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**A hypermedia listening station for the college music literature
class**

Hughes, Thomas Edward, A.Mus.D.

The University of Arizona, 1991

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A HYPERMEDIA LISTENING STATION
FOR THE COLLEGE MUSIC LITERATURE CLASS.

by
Thomas Edward Hughes

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A Document Submitted to the Faculty of the
School Of Music
In Partial Fulfillment of the Requirements
For the Degree of
DOCTOR OF MUSICAL ARTS
In the Graduate College
THE UNIVERSITY OF ARIZONA

1991

THE UNIVERSITY OF ARIZONA
GRADUATE COLLEGE

As members of the Final Examination Committee, we certify that we have
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and recommend that it be accepted as fulfilling the requirements
for the Degree of Doctor of Musical Arts

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Signed

A handwritten signature in dark ink, appearing to be "James H. ...", written over a horizontal line.

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"aut viam inveniam aut faciam"

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Abstract

A common task facing college freshman and sophomore music majors is the acquisition of recognition ability for a core repertoire of music literature. It seems plausible that interactive computer technology holds great promise for the development of this particular skill. To test this premise, students from an undergraduate music literature class of approximately eighty members were chosen to participate in a study. Students in the experimental group ($n=17$) utilized a computerized listening station (employing researcher-designed instructional programming) to determine if such use would augment the ability of those Ss to identify selected works in a subsequent recognition task, while students in a control group utilized a typical repeated hearing strategy. A Likert-scale questionnaire administered prior to the study served as a pretest and assessed the students' knowledge of composers and works included in the study. No significant difference between the groups was found. At the conclusion of the study, a recognition test was administered which required students to identify composers, works, movements of works, and theme groups of the works included in the study. Ss in the experimental group had a significantly higher score ($p = .01$) on the posttest than the control group. The results of the study suggest that use of such a listening station improves the ability of undergraduate music majors to develop a recognition ability for basic music repertoire, and possibly decreases the amount

of time needed for the process. Recommendations include: 1) expanding study sample sizes in subsequent studies, 2) widening the music example pool, 3) expanding the study to include more dependent variables in the analysis, and 4) including more detailed time analysis in subsequent studies.

Chapter 1: Introduction

A common task facing music students is the acquisition of recognition ability for a standard body of musical literature. Proof of such knowledge is often assessed through a listening identification task, where excerpts of the work are played and the student required to identify various elements, such as composer, title, and movement. In some cases, further knowledge may be required, such as more specific information concerning form and structure of the excerpt. Although such knowledge may be (and typically is) achieved by repeated listening to a recording from inception to conclusion, this strategy may be disputed as being less than efficient. Oftentimes this strategy also neglects the important component of visual reinforcement provided through simultaneous score study.

The author's own experience as an undergraduate facing a very long afternoon of listening identification at a well-regarded Eastern school of music, as well as years of designing such listening tests, served as an impetus for this study. Then, as now, many different strategies were employed by the students in order to master listening lists. Many students simply listened repeatedly to the required recordings. Problems occurred, and still occur, with student concentration during this process, however. How often can one hear a work without a certain numbness resulting?

Another strategy builds on the repeated listening

procedure by adding score study. While this would seem to be more effective in gaining and maintaining student attention, one must still listen in a linear, rather than random access fashion. A possible, although problematic answer to this shortcoming is to utilize a customized recording of the work. Such a tape can address the problems of random access to a limited degree, but can be extremely time-consuming to prepare, particularly if the procedure is to be used for more than a small number of works.

The deficiencies of these two strategies motivated the author to explore other instructional possibilities. His interest in computer applications in music, and the new found advantage of compact audio discs, led to an investigation into the feasibility of applying this technology to music listening.

Advances are occurring rapidly in the field of computer-based instruction. One of the most promising areas, particularly for music educators, is that of interactive audio/video technology. Little or no research has been seen in the domain of interactive audio. Possibly the most exciting aspect of this technology is the advantage which digital recordings (compact audio disks) offer students to make more efficient use of limited listening time. In conjunction with a properly programed computer, a compact disc player can locate any specific portion of a lengthy recording in a matter of seconds, allowing a student to make nearly instantaneous comparisons of remote (but structurally related) sections. For

instance, consider the relationship between the exposition and development sections in sonata allegro form. In order to listen to and compare the A theme groups, for instance, the listener either must have access to a specially recorded tape or must listen first to one section and then find the second section by a time consuming process of trial-and-error, losing much time in the process. With the proper program, a click of a button is all that is necessary to jump nearly instantaneously to any designated formal section of a work.

While speculating about the possible futures of computer-aided instruction, the author was impressed by a 1987 report by Gerald Balzano, in which he theorized that the specific kind of learning enabled by computers is design-oriented, typified by deleting obsolete techniques and placing new emphasis on synthesis as opposed to analysis. Balzano further theorizes that much work will be done on reconstructing curricula due to the inclusion of computer learning environments.

The image of a computer as an automated teacher is not one that fits the image of empowered learners taking on self-defined projects in design. It is more in line with the ideas expressed throughout this paper that the role for a computer be one of an *environment*-surrogate rather than a person-surrogate. ...Computer-

based micro-worlds for design are
places where learners can explore
phenomena and learn to perceive
their underlying structure. (p. 107)

It is this goal of supplying a better tool, rather than a substitute for a person, which partially motivated this research.

The problem of this study, then, is to determine: Will students who use a computer-controlled compact disc player, which allows almost instant access to any portion of a recorded selection along with the appropriate portion of the musical score being projected on the screen, develop greater skills in identifying music repertoire than students whose listening sessions consist of simple repetitive exercise along with score study (a more traditional format)? The working hypothesis (H₁) takes the form: Students who use a computer-aided listening station will have a significantly higher ($\alpha = .05$) mean score on a researcher-designed measurement instrument than those who are exposed to material through repeated listenings during a one semester treatment.

Chapter 2: Related Literature

In reviewing the related literature, two primary areas were deemed of consequence. The first had to do with studies relating to the mechanism of musical memory. The second considered the effectiveness of computer assisted instruction (CAI).

Numerous works related to the underlying phenomena of musical memory and computer-aided instruction were available. Indeed, the mechanism of musical memory has been the study of many musicians and psychologists. These studies can be generally separated into the following areas: limited pitch event or short-melody memory, hierarchical memory of musical elements, memory in performance practice, memory and the relationship of text and melody, and memory for whole musical works. The problem with most of these investigations of musical memory is the failure to present musically intact works and, with all but the last of these studies, the lack of realism of the stimulus to the environment in which music is performed and perceived. It can be argued that while there is surely a need to control the stimulus while maintaining the internal and external validity of the investigation, the results obtained from these clinical studies bear little relevance to the functioning of musical memory in the real world. For this reason, many studies of musical memory that the investigator reviewed are not

included in the following paragraphs. The ones which are included have implications for the design of the present study.

Musical Memory

Halpern (1984) measured the relationships that exist between songs by having subjects sort 60 tunes into groups. Analysis of the groupings showed clear non-musical similarities but not many cases of musical similarity. In an ensuing recognition task, songs having great musical similarity were confused more often than more distantly related ones. Based upon this information, the musical works chosen for the present study were as dissimilar as possible.

Zatorre and Beckett (1989) tested absolute pitch possessors on tonal and verbal short-term retention tasks. They theorize that retention is probably not limited to verbal encoding, but that multiple codes (auditory, kinesthetic, and visual imagery) are probably used. Their finding supports the idea of visual reinforcement being provided through the computer screen during a listening session.

Hantz (1984) criticized the generally accepted short-term memory recognition paradigms and proposed three modes of long-term memory representation: images (visual shapes), sequences of events, and hierarchical rule-governed structures. He speculated that these modes

may constitute a hierarchy by themselves. It may be that closer attention to the score (visual input) in listening enhances the ability to gain recognition ability for a musical work.

Kauffman and Carlsen (1989) examined the effects of musical expertise and retention interval on memory for music. Among the results, they determined that memory can be investigated in the context of intact music, that nonmusicians possessed the ability to identify novel music over a lengthy time period above the level of chance, that the data gathered in the study for the outer limits of short term memory for music did not conform well to data in the psychological literature, and that retention curves for different levels of music expertise were similar over time. Another study which dealt with intact works was conducted by Russell (1987). Ss listened to short jazz pieces and then on a subsequent hearing were asked to indicate which pieces had been heard previously. Tunes which were rated as familiar were more likely to be recognized, and recognizability was linked to ease of assimilation. The element of interest in this study was the fact that intact works were used successfully as stimuli.

Computer-Assisted Instruction

Studies in computer-assisted instruction or computer-based instruction (CBI) in music generally have not

demonstrated that subjects who utilize computers score significantly higher than their controls, although the experimental subjects exhibit a positive attitude toward the method(s) employed, and researchers point out the effectiveness and advantages of CBI. It is the author's belief that the lack of a differential outcome is attributable to the type of instructional program usually employed in the extant studies. Much of this research utilizes drill-and-practice programs--nothing more than programmed instruction transferred to a computer.

Four common types of computer-aided instruction (in ascending order of complexity) are: (a) drill-and-practice, in which the computer provides practice exercises as follow-up to previously learned material; (b) tutorial, in which the computer provides both conceptual instruction and practice; (c) dialogue, which differs from tutorial only in that students are free to construct natural language responses and may ask questions; and (d) computer managed instruction, in which the computer evaluates students either on line or off line, guides the student to the appropriate instruction response, and maintains records.

In a pioneer study, Hofstetter (1978) utilized the Grade Units for Interactive Dictation Operations (GUIDO) system to examine perceptual patterns and learning styles in rhythmic dictation via computer-aided instruction (CAI).

Aural dictation material was presented and analyzed. Significant information was gathered concerning the learning styles of the participants, i.e., response time, replay rate, use of metronome, but Hofstetter did not address the question of the effectiveness of CAI as opposed to traditional classroom teaching. Hoffstetter notes the advantages of individualizing student instruction, saving teacher time, and increasing student motivation with GUIDO.

A study conducted in 1978 at Arizona State University addressed the question of what effect CAI might have on music interval identification (Humphries, 1980). The program Humphries utilized was one of a series written to augment aural music theory instruction. The experiment was designed both to determine the effectiveness of the software program and to test whether an optimum drill time for interval studies could be determined. In the design of the test, four groups were chosen at random from freshman music theory students (n=33), with all four groups receiving a pretest in aural interval identification. The control group received the normal classroom instruction and a posttest at the end of the three-week experiment. The three experimental groups received an additional 25-minute session of CAI either one, two, or three times weekly for the duration of the experiment. It is unclear whether the three

experimental groups received classroom instruction identical to what the control group received. Results of this study were mixed. The covariance analysis showed a significant difference at the .01 level; the group which received seventy-five minutes per week of CAI scored significantly higher than the other three groups. The treatment seemed most suited for subjects who initially scored in the mid-range on the pre test. The null hypothesis, however, could not be rejected because the linearity of regression data did not meet design criteria.

In 1982 a study by Jack Taylor reported the results of an experiment at Florida State University utilizing the MEDICI melodic dictation program (Taylor, 1982). This research made a direct comparison between traditional classroom teaching and CAI. Freshman and sophomore music majors (n=98) took part in the eight-week study which employed a PLATO terminal with a touch-sensitive screen interfaced with a digital music synthesizer (Gooch box) at a music station. The software program generated melodies which were supplied to students by headphones. These melodies were notated by the students, then entered on the terminal. The MEDICI program then compared the student's input with the melody played and when a ninety percent criterion was reached it advanced the student to the next difficulty level.

Analysis of variance showed significant improvement

for both experimental and control groups, but the difference between the groups was not significant. Taylor concluded that study utilizing MEDICI may be more efficient than classroom study, as it frees the teacher from the tedious task of dictation. He also noted that MEDICI may be more effective in retention of melodic dictation skills.

