspace is one way of creating and distributing hypertext. Many World Wide Web sites are hypertextual.

### image

Pictorial information—a picture, a drawing, a photograph, and so on. In this manual, the the only images of interest are those that are available in computer-usable form (as distinct from a solid, physical, oil painting). A *writing space* can contain such images, as well as text.

### import

To bring information into a computer program, or into a document on the computer. Storyspace can *import* text: it can take a file of text that was created with a word processing program, and put that text into a writing space or many writing spaces.

### keyword

In Storyspace, a word or phrase that is used to tag *writing spaces*. Keywords can help identify types of writing spaces, and can help with finding writing spaces.

### lexia

Academic and technical term for the basic unit of *hypertext:* a relatively self-contained and focused unit of text and images. Also called a *hypertext node* or *page.* In Storyspace, each *writing space* is a lexia. On the World Wide Web, many Web pages are lexia (although many other Web pages are so long that they stretch the concepts of "self-contained" and "focused"). Lexia are *linked* to create hypertexts.

The plural is *lexia* or (barbarously but accepted) *lexias.*

### link

The idea of a connection between one portion of a text and another, or the realization of that idea via technology. The link is what makes hypertext "hyper", distinguishing it from traditional text.

A link has a *source* (where it comes from) and a *destination* (where it goes to). In Storyspace, a link may also have a

name and a guard field. Storyspace has **basic links, text links,** and **graphic links.**

### links dialog

In Storyspace, a dialog that lists all of the **links** leading from the selected writing space. The list allows you to see which links are **text links** or **graphic links,** and which links have **guard fields**. The order in which they are listed allows you to see which is the **default link**.

### parent

In Storyspace, the parent of a writing space is the writing space that contains it. See **hierarchy**.

### path

A route through part of a hypertext, from one writing space to the next. Paths are one useful tool for organizing material in a large and complex hypertext.

In Storyspace, a *path* consists of all the links with the same name. By creating a series of links with the same name, a Storyspace author can create a path for a reader to follow.

### Reader

Capitalized, short for a Storyspace Reader: a piece of software that allows anyone with a personal computer to read a Storyspace hypertext, using the Storyspace interface, but without the controls for modifying the hypertext.

Not capitalized—someone who reads.

### root

In a *hierarchy*, the item that is the *ancestor* of all other items. The root has no *parent*. Every other item in the hierarchy is a *descendant* of the root.

### sibling

In Storyspace, the siblings of a writing space are the writing spaces that are contained within that writing space's *parent*. See *hierarchy*.

### source

Where a *link* starts. A link connects its source to its *destination.* In Storyspace, the source of a *basic link* is a particular writing space; the source of a *text link* might be a section of text within a particular writing space.

### text link

In Storyspace, a *link* that starts from a section of text within a writing space, or goes to a section of text within a writing space (or both). As distinct from a *basic link,* which links one entire writing space to another entire writing space. The term "text link" is sometimes used to mean "text link or *graphic link*", since those types of links behave similarly.

### text space

A *writing space.* Particularly, a writing space conceived of as a container for text and images. (As distinct from a writing space conceived of as a container for other writing spaces.)

### text window

In Storyspace, a window that shows the text and images of one *writing space.* You can have many different text windows open at one time, each showing the contents of a different writing space.

As distinct from a *view window.*

### view window

In Storyspace, a window that shows a graphic representation of all or part of the hypertext.

Storyspace has four types of views—charts, outlines, treemaps, and Storyspace maps—and all of them represent a writing space as some sort of rectangle in the view. You can have many different view windows open at one time.

As distinct from a *text window.*

### web

Sometimes (especially capitalized) short for the World Wide Web.

Otherwise, any hypertext. Particularly a hypertext that is complexly or densely linked (so that a map of its links might look like a spider's web), or a hypertext that is intended for collaborative work, to be altered and extended by many of its readers.

### Web browser

A piece of software that fetches Web pages over the World Wide Web, and displays them on a personal computer or a computer terminal. At this writing, two common Web browsers

for personal computers are Netscape Navigator and Microsoft Internet Explorer.

## writing space

The basic unit of a Storyspace *hypertext.* A writing space may contain text and images. A writing space may also contain other writing spaces—these are its children in the *hierarchy.* The rectangular objects that Storyspace displays in view windows represent writing spaces.

See also *lexia.*

## Colophon

Body and headings are set in Verdana, with occasional use of Midnight Bold. Designed, written, illustrated, and produced on Macintosh computers using BBEdit Lite, Adobe Photoshop, Macromedia Freehand, and Quark XPress 3.3. Converted to PDF with Adobe Acrobat 4.0.

## Thanks

Thanks to Team Storyspace — Jay David Bolter, Michael Joyce, John B. Smith, and Mark Bernstein — for creating Storyspace software. Thanks to Eastgate's long-time friends and the many users of Storyspace, who keep after us to improve the software and the documentation.

## Help improve the manual

This is the first time that Storyspace has had a separate *User's Manual.* Please help fix it! Send your corrections, comments, and suggestions, to me at fix-the-manual@eastgate.com so the next edition can be better.

Thanks  —E.A. Cohen

This manual is created with recyclable electrons. If you are certain you no longer need it, just delete the file from your hard drive. That space can now be re-used!

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