Results similar to Taylor's were obtained in a study conducted by Steinhaus (1987). This study was designed to determine whether CAI was more effective than traditional teaching methods in developing auditory pitch discrimination. The 12-week study made use of 14 freshman music majors. A pretest/posttest determined that both groups made significant gains during the testing period, however, no significant difference between the scores of the control versus the experimental group was established.

In 1984 a study was conducted which tested the effectiveness of a microcomputer program for improving tonal memory and (Robinson, 1984). The subjects consisted of 80 students from Dade County (FL) schools, including grades four, six, eight, and ten, who were divided equally among the control and experimental groups for the eight-week study. The experimental subjects were administered a researcher-designed music instruction program (written for the Atari 800) during two half-hour

sessions per week.

Once again both groups showed gains in achievement, although differences between control and experimental groups were statistically insignificant. However, when the Drake and Gaston tests were used as dependent measures, some differences were established. The data demonstrated a substantial difference in favor of the experimental group, causing the researcher to conclude that CAI may be a viable method for improving tonal memory and to call for more studies of this type.

A design concerned with aural training was reported in 1985 (Deal). The study is unique in that it deals with pitch and rhythm error detection from the conductor's viewpoint. Sixty-five students from three different colleges who were given the Aliferis-Stecklein test followed by the Test in Error Detection (TIED). The students then were randomly assigned to either the experimental or control group for the six-week duration of the study. The stimulus consisted of a Computer-Assisted Program in Error Detection (CA-PED), produced by modifying the Ramsey Program in Error Detection (PED) audio tapes from full-score instrumental examples to four-voice, electronically synthesized selections. At the conclusion of the experiment both groups were again given the TIED, and both showed significant improvement, although analysis of the results showed no

apparent advantage to either method. The researcher encourages the CA-PED program because interaction between the student and the program is possible, progress through the program is controlled so that the student must make two response attempts before being shown the correct answer, listening materials are inexpensive and easily duplicated, control of sound is exact and consistent, and replaying of an excerpt takes only one keystroke.

In a final example in the aural CAI category, a study was performed using a computer-generated experiment to determine perception of nontraditional chords (Gibson, 1986). Details are rather nebulous in the report concerning this study, which made use of PLATO and the Gooch music synthesizer to administer the test. The test stages consisted of controlling access to the program, testing the Gooch box for proper operation, recording the background and education of the subjects, instructing the subjects on the construction of the test, presenting test items and thanking the subjects for their participation. Results were posted concerning the outcome of the test; however, there was no comparison of the control or experimental groups dealing with an instructional process.

Use of newer technology was seen in a study by Rees (1986). This study made use of interactive videodisc for the teaching of string vibrato technique. The instrument consisted of a PLATO hardware base with

interactive videodisc player, audio input device, monitor, and printer for follow-up student work. It was found that this was an effective way to teach vibrato to beginning string players.

In a more recent study, King (1988) explored the effectiveness of computer-assisted music instruction (CAMI) with seventh grade general, band and orchestra students. Results were somewhat mixed between groups and specific skills measured but seemed to indicate that CAMI could be used effectively to teach pitch discrimination, rhythm discrimination, and major-minor discrimination. King concluded that commercial CAMI software could be used effectively in conjunction with regular classroom music instruction.

In a study of handicapped students' comprehension of specific music concepts, Isler-Hamilton (1988) found that students who received CAI demonstrated higher achievement in rhythm concept development and also exhibited a more positive attitude toward music than the control group.

Finally, a speculative paper which supports the author's theories regarding computer use in education was presented by Kozerski (1988). He outlines trends in music education, and develops musical "microworlds" designed to help students be actively involved creative exploration. He also examines two programs which fit this experiential

paradigm and designs a third one.

Chapter 3: Method

Development of Station

Instructional Considerations. The primary goal of the study was to provide Ss with a more convenient and faster way to learn, one which would make use of the random access capabilities of the compact disc. HyperCard was chosen as the shell program because of a number of factors. It offers excellent linking and navigational properties for relating information and objects within user-designed structures, along with ease of use. While the computational properties of HyperCard are limited, the proposed use for this project did not rely heavily upon that element. Other factors in the decision to use HyperCard were the author's familiarity with the program and the availability of the program within The University of Arizona's School of Music Center for Music Technology.

Navigational aids and program branchings were carefully designed. These aids included clearly identified switches (buttons) for locating thematic areas or sectional repeats throughout the movements of pieces, a tutorial section in the master program, and an introductory document which detailed library procedure.

Scores utilized for the listening station were taken from the source the entire class studied, and were complete. This insured that both the control and experimental group had similar visual reinforcement while listening.

The primary path of access to the examples was the master program *Music 130* (which was named for the class). This program included basic navigation information for HyperCard stacks (a group of related cards), explanations of various symbols (or icons) used in the example stacks, and descriptions of the various options available to the listener. From this stack the Ss could specify by means of a master listing or menu (Figure 2) which musical selection they wanted to audition. They were then routed to the various example stacks (one stack per movement) through subsidiary menus. These menus became increasingly more specific with regard to the selection to be heard. It was decided to base the navigational system upon structural, rather than strictly melodic, elements in view of the fact that the class is primarily concerned with form and analysis in these examples. An illustration of the this process can be seen in Figure 1.

As previously mentioned, the example stacks usually included one movement apiece. Each stack consisted of one or more title cards which functioned as menus, containing a number of "buttons" or switches allowing a choice of listening area (see Figure 3), a brief background of the piece (see Figure 4), and the main body of the stack, consisting of a digitized score of the work (see Figure 5). A brief background was included for some works, limited to a paragraph or two concerning material which was stressed in class discussion.

Figure 1. Program Flow Chart

Figure 2. Main Menu

Figure 3. Title Card

Where themes were included in the background reading, an adjacent button allowed a brief excerpt of the theme to be heard (see Figure 6). Additionally each "page," or card of the score, had navigational buttons leading to the adjacent and beginning pages as well as buttons which allowed the student to either pause or resume play of the disc player. The *beginning* control, located on all but the first card of each stack, also paused the player and returned the listener to the menu at the beginning of the stack.

By utilizing the various control buttons, it was possible for the student quickly and easily to compare sections of music related through formal compositional techniques but occurring at distant points in time. As an example of this, consider the relationship between the exposition and development sections in sonata allegro form. In order to listen and compare the A theme groups, for instance, the listener either must have access to a specially recorded tape or must listen first to one section, then find the second section by a time-consuming process of trial-and-error, losing the advantage of a side-by-side comparison. With this program (see Appendix 5), a click of a button is all that is necessary to jump nearly instantaneously to any designated formal section of a work.

Music Selection. Music included in the study was selected from a catalog of all music studied by the Music

Figure 4. Background Card

The last movement, in C minor, is a rapid and energetic rondo. It is outlined A B A C A B A Coda. The lively main theme (A), in minor, contrasts with the other sections, which are in major.

The B section includes several lyrical themes, while the C section is polyphonic and contains ideas that are shifted from one hand to the other. Sections B and C both end with a sustained dominant chord that creates

Figure 5. Score Card

Movement III: Rondo

Allegro

resume ↕ pause

Beginning

Figure 6. Theme Button

The four movements of this serenade are quite short -- a characteristic of eighteenth-century serenades, divertimentos, and the like. The first movement of the serenade is an Allegro in sonata-form, with a wealth of melodic material.

Violino I

130 class during the semester. It was felt that the works selected for inclusion in the study should be those which would be most appropriate for computer listening station treatment. The presumed advantage of the listening station is the rapid random access capability of the CD-ROM unit, so the musical selections chosen were longer works which featured regular, structured repetition, i.e., sonata allegro, variation, and minuet and trio forms. Figure 7 illustrates both all assigned works and works included in the study. Selected works (included in the study) are highlighted.

Music included in the study was available to the entire class through the accompanying *Recordings for The Enjoyment of Music, Volumes 1 and 2, Expanded* (Norton, 1990). This music was taught to the entire class (including both the control and experimental groups) simultaneously by the regular instructor. This guaranteed an equality of presentation of the material for both groups. Also, where greater detail was provided on certain works in the class discussion, this was reflected in the instructional stacks, allowing students the opportunity to follow-up during their private listening sessions. Instructions on listening practices and expectations were given to students in the course syllabus and were frequently reiterated in class during the course of the semester-long study. The following extract from the course syllabus details the instructor's expectations and directions to the class:

Figure 7. Music 130 Listening List

GREGORIAN CHANT	<i>Gaudeamus omnes</i>	Introit
GUIRAUT DE BORNELH	<i>Reis glorios</i>	
GUILLAUME DE MACHAUT	<i>Hareu! hareu! - Helas! ou sera pris confors - Obediens usque ad mortem</i>	
GUILLAUME DUFAY	<i>Alma redemptoris mater</i>	
ANONYMOUS	<i>Salterello</i>	
JOSQUIN DES PREZ	<i>Missa L'Homme armé</i>	Agnus Dei
CLEMENT JANEQUIN	<i>Les Cris de Paris</i>	
GIOVANNI PIERLUIGI DA PALESTRINA		<i>Missa Ascendo ad Patrem</i>
	<i>Sanctus</i>	
CLAUDIO MONTEVERDI	<i>L'Orfeo</i>	Scene
THOMAS WEELKES	<i>As Vesta Was Descending</i>	
HENRY PURCELL	<i>Dido and Aeneas</i>	<i>Dido's Lament</i>
ANTONIO VIVALDI	<i>The Four Seasons</i>	<i>La Primavera</i>
JOHANN SEBASTIAN BACH	<i>Organ Fugue in G minor (Little)</i>	
JOHANN SEBASTIAN BACH	<i>Brandenburg Concerto #2, F Major</i>	
	<i>Suite #3 in D major</i>	Air & Gigue
JOSEPH HAYDN	<i>Symphony # 104 in D Major (London)</i>	
WOLFGANG AMADEUS MOZART	<i>Piano Concerto in C Major, K. 467</i>	
WOLFGANG AMADEUS MOZART	<i>Eine kleine Nactmusik</i>	
	<i>Don Giovanni</i>	<i>Catalogue Aria</i> <i>Là ci darem la mano</i>
LUDWIG VAN BEETHOVEN	<i>Piano Sonata in C minor, Op. 13 (Pathetique)</i>	
LUDWIG VAN BEETHOVEN	<i>String Quartet, Op. 18, #1</i>	Movement 1
FRÉDÉRIC FRANÇOISE CHOPIN	<i>Polonaise in A-flat major</i>	
	<i>Etude in A minor, Op. 25, # 11</i>	
	<i>Prelude in E minor, Op. 28, # 4</i>	
CLAUDE DEBUSSY	<i>Prelude to "The Afternoon of a Faun"</i>	
ARNOLD SCHOENBERG	<i>Five Pieces for Orchestra, Op. 16</i>	<i>Vorgefühle</i> <i>Vergangenes</i>
BÉLA BARTÓK	<i>Concerto for Orchestra</i>	
IGOR STRAVINSKY	<i>The Rite of Spring</i>	Opening Scene
ANTON WEBERN	<i>Pieces for Orchestra, Op. 10</i>	# 3 & 4

Recordings:

Recordings for The Enjoyment of Music, Volumes 1 and 2, Expanded. Nearly all the selections on these recordings are used in 130A and B. Sets are on reserve in the Music Library, and most works assigned for listening can be found also under their own titles in the regular and circulating collections. [Most students purchase the recordings and listen on their own.]

Assignments:

Reading and listening assignments will be given throughout the semester. To know a composition even superficially, you should expect to listen to it at least 5 or 6 times over a period of several days.

Chronology. The main experimental portion of the study took place during the Spring semester of 1990. Prior to this, the music to be utilized in the study was selected, and the instructional stacks (computer programs) were designed. Concurrently the musical scores of the selected works were graphically digitized, and a questionnaire pretest (Appendix 1) was designed and administered to assess student knowledge before the inception of the study. The process of scanning scores and developing the program entailed approximately 1260 hours. The preceding tasks took place during the Summer and

Fall semesters of 1989. The treatment of Ss took place and occupied the entire semester of Spring, 1990, and ended with the administration of the two-part listening posttest as a component of the final examination for the course (see Appendix 2).

Apparatus. The equipment utilized in the listening station consisted of a mass optical storage unit (CD-ROM) and an Apple Macintosh Plus microcomputer, along with selected compact discs and stereo headphones. Scores were scanned for presentation with an Apple Scanner in conjunction with a Macintosh SE 30 microcomputer. Stimulus tapes were prepared from the compact discs and were recorded with a Nakamichi stereo cassette deck onto Maxell tape. A detailed description of the equipment used is available in Appendix 3.

Subjects

The subjects of the study consisted of undergraduate students who were enrolled in a music literature course offered by the School of Music at the University of Arizona. This is a two-semester course required of music majors or theater majors with a minor in music. It covers a basic musical repertoire from the viewpoint of form and analysis, using *The Enjoyment of Music* by Machlis (1990).

The selection process proceeded according to the class instructor's requirements that all members of the experimental group be volunteers, due to the necessity for this group to use the library facilities for listening. Within that restriction,

efforts were made to secure as random a sample as was possible. Random numbers were generated by computer, matched to students, and assigned individually to the members of the group of forty volunteers. The final experimental group was selected from those Ss placing from 1 to 17. The size of the experimental group was restricted due to equipment availability limitations. The control group was selected in a similar manner by matching random numbers to the remaining class members and selecting the first 17. The following chart verifies the success of the randomization process.

Major	Control Group	Experimental Group
Music Education	8	5
Performance	6	5
Composition	0	3
BA Fine Arts	2	1
Undeclared	1	1
BA Music	0	2

Following the selection of the groups, members of the experimental group were given a written agreement to sign concerning their participation in the study. This document detailed the conditions of student participation in the study (see Appendix 5).

During the second week of the semester, the experimental group was given instruction in the operation of the Macintosh computer generally and the instructional stacks and CD-ROM apparatus specifically. This instruction consisted of one group lesson, which was 20 minutes in length, along with individual follow-up sessions for those who were

experiencing difficulty using the computer work station.

These follow-up sessions were limited to one per student, and were ten minutes or less in length. Three students availed themselves of such a follow-up session.

In addition to the instructions given during these learning sessions at the computer station, written instructions were provided to the experimental group concerning procedures for the use of the listening station (see Appendix 6). These instructions, along with the signed agreement of the students in the experimental group, put in place controls to strengthen the study design. On-screen help was also available at all times during program operation, and is listed in the text of Appendix 7.

A component of the original study design was to require Ss in the experimental group to maintain records of the time spent using the listening station. However, compliance in maintaining and returning this information among the experimental group was minimal, so this aspect of the study was discontinued. It may be feasible to incorporate such a feature in future versions of the program, so that this function may be accomplished automatically.

Measuring Devices

Pretest. The pretest questionnaire was designed to provide a survey of the subjects' basic knowledge of composers, works, and eras included in the study. Questions concerning the personal musical background of the Ss served as an introductory section. As can be seen in Appendix 1, those questions dealing specifically with study topics are based on a five point Likert scale for analysis, calibrated with one representing the low end and five the high end of the scale. The questionnaire concluded with questions relating to the students' familiarity and comfort level with computers, along with an item to indicate whether the respondent would be willing to participate in the experimental group of the study.

Posttest. The posttest was based upon listening identification of recordings of studied works and consisted of two sections. The first section was contained in the final examination for the course, and encompassed 14 three-part completion questions, where Ss were asked to identify the composer, title and movement (section) of the work being played. Each of the three segments of the response was weighted equally in scoring. The second section included 20 multiple choice questions, in which Ss were required to select the correct answer from among five possible choices when provided with the composer, title, and movement of the work. The recorded examples used were of uniform length throughout both sections of the posttest.

The results of the second section of the listening posttest were not included in the student's course grades. In order to allay any anxiety felt by the students, an explanation of this section was offered prior to their beginning that section of the test (see Appendix 8).

Chapter 4: Results

Psychometric Considerations

Posttest Validity. Concerns regarding the validity of the posttest dealt primarily with content validity, or how well the instrument measured the material included in the study. The material included in the study consisted of a total of eight works, 26 movements and 53 theme groups. The posttest encompassed all eight works, 14 movements and 20 theme groups in various combinations. It was felt that this random sampling of works included in the study was sufficiently comprehensive to represent the totality of works studied.

Posttest Reliability. Individual components of the posttest, as well as the combined totals, were analyzed by means of a split-half regression analysis to determine the reliability of the instrument (see Tables 1-3). Additionally, the Durbin-Watson statistic (concerning serial correlation between residuals) was determined for the individual elements, as well as for the complete test. If this number falls outside of a narrow band around 2.0, it indicates that serial correlation is present, which could render the results of the analysis worthless. When computed for both individual sections as well as the whole test, this statistic suggests that the regression analysis is viable (see Table 4). The results of this analysis were then adjusted through the Spearman-Brown Prophecy Formula. Since these results demonstrated

Table 1
Posttest Regression Analysis: Part 1

Source	Sum of Squares	<i>df</i>	Mean Square	<i>F</i>	<i>p</i>
Regression	5741.271	1	5741.271	612.93	<.001
Error	702.518	75	9.367		
Total	6443.790	76			

Table 2.
Posttest Regression Analysis: Part 2

Source	Sum of Squares	<i>df</i>	Mean Square	<i>F</i>	<i>p</i>
Regression	104.0135	1	104.0135	119.99	<.001
Error	64.1444	75	.8668		
Total	168.1578	76			

Table 3.
Posttest Regression Analysis: Combined

Source	Sum of Squares	<i>df</i>	Mean Square	<i>F</i>	<i>p</i>
Regression	6977.495	1	6977.495	560.44	<.001
Error	933.749	75	12.450		
Total	7911.244	76			

Table 4.
Posttest Reliability Coefficients

Test Section	Correlation Coefficient <i>r</i>	Durbin-Watson	Spearman-Brown Adjusted Coefficient
Part 1	.943916	2.040	.971149
Part 2	.786477	1.855	.880478
Combined	.939134	2.205	.968612

a satisfactory reliability over the entire posttest ($r = .968$), further analysis proceeded. A graphic representation of the raw scores for the three segments can be reviewed in Figures 8-10 in Appendix 9.

Descriptive Statistics

Pretest. The results of the questionnaire pretest were tabulated as seen in Tables 13-16 in Appendix 9. Descriptive statistics were then calculated for the group totals derived from the questionnaire pretest. It is interesting to note that these figures revealed a slightly higher mean score (SM) by the control group (SM = 48.64706) than that of the experimental group (SM = 45.82353) (see Table 5). The sample variance (SV) for the control group was 122.7426, with the experimental group reporting 180.1544. The standard deviation (SD) of the control group was 11.07893, and the experimental SD was 13.42216.

Posttest. Preliminary analysis of the posttest showed differences in means, variances, and standard deviations between the control and experimental group scores. These differences were evident in the individual sections of the posttest as well as in the combined scores, with the scores returned by the experimental group being consistently higher than those of the control group (see Tables 7-9).

Inferential Statistics

Pretest. The F -ratio was calculated to determine

Table 4.
Pretest Descriptive Statistics (Questionnaire)

Group	n	Sample Mean	Sample Variance	Standard Deviation
Control	17	48.64706	122.7426	11.07893
Experimental	17	45.82353	180.1544	13.42216

Table 5.
Pretest Inferential Statistics (Questionnaire)

Source	Sum of Squares	df	Mean Square	F	p
Factor A	67.765	1	67.7647	.45	N.S.
Error	4846.353	32	151.4485		
Total	4914.118				

Table 6.
Posttest Descriptive Statistics: Part 1

Group	n	Sample Mean	Sample Variance	Standard Deviation
Control	17	20.64706	100.2426	10.01212
Experimental	17	32.41176	54.3824	7.37444

Table 7.
Posttest Descriptive Statistics: Part 2

Group	n	Sample Mean	Sample Variance	Standard Deviation
Control	17	5.529412	5.889705	2.426871
Experimental	17	8.294117	6.845587	2.261640

Table 8.
Posttest Descriptive Statistics: Combined

Group	n	Sample Mean	Sample Variance	Standard Deviation
Control	17	26.17647	136.9044	11.70061
Experimental	17	40.70588	85.7206	9.25854

whether a significant difference existed between the experimental and control groups at the onset of the study (see Table 6). It was noted that there was not a significant difference in scoring ($p > .9$) between the experimental and control groups, indicating a generally equivalent knowledge in the areas of interest at the inception of the study. Accordingly, analysis of variance (ANOVA) was chosen to evaluate the posttest results.

Posttest. ANOVA of the scores of the representative groups was performed on both individual elements and also the entire test. A significant difference in favor of the experimental group was observed in all three instances. The F -ratio for Part 1 was 17.29, for Part 2 was 10.20, and for the complete test was 18.06. The probability (p) of this occurring by chance is less than .001 in each instance (see Tables 10-12).

To eliminate the possibility that the experimental group sample might not be composed of the same population as the control group, additional data were gathered from university records. These data showed that the experimental group enjoyed a higher grade-point average (GPA) -- 3.10 vs. 2.89 than the control group. Accordingly, an analysis of covariance was performed, using this factor as the covariate. When adjusted for this factor, the difference in group means was again determined to be significant ($p < .01$), reiterating the results of the initial analysis.

Table 9.
Posttest Inferential Statistics: Part 1

Source	Sum of Squares	<i>df</i>	Mean Square	<i>F</i>	<i>p</i>
Treatment	1297.059	1	1297.059	17.29	<.001
Error	2399.882	32	74.996		
Total	3696.941	33			

Table 10.
Posttest Inferential Statistics: Part 2

Source	Sum of Squares	<i>df</i>	Mean Square	<i>F</i>	<i>p</i>
Treatment	64.9706	1	64.97059	10.20	<.001
Error	203.7647	32	6.36764		
Total	268.7647	33			

Table 11.
Posttest Inferential Statistics: Combined

Source	Sum of Squares	<i>df</i>	Mean Square	<i>F</i>	<i>p</i>
Treatment	2256.735	1	2256.735	18.06	<.001
Error	3999.647	32	124.989		
Total	6256.382	33			

Chapter 5: Summary and Conclusions

Summary

The purpose of this study was to determine whether a computer-aided listening station would be effective in helping students to develop a recognition ability for music literature (repertoire). Accordingly, two groups of undergraduate music majors ($n=17$) were established from a Music Literature class in which students were expected to develop a recognition ability for standard works in the music repertoire. Both groups were given a pretest in the form of a questionnaire which utilized a 5-point Likert scale to determine baseline knowledge of material to be included in the study; the difference in mean scores was not significant. One group was asked to study the assigned works using the recorded music supplied with the course of study; the other group utilized a computerized listening station for eight of these pieces. At the end of the semester-long study, a music listening posttest was administered as a part of the class final examination. There was a significant difference between the groups ($p<.001$), with the experimental group scoring higher than the control group in both sections of the posttest.

Conclusions

Careful consideration of the results of the data analyses suggests that the null hypothesis should be rejected. The researcher accepted the working hypothesis and concluded that use of a computer-aided listening station will help

undergraduate music majors develop recognition ability for works from the standard literature. Even when group means were adjusted for the variance in grade point average which was discovered between the two groups, the significance of the results exceeded the projected research goal of $\alpha = .05$ ($p < .001$).

Discussion

The results of the present investigation--finding a significant difference between groups are unusual in comparison with previous studies which have evaluated the effectiveness of CAI in music. As mentioned earlier, the extant studies generally yielded nonsignificant differences. In other words, while many researchers have theorized that significant benefits will be derived from CAI in music, in most cases these benefits have not been demonstrated empirically.

Why was a significant difference observed in the present study? It is the author's opinion that the approach and design of the listening station itself was responsible for this difference. Many of the early applications of CAI to music were simply automation of the type of programmed learning which had been in use for some time in general education. In contrast, the author's intent in this study was to provide students with a tool, a learning environment, such as that discussed by Balzano, which would enable them to make more effective use of their time, while controlling that environment themselves rather than being controlled by some external

program.

Recommendations for Research

As with all such research, however, the conclusion of this study has led to new questions. Will this approach be as successful with different types of compositions, different formal structures? It seems likely that the most effective use of this application of computer technology will be with longer works, ones which might test a listener's memory with the length of time which passes between the occurrences of similar themes or theme groups. Shorter works, and works which are sufficiently unique to make a significant first impression, are less likely to benefit from the treatment. However, the simple action of requiring the student's attention while listening at the computer-aided listening station may prove more effective than the normal listening strategy with these kinds of works.

Is utilizing this type of listening station a more effective use of decreasing student listening time when compared with repetitious listening strategies? As requirements for graduation continue to expand, students, particularly those in fields such as music which manifest great demands on time, face a time management predicament which is becoming more acute every year. The kind of repetitious listening which is commonly used for music repertoire learning typically consumes an inordinate amount of this precious commodity. Informal discussions with members of the experimental group indicate that considerably

less time was spent listening to those musical works included in the study than to those other required listenings in the general class schedule. Presumably, future research will confirm this benefit of the computer-aided listening station.

What would be the effect of making the listening station as available to the Ss as its manual counterpart, the record player or cassette machine? It is the opinion of the author that CD-ROM units will become more affordable in general, and thus should be more available to faculty desiring to make use of similar listening stations. As a matter of convenience, the stations should be available to students during a large portion of time throughout the student's day, possibly in conjunction with the music listening facility.

Would a more detailed, thereby more complicated, program have a positive or negative influence? It is possible that adding more interconnections between stacks (movements or works) would allow even more detailed analysis of works. It seems that this feature would make the program very useful in the area of musical theory as well as form and analysis. As the computer becomes a more common element of student life, familiarity and comfort with it on the part of students will increase, allowing more complex programs to be presented without negative results.

In this era of ever-increasing demands upon the time of undergraduate students, methods and techniques which maximize the utilization of that time are valuable indeed. It

has been postulated that the judicious use of the computer is one way to maximize this valuable commodity (Bales, 1986). In a very real sense, we are still exploring the many uses which can be made of the computer, and will likely be doing so for quite some time to come. Applications of computer technology have been used, judged, and adopted or discarded for the past 25 years. As this process continues, it is certain that this device will find its proper niche in music education, as well as in the arts in general. Certainly, innovative and creative research will be needed to help determine the proper application of this technology.

Also, several brief recommendations for research deserve mention: 1) replications of the study with a larger sample pool and therefore more listening stations should be performed, 2) the musical examples used should be expanded to include more diverse models, 3) time-keeping routines should be incorporated in future studies, and 4) multivariate analysis of related factors should be included in any further analyses of this procedure.

Recommendations for Practice

The results obtained in this study suggest that a computer-aided listening station may be a powerful tool for educators and students for the acquisition of a recognition ability for music repertoire. It would seem to be an effective, and potentially time-saving method for such learning. With the decreasing cost of hardware, the purchase of components for

such a station should be well within the reach of most educational institutions. Many publishers already offer recordings to accompany texts, and some also have compact discs. When music textbook publishers realize the possible advantages of including such optional programs with the packages already available, cost and development time should decrease to a practical level. One of the most time-consuming tasks of preparing the current station was digitizing the musical scores for the on-screen presentation. Publishing houses would already have this information in digital format for printing and could easily adapt it for use in a suitable format for microcomputers. It is the author's sincere belief that by creating tools for students such as the listening station described in this study, an interactive learning environment is generated in which the promise of computer-aided instruction can be realized.

Appendix 1: Pretest Questionnaire

Music 130 Questionnaire

1. What is your major applied instrument?
2. How long have you taken lessons (years)?
3. On a scale of 1-5, 1 being the low end of the scale, how would you classify your familiarity with your instrument's repertoire?
(1-5)
4. Do you have a secondary instrument? If so, what is it?
6. On a scale of 1-5, 1 being the low end of the scale, how would you classify your familiarity with your secondary instrument's repertoire? (1-5)
5. Using the following scale, rate your familiarity of these composers, eras and pieces by filling in the appropriate circle. (1: none, 2: some, 3: average, 4: greater-than-average, 5: very familiar)

<u>Composers, Etc.</u>	<u>Familiarity</u>				
	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>
Bela Bartok	0	0	0	0	0
<i>Concerto for Orchestra</i>	0	0	0	0	0
Anton Webern	0	0	0	0	0
<i>Five Pieces for Orchestra</i>	0	0	0	0	0
F. Joseph Haydn	0	0	0	0	0
<i>Symphony # 104</i>	0	0	0	0	0
Ludwig von Beethoven	0	0	0	0	0
<i>Piano Sonata, Op. 13, cm</i>	0	0	0	0	0

<i>Quartet, Op. 18, # 1</i>	0	0	0	0	0
Antonio Vivaldi	0	0	0	0	0
<i>Concerto Op. 4, #1,</i>					
<i>The Four Seasons</i>	0	0	0	0	0
W. A. Mozart	0	0	0	0	0
<i>Piano Concerto K. 467</i>	0	0	0	0	0
<i>Eine kleine Nachtmusik</i>	0	0	0	0	0
J. S. Bach	0	0	0	0	0
<i>Brandenburg Concerto # 2</i>	0	0	0	0	0
Baroque Era	0	0	0	0	0
Classical Era	0	0	0	0	0
Renaissance Era	0	0	0	0	0
Medieval Era	0	0	0	0	0
20th Century	0	0	0	0	0
Serialism	0	0	0	0	0
Aleatory	0	0	0	0	0
Neo-Classical	0	0	0	0	0

Using the same scale, how would you rate your familiarity with computers?

0 0 0 0 0

How comfortable would you be working with a simple computer program? (1-very uncomfortable, 2-somewhat uncomfortable, 3-neutral, 4-comfortable, 5-very comfortable)

0 0 0 0 0

Would you be willing to volunteer for a project involving a computer-aided listening station for this class?

Yes_____

No_____

Appendix 2: Posttest

Music Listening Posttest Part 2

Directions will be given orally. Record all answers on the answer sheet using a #2 pencil.

1. Beethoven, Sonata Pathetique, first movement

- A. Exposition: Theme A
- B. Minuet
- C. Exposition: Theme B
- D. Theme A used in Coda
- E. None of the above

2. Haydn, Symphony #104, fourth movement

- A. A section
- B. Development: Theme A
- C. C section
- D. Exposition: Theme A
- E. None of the above

3. Beethoven, Sonata Pathetique, second movement

- A. A section
- B. B section
- C. C section
- D. Material from A used in Coda
- E. None of the above

4. Mozart, Eine kleine Nachtmusik, first movement

- A. Exposition: Theme A
- B. Theme A used in Coda
- C. Development: Theme B
- D. Exposition: Theme B
- E. None of the above

5. Bach, Brandenburg Concerto #2, first movement

- A. A section
- B. B section
- C. C section
- D. Theme A used in Coda
- E. None of the above

6. Beethoven, Sonata Pathetique, first movement

- A. Theme A used in Coda
- B. Development: Theme B
- C. Development: Theme A
- D. Exposition: Theme A
- E. None of the above

7. Beethoven, String Quartet Op. 18, #1, first movement
 - A. Exposition: Theme A
 - B. section A
 - C. Development: Theme B
 - D. Theme A used in Coda
 - E. None of the above
8. Beethoven, Sonata Pathetique, second movement
 - A. A section
 - B. B section
 - C. Development: Theme A
 - D. C section
 - E. None of the Above
9. Mozart, Eine kleine Nachtmusik, third movement
 - A. Exposition: Theme A
 - B. minuet
 - C. A section
 - D. B section
 - E. None of the above
10. Beethoven, String Quartet Op. 18, #1, first movement
 - A. Exposition: Theme A
 - B. Development: Theme A
 - C. A section
 - D. Trio
 - E. None of the above

11. Mozart, Piano Concerto, K. 467, third movement

- A. A section
- B. B section
- C. C section
- D. Theme A used in Coda
- E. None of the above

12. Haydn, Symphony #104, first movement

- A. Exposition: Theme A
- B. Development: Theme B
- C. Coda
- D. Exposition: Theme B
- E. None of the above

13. Beethoven, Sonata Pathetique, third movement

- A. A section
- B. Development: Theme A
- C. B section
- D. Theme A used in Coda
- E. None of the above

14. Haydn, Symphony #104, first movement

- A. Coda (based on Theme A)
- B. Exposition: Theme A
- C. Development: Theme A
- D. Exposition: Theme C
- E. Development: Theme B

15. Mozart, Eine kleine Nachtmusik, fourth movement

- A. Exposition: Theme A
- B. Exposition: Theme B
- C. Development: Theme A
- D. Coda
- E. None of the above

16. Haydn, Symphony #104, first movement

- A. Exposition: Theme A
- B. Minuet
- C. Exposition: Theme B
- D. Trio
- E. None of the above

17. Mozart, Piano Concerto, K. 467, first movement

- A. Exposition: Theme A
- B. Development: Theme A
- C. Development: Theme B
- D. Coda (based on Theme A)
- E. None of the above

18. Haydn, Symphony #104, third movement

- A. A section
- B. Minuet
- C. B section
- D. C section
- E. None of the above

19. Mozart, Eine kleine Nachtmusik, first movement

- A. Exposition: Theme A
- B. Exposition: Theme B
- C. Development: Theme A
- D. Development: Theme B
- E. None of the above

20. Mozart, Piano Concerto, K. 467, first movement

- A. Exposition I: Theme A
- B. Development: Theme A
- C. Development: Theme B
- D. Exposition II: Theme A
- E. None of the above

Appendix 3: Equipment

Hardware

Macintosh SEII microcomputer

Apple Optical Scanner

Apple CD-ROM Unit

Amiga 2000 microcomputer

Selected compact audio disks - see below

Nakamichi BX-150 Cassette Tape Deck

Sony MDR-S101 Headphones

Software

Apple File Transfer

Dos-2-Dos

Groupies

HyperCard 2.2

HyperScan

Lionheart Experimental Statistics

MaxiPlan

Microsoft Word 4.0

Microsoft Excel

Ready, Set, Go!

ScriptReader

WordPerfect 5.1

Researcher-designed HyperCard Stacks

Compact Discs

BACH, J. S.

Brandenburg Concerto #1

Harnoncourt, Concentus Musicus

Teldec - 42823 ZK

BARTOK, B.

Concerto for Orchestra

Solti, Chicago Symphony

London - 400052-2LH

BEETHOVEN, L. V

Piano Sonata #8, cm, Op. 13

Hungerford

Vanguard - VBD 389

String Quartet #1, FM, Op 18

The Fine Arts Quartet

Pantheon - D22743

HAYDN, J.

Symphony #104, DM

Harnoncourt, Concertgebouw

Teldec - 843752

MOZART, W. A.

Eine kleine Nachtmusik, GM, K. 525

Marriner, Academy of St. Martin-in-the-Fields

MHS 11247Z

Piano Concerto #21, CM, K. 467

Fischer (piano) Kraus (conductor) Vienna Mozart

Ensemble

LL - 15618

VIVALDI, A.

The Four Seasons, Op. 8, #1

Hogwood, Academy of Ancient Music

Oiseau - 410126-20H

Appendix 4: Program Listing

SCRIPTS FOR STACK: Music 130

=====

** STACK SCRIPT *****

```

on openStack
  global Oldlevel
  if the version < 1.2 then
    answer "HyperCard 1.2 or greater required!" with OK
    go home
  end if
  hide menubar
  hide background pict
  checkifdisc
  set the userlevel to 1
  set the blindtyping to false
  set the powerkeys to false
end openStack

on StartUp
  global Oldlevel
  if the version < 1.2 then
    answer "HyperCard 1.2 or greater required!" with OK
    go home
  end if
  hide menubar
  hide background pict
  checkifdisc
  set the userlevel to 1
  set the blindtyping to false
  set the powerkeys to false
end StartUp

on closeStack
  global oldLevel
  set the userlevel to oldLevel
end closeStack

```

```

on checkifdisc
  put "false" into havedisc
  repeat while havedisc is "false"
    cdAudio Status
    if word 1 of the result is "Bad" then
      put "Can't access the disc, Goodbye."
      return(-1)
    end if
    if the result is "No Disk" then
      answer "Please insert disc" with "Ready"
      answer "Please insert disc"
    else
      put "true" into haveDisc
    end if
  end repeat
  return(0)
end checkIfDisc

```

```

** BACKGROUND #1: TITLE
*****

```

```

** BKGND #1, BUTTON #1: Help
*****
on mouseUp
  visual effect dissolve
  go to card id 4765
end mouseUp

```

```

** BACKGROUND #2: INFO
*****
on closecard
  push card
end closecard

```

```

** CARD #8: MAIN MENU
*****

```

```

** CARD #8, BUTTON #6: Beethoven Quartet
*****
on mouseUp
  visual effect iris close slow
  go to card id 7606 of stack "Beethq"
end mouseUp

```

```

** CARD #8, BUTTON #7: Vivaldi
*****
on mouseUp
  visual effect iris close slow
  go to card id 8219 of stack "Vivaldi"
end mouseUp

```

```
** CARD #8, BUTTON #8: Mozart Piano Concerto
*****
```

```
on mouseUp
    visual effect iris close slow
    go to card id 8772 of stack "Mozpc"
end mouseUp
```

```
** CARD #8, BUTTON #9: Mozart Eine..
*****
```

```
on mouseUp
    visual effect iris close slow
    go to card id 10426 of stack "Mozeine"
end mouseUp
```

```
** CARD #8, BUTTON #10: Quit
*****
```

```
on mouseUp
    answer "Are you Sure?" with "Yes" or "Cancel"
    if it is "yes" then
        set lockscreen to true
        CDAudio eject
        domenu "quit hypercard"
    end if
end mouseUp
```

SCRIPTS FOR STACK: Bach

=====

** STACK SCRIPT *****

```

on openstack
  hide menubar
  hide background pict
  checkifdisc
  set the userlevel to 1
  set the blindtyping to false
  set the powerkeys to false
end openstack

on startup
  hide menubar
  hide background pict
  checkifdisc
  set the userlevel to 1
  set the blindtyping to false
  set the powerkeys to false
end startup

on button
  select card button 1
  repeat for the number of card buttons
    set style to radioButton
    set showname to false
    get me + 1
  end repeat
end button

on cut
  domenu "select all"
  domenu "clear picture"
  domenu "paste picture"
  type "t"
end cut

on enterkey
  if the tool is "browse tool"
    then choose select tool
  else if the tool is "select tool"
    then choose browse tool
  end enterkey

on m
  choose field tool
  select card field 1
  domenu "copy field"
  domenu "paste field"
end m

```

```

on mm
  repeat for the number of cards
    choose field tool
    drag from 48,0 to 85,18 with commandkey
    set the textstyle of card field 1 to bold
    set the textalign of card field 1 to center
    set the style of card field 1 to rectangle
    go to next card
  end repeat
end mm

on moveCard
  moveCards "",1
end moveCard

on moveCards destination,howMany
  if howMany < 1 then
    ask "Move how many cards?" with "to end"
    if it is empty then exit moveCards
    put it into howMany
  end if
  if howMany is "to end"
    then put 1 + the number of cards - number of this card into
    howMany
  if destination is empty then put "destination stack" into
  destination
  repeat howMany
    set cursor to watch
    push this card
    doMenu "Copy Card"
    lock screen
    set lockMessages to true
    go to last card of stack destination
    IF the result is not empty then
      beep
    pop card
    exit to HyperCard
  else
    put the short name of this stack into destination
    doMenu "Paste Card"
    pop card
    doMenu "Delete Card"
  end if
  set lockMessages to false
  unlock screen
end repeat
end moveCards

```

```

on Theme
  set lockscreen to true
  go card id 27849 of      stack "Music130:examples:ek4"
  choose button tool
  select card button "Theme"
  domenu "copy button"
  domenu "back"
  domenu "paste button"
  set lockscreen to false
end Theme

** BACKGROUND #1: TITLE
*****
BKGND #1, BUTTON #1: resume
*****
on mouseUp
  CDAudio Pause,0
  if the result is not empty
    put the result
  end if
end mouseUp

** BKGND #1, BUTTON #2: pause
*****
on mouseUp
  CDAudio Pause,1
  if the result is not empty then
    put the result
  end if
end mouseUp

** BKGND #1, BUTTON #3: next
*****
on mouseUp
  visual effect scroll up fast
  go next
end mouseUp

** BKGND #1, BUTTON #4: previous
*****
on mouseUp
  visual effect scroll down fast
  go previous
end mouseUp

```



```

** BACKGROUND #2: INFO
*****

** BKGND #2, BUTTON #1: resume
*****
on mouseUp
  CDAudio Pause,0
  if the result is not empty
    put the result
  end if
end mouseUp

** BKGND #2, BUTTON #2: pause
*****
on mouseUp
  CDAudio Pause,1
  if the result is not empty
    put the result
  end if
end mouseUp

** BKGND #2, BUTTON #3: next
*****
on mouseUp
  visual effect scroll up
  go next
end mouseUp

** BKGND #2, BUTTON #4: previous
*****
on mouseUp
  visual effect scroll down
  go previous
end mouseUp

** BACKGROUND #3: WorkCard
*****

** BACKGROUND #4: Navigation
*****

** BKGND #4, BUTTON #1: previous
*****
on mouseUp
  visual effect scroll down fast
  go previous
end mouseUp

```

```

** BKGND #4, BUTTON #2: next
*****
on mouseUp
    visual effect scroll up fast
    go next
end mouseUp

** BKGND #4, BUTTON #3: resume
*****
on mouseUp
    CDAudio Pause,0
    if the result is not empty
        put the result
    endif
end mouseUp

** BKGND #4, BUTTON #4: pause
*****
on mouseUp
    CDAudio Pause,1
    if the result is not empty
        put the result
    endif
end mouseUp

** BKGND #4, BUTTON #5: Beginning
*****
on mouseUp
    CDAudio Pause,1
    visual effect scroll right
    go card title
end mouseUp

** CARD #1: TITLE
*****

** CARD #1, BUTTON #1: 1st Movement
*****
on mouseUp
    visual effect scroll left
    go card "Title"
    set the hilite of me to false
end mouseUp

```

```

** CARD #1, BUTTON #2: A section
*****
on mouseUp
    visual effect scroll left
    set the hilite of me to false
    go to card id 3013 of stack "bb2"
end mouseUp

** CARD #1, BUTTON #3: B section
*****
on mouseUp
    visual effect scroll left
    set the hilite of me to false
    go to card id 3042 of stack "bb3"
end mouseUp

** CARD #1, BUTTON #4: Return
*****
on mouseUp
    set the hilite of me to false
    visual effect dissolve
    go to card id 4905 of stack "One Bad Apple:1
    PROGRAMS:Hypercard:Music130:music 130"
end mouseUp

** CARD #2, BUTTON #1: 1st Movement
*****
on mouseUp
    set the hilite of me to false
    visual effect scroll left
    go card "bb1"
    CDAudio stop,1,5,24,13
    CDAudio Play,1,0,2,32,0,9
end mouseUp

** CARD #2, BUTTON #2: A section
*****
on mouseUp
    set the hilite of me to false
    visual effect scroll left
    go card "bb1"
    CDAudio stop,1,2,43,9,0,9
    CDAudio Play,1,0,2,32,0,9
end mouseUp

```

```

** CARD #2, BUTTON #3: B section
*****
on mouseUp
    set the hilite of me to false
    visual effect scroll left
    go to card id 40348
    CDAudio stop,1,4,37,35
    CDAudio Play,1,2,43,9,0,9
end mouseUp

** CARD #2, BUTTON #4: a2 section
*****
on mouseUp
    set the hilite of me to false
    visual effect scroll left
    go to card id 25336
    CDAudio stop,1,5,24,13
    CDAudio Play,1,4,37,41,0,9
end mouseUp

** CARD #2, BUTTON #5: Tell Me About...
*****
on mouseUp
    set the hilite of me to false
    visual effect iris open
    go to card "info"
end mouseUp

** CARD #2, BUTTON #6: Return
*****
on mouseUp
    visual effect wipe right
    go to card id 3954 of stack "Bach"
end mouseUp

** CARD #3, BUTTON #1: Theme
*****
on mouseUp
    set the hilite of me to false
    CDAudio stop,1,2,43,9,0,9
    CDAudio Play,1,0,2,32,0,9
end mouseUp

** CARD #3, BUTTON #2: Return
*****
on mouseUp
    visual effect iris close
    go card "title"
end mouseUp

```

** CARD #4 *****

```
on opencard
  visual effect dissolve slow to grey
  wait 30 ticks
  visual effect dissolve
  go first
end opencard
```

** CARD #5: Portrait

```
on opencard
  visual effect dissolve slowly to grey
  visual effect dissolve slowly to inverse
  visual effect scroll right
  go prev
end opencard
```

** CARD #6: bb1

```
on closecard
  set the visible of card field "instruments" to false
end closecard
```

** CARD #6, BUTTON #1: Beginning

```
on mouseUp
  visual effect scroll right
  go card title
end mouseUp
```

** CARD #6, BUTTON #2: Tell Me About...

```
on mouseUp
  if the visible of card field "instruments" is false then
    set the visible of card field "instruments" to true
  else set the visible of card field "instruments" to false
end mouseUp
```

SCRIPTS FOR STACK: BB2

=====

** STACK SCRIPT *****

```

on openstack
  hide menubar
  hide background pict
  checkifdisc
  set the userlevel to 1
  set the blindtyping to false
  set the powerkeys to false
end openstack

on startup
  hide menubar
  hide background pict
  checkifdisc
  set the userlevel to 1
  set the blindtyping to false
  set the powerkeys to false
end startup

on button
  select card button 1
  repeat for the number of card buttons
    set style to radioButton
    set showname to false
    get me + 1
  end repeat
end button

on cut
  domenu "select all"
  domenu "clear picture"
  domenu "paste picture"
  type "t"
end cut

on enterkey
  if the tool is "browse tool"
    then choose select tool
  else if the tool is "select tool"
    then choose browse tool
end enterkey

on m
  choose field tool
  select card field 1
  domenu "copy field"
  domenu "paste field"
end m

```

```

on mm
  repeat for the number of cards
    choose field tool
    drag from 48,0 to 85,18 with commandkey
    set the textstyle of card field 1 to bold
    set the textalign of card field 1 to center
    set the style of card field 1 to rectangle
    go to next card
  end repeat
end mm

on moveCard
  moveCards "",1
end moveCard

on moveCards destination,howMany
  if howMany < 1 then
    ask "Move how many cards?" with "to end"
    if it is empty then exit moveCards
    put it into howMany
  end if
  if howMany is "to end"
    then put 1 + the number of cards - number of this card into
    howMany
  if destination is empty then put "destination stack" into
  destination
  repeat howMany
    set cursor to watch
    push this card
    doMenu "Copy Card"
    lock screen
    set lockMessages to true
    go to last card of stack destination
    IF the result is not empty then
      beep
    pop card
    exit to HyperCard
  else
    put the short name of this stack into destination
    doMenu "Paste Card"
    pop card
    doMenu "Delete Card"
  end if
  set lockMessages to false
  unlock screen
end repeat
end moveCards

```

```

on Theme
  set lockscreen to true
  go card id 27849 of      stack "Music130:examples:ek4"
  choose button tool
  select card button "Theme"
  domenu "copy button"
  domenu "back"
  domenu "paste button"
  set lockscreen to false
end Theme

```

```

** BACKGROUND #1: TITLE
*****
BKGND #1, BUTTON #1: resume
*****
on mouseUp
  CDAudio Pause,0
end mouseUp

```

```

** BKGND #1, BUTTON #2: pause
*****
on mouseUp
  CDAudio Pause,1
end mouseUp

```

```

** BKGND #1, BUTTON #3: next
*****
on mouseUp
  visual effect scroll up
  go next
end mouseUp

```

```

** BKGND #1, BUTTON #4: prev
*****
on mouseUp
  visual effect scroll down
  go previous
end mouseUp

```

```

** BACKGROUND #2: INFO
*****

```

```

** CARD #1, BUTTON #1: Mvt. 1
*****
on mouseUp
  set the hilite of me to false
  visual effect scroll left fast
  go to card id 30149
  CDAudio stop,1,8,58,45
  CDAudio Play,1,5,27,20,0,9
end mouseUp

```



```

** CARD #1, BUTTON #2 *****
on mouseUp
    set the hilite of me to false
    visual effect scroll left
    go to card id 30149
end mouseUp

** CARD #1, BUTTON #3: Tell Me About...
*****
on mouseUp
    set the hilite of me to false
    visual effect iris open
    go to card "info"
end mouseUp

** CARD #1, BUTTON #4: Return
*****
on mouseUp
    visual effect wipe right
    go to card id 3954 of stack "Bach"
end mouseUp

** CARD #2, BUTTON #1: Play Theme
*****
on mouseUp
    CDAudio stop,1,5,36,30
    CDAudio Play,1,5,27,32,0,9
end mouseUp

** CARD #2, BUTTON #2: Return
*****
on mouseUp
    visual effect iris close
    go card "title"
end mouseUp

** CARD #3: bb2 *****

** CARD #3, BUTTON #1: instruments
*****
on mouseUp
    if the visible of card field "instruments" is false then
        set the visible of card field "instruments" to true
    else set the visible of card field "instruments" to false
end mouseUp

```

SCRIPTS FOR STACK: bb3

=====

** STACK SCRIPT *****

```

on openstack
  hide menubar
  hide background pict
  checkifdisc
  set the userlevel to 1
  set the blindtyping to false
  set the powerkeys to false
end openstack

on startup
  hide menubar
  hide background pict
  checkifdisc
  set the userlevel to 1
  set the blindtyping to false
  set the powerkeys to false
end startup

on button
  select card button 1
  repeat for the number of card buttons
    set style to radioButton
    set showname to false
    get me + 1
  end repeat
end button

on cut
  domenu "select all"
  domenu "clear picture"
  domenu "paste picture"
  type "t"
end cut

on enterkey
  if the tool is "browse tool"
    then choose select tool
  else if the tool is "select tool"
    then choose browse tool
end enterkey

on m
  choose field tool
  select card field 1
  domenu "copy field"
  domenu "paste field"
end m

```

```

on mm
  repeat for the number of cards
    choose field tool
    drag from 48,0 to 85,18 with commandkey
    set the textstyle of card field 1 to bold
    set the textalign of card field 1 to center
    set the style of card field 1 to rectangle
    go to next card
  end repeat
end mm

on moveCard
  moveCards "",1
end moveCard

on moveCards destination,howMany
  if howMany < 1 then
    ask "Move how many cards?" with "to end"
    if it is empty then exit moveCards
    put it into howMany
  end if
  if howMany is "to end"
    then put 1 + the number of cards - number of this card into
    howMany
  if destination is empty then put "destination stack" into
  destination
  repeat howMany
    set cursor to watch
    push this card
    doMenu "Copy Card"
    lock screen
    set lockMessages to true
    go to last card of stack destination
    IF the result is not empty then
      beep
      pop card
      exit to HyperCard
    else
      put the short name of this stack into destination
      doMenu "Paste Card"
      pop card
      doMenu "Delete Card"
    end if
    set lockMessages to false
    unlock screen
  end repeat
end moveCards

```

```

on Theme
  set lockscreen to true
  go card id 27849 of      stack "Music130:examples:ek4"
  choose button tool
  select card button "Theme"
  domenu "copy button"
  domenu "back"
  domenu "paste button"
  set lockscreen to false
end Theme

```

```

** BACKGROUND #1: TITLE
*****

```

```

BKGND #1, BUTTON #1: resume
*****
on mouseUp
  CDAudio Pause,0
end mouseUp

```

```

** BKGND #1, BUTTON #2: pause
*****
on mouseUp
  CDAudio Pause,1
end mouseUp

```

```

** BKGND #1, BUTTON #3: next
*****
on mouseUp
  visual effect scroll up very
  go next
end mouseUp

```

```

** BKGND #1, BUTTON #4: prev
*****
on mouseUp
  visual effect scroll down
  go previous
end mouseUp

```

```

** BKGND #1, BUTTON #5: Beginning
*****
on mouseUp
  visual effect scroll right
  go to card "bb3"
  CDAudio Pause,1
end mouseUp

```

```

** BACKGROUND #2: Info
*****

```

```

** CARD #1, BUTTON #1: Mvt. 3
*****
on mouseUp
    set the hilite of me to false
    visual effect scroll left
    go to card id 11514
    send mouseUp to card button Theme
    CDAudio stop,1,12,5,25
    CDAudio Play,1,8,58,45,0,9
end mouseUp

** CARD #1, BUTTON #2: Coda
*****
on mouseUp
    set the hilite of me to false
    visual effect scroll left
    go to card id 11925
    CDAudio stop,1,12,5,25
    CDAudio Play,1,11,45,50,0,9
end mouseUp

** CARD #1, BUTTON #3: Return
*****
on mouseUp
    visual effect scroll right
    go to card id 3 954 of stack "Bach"
end mouseUp

** CARD #1, BUTTON #4: Tell Me About...
*****
on mouseUp
    visual effect iris open
    go to card "info"
    set the hilite of me to false
end mouseUp

** CARD #2, BUTTON #1: Play Theme
*****
on mouseUp
    CDAudio stop,1,9,6,45
    CDAudio Play,1,8,58,45,0,9
end mouseUp

** CARD #2, BUTTON #2: Beginning
*****
on mouseUp
    visual effect iris close
    go card "title"
end mouseUp

```

```

** CARD #3, BUTTON #1: Next
*****
on mouseUp
    visual effect wipe left
    go next
end mouseUp

** CARD #3, BUTTON #2: Main Theme
*****
on mouseUp
    set the hilite of me to false
    visual effect scroll left
    send mouseUp to card button Theme
    CDAudio stop,1,9,6,45
    CDAudio Play,1,8,58,45,0,9
end mouseUp

** CARD #3, BUTTON #3: Counter-subject
*****
on mouseUp
    set the hilite of me to false
    visual effect scroll left
    go to card id 2463
    send mouseUp to card button Theme
    CDAudio stop,1,10,19,1
    CDAudio Play,1,10,7,74,0,9
end mouseUp

```

SCRIPTS FOR STACK: Bartok

=====

** STACK SCRIPT *****

```

on openstack
    hide menubar
    hide background pict
    checkifdisc
    set the userlevel to 1
    set the blindtyping to false
    set the powerkeys to false
end openstack

on startup
    hide menubar
    hide background pict
    checkifdisc
    set the userlevel to 1
    set the blindtyping to false
    set the powerkeys to false
end startup

on button
    select card button 1
    repeat for the number of card buttons
        set style to radioButton
        set showname to false
        get me + 1
    end repeat
end button

on cut
    domenu "select all"
    domenu "clear picture"
    domenu "paste picture"
    type "t"
end cut

on enterkey
    if the tool is "browse tool"
        then choose select tool
    else if the tool is "select tool"
        then choose browse tool
    end if
end enterkey

on m
    choose field tool
    select card field 1
    domenu "copy field"
    domenu "paste field"
end m

```

```

on mm
  repeat for the number of cards
    choose field tool
    drag from 48,0 to 85,18 with commandkey
    set the textstyle of card field 1 to bold
    set the textalign of card field 1 to center
    set the style of card field 1 to rectangle
    go to next card
  end repeat
end mm

on moveCard
  moveCards "",1
end moveCard

on moveCards destination,howMany
  if howMany < 1 then
    ask "Move how many cards?" with "to end"
    if it is empty then exit moveCards
    put it into howMany
  end if
  if howMany is "to end"
    then put 1 + the number of cards - number of this card into
    howMany
  if destination is empty then put "destination stack" into
  destination
  repeat howMany
    set cursor to watch
    push this card
    doMenu "Copy Card"
    lock screen
    set lockMessages to true
    go to last card of stack destination
    IF the result is not empty then
      beep
    pop card
    exit to HyperCard
  else
    put the short name of this stack into destination
    doMenu "Paste Card"
    pop card
    doMenu "Delete Card"
  end if
  set lockMessages to false
  unlock screen
end repeat
end moveCards

```



```

on Theme
  set lockscreen to true
  go card id 27849 of      stack "Music130:examples:ek4"
  choose button tool
  select card button "Theme"
  domenu "copy button"
  domenu "back"
  domenu "paste button"
  set lockscreen to false
end Theme

** BACKGROUND #1: TITLE
*****
** BKGND #1, BUTTON #1: resume
*****
on mouseUp
  CDAudio Pause,0
end mouseUp

** BKGND #1, BUTTON #2: pause
*****
on mouseUp
  CDAudio Pause,1
end mouseUp

** BKGND #1, BUTTON #3: eject
*****
on mouseUp
  CDAudio eject
end mouseUp

** BKGND #1, BUTTON #4: First
*****
on mouseUp
  visual effect scroll right
  go first
end mouseUp

** BKGND #1, BUTTON #6: next
*****
on mouseUp
  visual effect scroll up
  go next
end mouseUp

** BKGND #1, BUTTON #7:prev
*****
on mouseUp
  visual effect scroll down
  go previous
end mouseUp

```

```

** BACKGROUND #2: Info
*****

** BKGND #2, BUTTON #1
*****
on mouseUp
    visual effect scroll down
    go previous
end mouseUp

** BKGND #2, BUTTON #2: Beginning
*****
on mouseUp
    CDAudio Pause,1
    visual effect scroll right
    go card title
end mouseUp

** BKGND #2, BUTTON #3: Next
*****
on mouseUp
    visual effect scroll up
    go next
end mouseUp

** BKGND #2, BUTTON #4: pause
*****
on mouseUp
    CDAudio Pause,1
end mouseUp

** BKGND #2, BUTTON #5: resume
*****
on mouseUp
    CDAudio Pause,0
end mouseUp

** CARD #1, BUTTON #1: Beginning
*****
on mouseUp
    set the hilite of me to false
    visual effect scroll left
    go to card title
end mouseUp

** CARD #1, BUTTON #3: Mvt. 3
*****
on mouseUp
    set the hilite of me to false
    visual effect scroll left
    go to card id 29087 of stack "Bartok3"
end mouseUp

```

```

** CARD #1, BUTTON #4: Mvt. 4
*****
on mouseUp
    set the hilite of me to false
    visual effect scroll left
    go to card id 2171 of stack "Bartok4"
end mouseUp

** CARD #1, BUTTON #5: Mvt. 5
*****
on mouseUp
    set the hilite of me to false
    visual effect scroll left
    go to stack "Bartok5"
end mouseUp

** CARD #1, BUTTON #6: return
*****
on mouseUp
    visual effect scroll left
    go to card id 4905 of stack "Applesauce:music130:Music130"
end mouseUp

** CARD #2, BUTTON #1: Next
*****
on mouseUp
    visual effect wipe left
    go to next card
end mouseUp

** CARD #2, BUTTON #2: play Theme
*****
on mouseUp
    CDAudio stop,1,3,15,35
    CDAudio Play,1,3,11,15,0,9
end mouseUp

** CARD #3, BUTTON #1: Next
*****
on mouseUp
    visual effect wipe left
    go to next card
end mouseUp

** CARD #3, BUTTON #2: play Theme
*****
on mouseUp
    CDAudio stop,1,4,5,00
    CDAudio Play,1,3,59,35,0,9
end mouseUp

```

```

** CARD #3, BUTTON #3: play Theme
*****
on mouseUp
    CDAudio stop,1,4,20,37
    CDAudio Play,1,4,15,73,0,9
end mouseUp

** CARD #4, BUTTON #1: play Theme
*****
on mouseUp
    CDAudio stop,1,9,27,35
    CDAudio Play,1,9,23,40,0,9
end mouseUp

** CARD #4, BUTTON #2: Return
*****
on mouseUp
    visual effect iris close
    go card title
end mouseUp

** CARD #5: TITLE *****
on opencard
    cdaudio pause,1
end opencard

** CARD #5, FIELD #2: reminder
*****
on mouseUp
    set the visible of me to false
end mouseUp

** CARD #5, BUTTON #1: 1st Mvt.
*****
on mouseUp
    set the hilite of me to false
    set the visible of card field "reminder" to true
    wait 3 secs
    set the visible of card field "reminder" to false
    go card bar1
    CDAudio stop,1,9,46,63
    CDAudio Play,1,0,2,32,0,9
end mouseUp

```

```

** CARD #5, BUTTON #2: A Theme
*****
on mouseUp
    set the hilite of me to false
    visual effect scroll left fast
    go to card id 31718
    send mouseUp to card button "Theme"
    CDAudio stop,1,3,24,50
    CDAudio Play,1,3,11,15,0,9
end mouseUp

** CARD #5, BUTTON #3: B Theme
*****
on mouseUp
    set the hilite of me to false
    visual effect scroll left
    go to card id 11741
    send mouseUp to card button "Theme"
    CDAudio stop,1,4,9,35
    CDAudio Play,1,3,59,0,0,9
end mouseUp

** CARD #5, BUTTON #4: Development
*****
on mouseUp
    set the hilite of me to false
    visual effect scroll left
    go to card id 12658
    send mouseUp to card button "Theme"
    CDAudio stop,1,4,37,37
    CDAudio Play,1,4,15,73,0,9
end mouseUp

** CARD #5, BUTTON #5: Recapitulation
*****
on mouseUp
    set the hilite of me to false
    visual effect scroll left
    go to card id 51884
    send mouseUp to card button "Theme"
    CDAudio stop,1,9,49,32
    CDAudio Play,1,9,23,33,0,9
end mouseUp

** CARD #5, BUTTON #6: Tell Me About...
*****
on mouseUp
    visual effect iris open
    go to card id 19987
end mouseUp

```

** CARD #5, BUTTON #7: Development

on mouseUp

set the hilite of me to false

visual effect scroll left

go to card id 9869

send mouseUp to card button "Theme"

CDAudio stop,1,9,23,40

CDAudio Play,1,5,40,23,0,9

end mouseUp

** CARD #5, BUTTON #8: Return

on mouseUp

cdaudio pause,1

visual effect scroll right

go first

end mouseUp

** CARD #16, BUTTON #1: Theme

on mouseUp

set the visible of me to true

repeat for 5

set the hilite of me to true

wait 10 ticks

set the hilite of me to false

wait 10 ticks

end repeat

end mouseUp

** CARD #21 *****

CARD #21, BUTTON #1: Theme

on mouseUp

set the visible of me to true

repeat for 5

set the hilite of me to true

wait 10 ticks

set the hilite of me to false

wait 10 ticks

end repeat

end mouseUp

** CARD #23: development

CARD #23, BUTTON #1: Theme

on mouseUp

set the visible of me to true

```

    repeat for 5
      set the hilite of me to true
      wait 10 ticks
      set the hilite of me to false
      wait 10 ticks
    end repeat
end mouseUp

```

**** CARD #30 *******

```

CARD #30, BUTTON #1: Theme
*****
on mouseUp
  set the visible of me to true
  repeat for 5
    set the hilite of me to true
    wait 10 ticks
    set the hilite of me to false
    wait 10 ticks
  end repeat
end mouseUp

```

**** CARD #53: Recap *******

```

** CARD #53, BUTTON #1: Theme
*****
on mouseUp
  set the visible of me to true
  repeat for 5
    set the hilite of me to true
    wait 10 ticks
    set the hilite of me to false
    wait 10 ticks
  end repeat
end mouseUp

```

SCRIPTS FOR STACK: Bartok2

=====

** STACK SCRIPT *****

```

on openstack
  hide menubar
  hide background pict
  checkifdisc
  set the userlevel to 1
  set the blindtyping to false
  set the powerkeys to false
end openstack

on startup
  hide menubar
  hide background pict
  checkifdisc
  set the userlevel to 1
  set the blindtyping to false
  set the powerkeys to false
end startup

on button
  select card button 1
  repeat for the number of card buttons
    set style to radioButton
    set showname to false
    get me + 1
  end repeat
end button

on cut
  domenu "select all"
  domenu "clear picture"
  domenu "paste picture"
  type "t"
end cut

on enterkey
  if the tool is "browse tool"
    then choose select tool
  else if the tool is "select tool"
    then choose browse tool
end enterkey

on m
  choose field tool
  select card field 1
  domenu "copy field"
  domenu "paste field"
end m

```



```

on mm
  repeat for the num. of cards
    choose field 1
    drag from 3,0 to 85,18 with commandkey
    set the textstyle of card field 1 to bold
    set the textalign of card field 1 to center
    set the style of card field 1 to rectangle
    go to next card
  end repeat
end mm

on moveCard
  moveCards "",1
end moveCard

on moveCards destination,howMany
  if howMany < 1 then
    ask "Move how many cards?" with "to end"
    if it is empty then exit moveCards
    put it into howMany
  end if
  if howMany is "to end"
    then put 1 + the number of cards - number of this card into
    howMany
  if destination is empty then put "destination stack" into
  destination
  repeat howMany
    set cursor to watch
    push this card
    doMenu "Copy Card"
    lock screen
    set lockMessages to true
    go to last card of stack destination
    IF the result is not empty then
      beep
    pop card
    exit to HyperCard
  else
    put the short name of this stack into destination
    doMenu "Paste Card"
    pop card
    doMenu "Delete Card"
  end if
  set lockMessages to false
  unlock screen
end repeat
end moveCards

```

```

on Theme
  set lockscreen to true
  go card id 27849 of      stack "Music130:examples:ek4"
  choose button tool
  select card button "Theme"
  domenu "copy button"
  domenu "back"
  domenu "paste button"
  set lockscreen to false
end Theme

** BACKGROUND #1: TITLE
*****

** BKGND #1, BUTTON #1: prev
*****
on mouseUp
  visual effect scroll down
  go previous
end mouseUp

** BKGND #1, BUTTON #2: Beginning
*****
on mouseUp
  CDAudio Pause,1
  go card title
end mouseUp

** BKGND #1, BUTTON #3: next
*****
on mouseUp
  visual effect scroll up
  go next
end mouseUp

** BKGND #1, BUTTON #4: pause
*****
on mouseUp
  CDAudio Pause,1
end mouseUp

** BKGND #1, BUTTON #5: resume
*****
on mouseUp
  CDAudio Pause,0
  if the result is not empty then
    put the result
  end if
end mouseUp

** BACKGROUND #2: Info
*****

```

```

** BKGND #2, BUTTON #1: Previous
*****
on mouseUp
    visual effect scroll down
    go previous
end mouseUp

** BKGND #2, BUTTON #2: Beginning
*****
on mouseUp
    CDAudio Pause,1
end mouseUp

** BKGND #2, BUTTON #3: Next
*****
on mouseUp
    visual effect scroll up
    go next
end mouseUp

** BKGND #2, BUTTON #4: pause
*****
on mouseUp
    CDAudio Pause,1
    if the result is not empty then
        put the result
    end if
end mouseUp

** BKGND #2, BUTTON #5: resume
*****
on mouseUp
    CDAudio Pause,0
    if the result is not empty then
        put the result
    end if
end mouseUp

** BKGND #2, BUTTON #6: First
*****
on mouseUp
    CDAudio Pause,1
    if the result is not empty then
        put the result
    end if
    visual effect scroll right
    go to card TITLE
end mouseUp

** BACKGROUND #3: WorkCard
*****

```

```

** BKGND #3, BUTTON #1: Previous
*****
on mouseUp
    visual effect scroll down
    go previous
end mouseUp

** BKGND #3, BUTTON #2: Beginning
*****
on mouseUp
    visual effect dissolve
    go card title
    CDAudio Pause,1
    if the result is not empty then
        put the result
    end if
end mouseUp

** BKGND #3, BUTTON #3: Next
*****
on mouseUp
    visual effect scroll up
    go next
end mouseUp

** BKGND #3, BUTTON #4: pause
*****
on mouseUp
    CDAudio Pause,1
    if the result is not empty then
        put the result
    end if
end mouseUp

** BKGND #3, BUTTON #5: resume
*****
on mouseUp
    CDAudio Pause,0
    if the result is not empty then
        put the result
    end if
end mouseUp

** BKGND #3, BUTTON #6: First
*****
on mouseUp
    CDAudio Pause,1
    if the result is not empty then
        put the result
    end if
    visual effect scroll right

```

```

    go to card TITLE
end mouseUp

** CARD #1: TITLE *****
on opencard
    cdaudio pause,1
end opencard

on closecard
    repeat with cardno = 1 to the number of buttons
        set the highlight of card button cardno to false
    end repeat
end closecard

** CARD #1, FIELD #2: reminder
*****
on mouseUp
    set the visible of me to false
end mouseUp

** CARD #1, BUTTON #1: Tell Me About...
*****
on mouseUp
    visual effect iris open
    go to card id 2079
end mouseUp

** CARD #1, BUTTON #2: B section
*****
on mouseUp
    set the hilite of me to false
    visual effect scroll left
    go card bsection
    send mouseUp to card button "Theme"
    CDAudio stop,1,13,55,15
    CDAudio Play,1,12,54,72,0,9
end mouseUp

** CARD #1, BUTTON #3: A Section
*****
on mouseUp
    set the hilite of me to false
    visual effect scroll left
    go to card id 12810
    send mouseUp to card button "Theme"
    CDAudio stop,1,16,22,32
    CDAudio Play,1,13,55,31,0,9
end mouseUp

** CARD #1, BUTTON #4: 2nd Mvt.
*****
on mouseUp

```

```

    set the hilite of me to false
    visual effect scroll left
    go card 3
    CDAudio stop,1,16,28,25
    CDAudio Play,1,9,55,32,0,9
end mouseUp

```

```

** CARD #1, BUTTON #5: A Theme
*****

```

```

on mouseUp
    set the hilite of me to false
    visual effect scroll right
    go to card id 4213
    CDAudio stop,1,12,54,72
    CDAudio Play,1,9,55,32,0,9
    if the result is not empty then
        put the result
    end if
end mouseUp

```

```

** CARD #1, BUTTON #6: Return
*****

```

```

on mouseUp
    CDAudio Pause,1
    visual effect scroll right
    go to card id 46385 of stack "Bartok"
end mouseUp

```

```

** CARD #2, BUTTON #1: Play Theme
*****

```

```

on mouseUp
    CDAudio stop,1,10,15,00
    CDAudio Play,1,10,9,35,0,9
end mouseUp

```

```

** CARD #2, BUTTON #2: Return
*****

```

```

on mouseUp
    visual effect iris close
    go card title
end mouseUp

```

```

** CARD #21, BUTTON #1: Theme
*****

```

```

on mouseUp
    CDAudio stop,1,13,55,15
    CDAudio Play,1,12,54,72,0,9
end mouseUp

```

SCRIPTS FOR STACK: Bartok3

=====

** STACK SCRIPT *****

```

on openstack
  hide menubar
  hide background pict
  checkifdisc
  set the userlevel to 1
  set the blindtyping to false
  set the powerkeys to false
end openstack

on startup
  hide menubar
  hide background pict
  checkifdisc
  set the userlevel to 1
  set the blindtyping to false
  set the powerkeys to false
end startup

on button
  select card button 1
  repeat for the number of card buttons
    set style to radioButton
    set showname to false
    get me + 1
  end repeat
end button

on cut
  domenu "select all"
  domenu "clear picture"
  domenu "paste picture"
  type "t"
end cut

on enterkey
  if the tool is "browse tool"
    then choose select tool
  else if the tool is "select tool"
    then choose browse tool
end enterkey

on m
  choose field tool
  select card field 1
  domenu "copy field"
  domenu "paste field"
end m

```

```

on mm
  repeat for the number of cards
    choose field tool
    drag from 48,0 to 85,18 with commandkey
    set the textstyle of card field 1 to bold
    set the textalign of card field 1 to center
    set the style of card field 1 to rectangle
    go to next card
  end repeat
end mm

on moveCard
  moveCards "",1
end moveCard

on moveCards destination,howMany
  if howMany < 1 then
    ask "Move how many cards?" with "to end"
    if it is empty then exit moveCards
    put it into howMany
  end if
  if howMany is "to end"
    then put 1 + the number of cards - number of this card into
    howMany
  if destination is empty then put "destination stack" into
  destination
  repeat howMany
    set cursor to watch
    push this card
    doMenu "Copy Card"
    lock screen
    set lockMessages to true
    go to last card of stack destination
    IF the result is not empty then
      beep
      pop card
      exit to HyperCard
    else
      put the short name of this stack into destination
      doMenu "Paste Card"
      pop card
      doMenu "Delete Card"
    end if
    set lockMessages to false
    unlock screen
  end repeat
end moveCards

```



```

on Theme
  set lockscreen to true
  go card id 27849 of stack "Music130:examples:ek4"
  choose button tool
  select card button "Theme"
  domenu "copy button"
  domenu "back"
  domenu "paste button"
  set lockscreen to false
end Theme

```

```

** BACKGROUND #1: TITLE
*****
**BKGND #1, BUTTON #1: resume
*****

```

```

on mouseUp
  CDAudio Pause,0
end mouseUp

```

```

**BKGND #1, BUTTON #2: pause
*****

```

```

on mouseUp
  CDAudio Pause,1
  if the result is not empty then
    put the result
  end if
end mouseUp

```

```

**BKGND #1, BUTTON #3: next
*****

```

```

on mouseUp
  visual effect scroll up
  go next
end mouseUp

```

```

**BKGND #1, BUTTON #4: previous
*****

```

```

on mouseUp
  visual effect scroll down
  go previous
end mouseUp

```

```

**BKGND #1, BUTTON #5: Beginning
*****
on mouseUp
    CDAudio Pause,1
end mouseUp

** BACKGROUND #2: Info
*****

**BKGND #2, BUTTON #1: Previous
*****
on mouseUp
    visual effect scroll down
    go previous
end mouseUp

**BKGND #2, BUTTON #2: Beginning
*****
on mouseUp
    CDAudio Pause,1
end mouseUp

**BKGND #2, BUTTON #3: Next
*****
on mouseUp
    visual effect scroll up
    go next
end mouseUp

**BKGND #2, BUTTON #4: pause
*****
on mouseUp
    CDAudio Pause,1
end mouseUp

**BKGND #2, BUTTON #5: resume
*****
on mouseUp
    CDAudio Pause,0
end mouseUp

**BKGND #2, BUTTON #6: First
*****
on mouseUp
    CDAudio Pause,1
    visual effect scroll right
    go first
end mouseUp

**BACKGROUND #3: WorkCard
*****

```

```

**BKGND #3, BUTTON #1
*****
on mouseUp
    visual effect scroll down
    go previous
end mouseUp

**BKGND #3, BUTTON #2: Beginning
*****
on mouseUp
    CDAudio Pause,1
    visual effect scroll right fast
    go card title
end mouseUp

**BKGND #3, BUTTON #3: Next
*****
on mouseUp
    visual effect scroll up
    go next
end mouseUp

**BKGND #3, BUTTON #4: pause
*****
on mouseUp
    CDAudio Pause,1
end mouseUp

**BKGND #3, BUTTON #5: resume
*****
on mouseUp
    CDAudio Pause,0
end mouseUp

**BKGND #3, BUTTON #6: First
*****
on mouseUp
    CDAudio Pause,1
    go to card TITLE
end mouseUp

** CARD #1: TITLE *****
on opencard
    cdaudio pause,1
end opencard

**CARD #1, FIELD #3: reminder
*****
on mouseUp
    set the visible of me to false
end mouseUp

```

****CARD #1, BUTTON #1: Tell Me About...**

```
on mouseUp
  visual effect iris open
  go to card id 2079
end mouseUp
```

****CARD #1, BUTTON #2: First**

```
on mouseUp
  CDAudio Pause,1
  visual effect scroll right
  go to card id 46385 of stack "Bartok"
end mouseUp
```

****CARD #1, BUTTON #3: 3rd Mvt.**

```
on mouseUp
  set the hilite of me to false
  set the visible of card field "reminder" to true
  wait 3 secs
  set the visible of card field "reminder" to false
  visual effect scroll left
  go to card id 45686
  send mouseUp to card button "Theme"
  CDAudio stop,1,23,15,32
  CDAudio Play,1,16,28,32,0,9
end mouseUp
```

****CARD #1, BUTTON #4: 3rd Mvt.**

```
on mouseUp
  set the hilite of me to false
  set the visible of card field "reminder" to true
  wait 3 secs
  set the visible of card field "reminder" to false
  visual effect scroll left
  go to card id 49712
  send mouseUp to card button "Theme"
  CDAudio stop,1,23,15,32
  CDAudio Play,1,18,16,12,0,9
end mouseUp
```

****CARD #2, BUTTON #1: Play Theme**

```
on mouseUp
  CDAudio stop,1,18,34,00
  CDAudio Play,1,18,16,12,0,9
end mouseUp
```

****CARD #2, BUTTON #2: Return**

```

on mouseUp
    visual effect iris close
    go card title
end mouseUp

**CARD #10 *****
on closecard
    set the visible of card button Theme to false
end closecard

**CARD #10, BUTTON #1: Theme
*****
on mouseUp
    set the visible of me to true
    repeat for 5
        set the hilite of me to true
        wait 10 ticks
        set the hilite of me to false
        wait 10 ticks
    end repeat
end mouseUp

**CARD #30: templet *****
on opencard
    set the visible of me to true
    repeat for 5
        set the hilite of me to true
        wait 10 ticks
        set the hilite of me to false
        wait 10 ticks
    end repeat
end opencard

on closecard
    set the visible of me to false
end closecard

**CARD #30, BUTTON #1: Theme
*****
on mouseUp
on mouseUp
    set the visible of me to true
    repeat for 5
        set the hilite of me to true
        wait 10 ticks
        set the hilite of me to false
        wait 10 ticks
    end repeat
    hide me
end mouseUp

```

SCRIPTS FOR STACK: Bartok4

=====

** STACK SCRIPT *****

```

on openstack
  hide menubar
  hide background pict
  checkifdisc
  set the userlevel to 1
  set the blindtyping to false
  set the powerkeys to false
end openstack

on startup
  hide menubar
  hide background pict
  checkifdisc
  set the userlevel to 1
  set the blindtyping to false
  set the powerkeys to false
end startup

on button
  select card button 1
  repeat for the number of card buttons
    set style to radioButton
    set showname to false
    get me + 1
  end repeat
end button

on cut
  domenu "select all"
  domenu "clear picture"
  domenu "paste picture"
  type "t"
end cut

on enterkey
  if the tool is "browse tool"
    then choose select tool
  else if the tool is "select tool"
    then choose browse tool
end enterkey

on m
  choose field tool
  select card field 1
  domenu "copy field"
  domenu "paste field"
end m

```

```

on mm
  repeat for the number of cards
    choose field tool
    drag from 48,0 to 85,18 with commandkey
    set the textstyle of card field 1 to bold
    set the textalign of card field 1 to center
    set the style of card field 1 to rectangle
    go to next card
  end repeat
end mm

on moveCard
  moveCards "",1
end moveCard

on moveCards destination,howMany
  if howMany < 1 then
    ask "Move how many cards?" with "to end"
    if it is empty then exit moveCards
    put it into howMany
  end if
  if howMany is "to end"
    then put 1 + the number of cards - number of this card into
    howMany
  if destination is empty then put "destination stack" into
  destination
  repeat howMany
    set cursor to watch
    push this card
    doMenu "Copy Card"
    lock screen
    set lockMessages to true
    go to last card of stack destination
    IF the result is not empty then
      beep
    pop card
    exit to HyperCard
  else
    put the short name of this stack into destination
    doMenu "Paste Card"
    pop card
    doMenu "Delete Card"
  end if
  set lockMessages to false
  unlock screen
end repeat
end moveCards

```

```

on Theme
  set lockscreen to true
  go card id 27849 of      stack "Music130:examples:ek4"
  choose button tool
  select card button "Theme"
  domenu "copy button"
  domenu "back"
  domenu "paste button"
  set lockscreen to false
end Theme

```

```

** BACKGROUND #1: TITLE
*****

```

```

** BKGND #1, BUTTON #1: resume
*****
on mouseUp
  CDAudio Pause,0
end mouseUp

```

```

** BKGND #1, BUTTON #2: pause
*****
on mouseUp
  CDAudio Pause,1
end mouseUp

```

```

** BKGND #1, BUTTON #3: Next
*****
on mouseUp
  visual effect scroll up
  go next
end mouseUp

```

```

** BKGND #1, BUTTON #4: Previous
*****
on mouseUp
  visual effect scroll down
  go previous
end mouseUp

```

```

** BKGND #1, BUTTON #5: Beginning
*****
on mouseUp
  CdAudio Pause, 1
  visual effect scroll right
  go card title
end mouseUp

```

```

** BACKGROUND #2: Info
*****

```



```

** BKGND #2, BUTTON #1: Previous
*****
on mouseUp
    visual effect scroll down
    go previous
end mouseUp

** BKGND #2, BUTTON #2: Beginning
*****
on mouseUp
    visual effect scroll right
    go card title
end mouseUp

** BKGND #2, BUTTON #3
*****
on mouseUp
    visual effect scroll up
    go next
end mouseUp

** BKGND #2, BUTTON #4: pause
*****
on mouseUp
    CDAudio Pause,1
end mouseUp

** BKGND #2, BUTTON #5: resume
*****
on mouseUp
    CDAudio Pause,0
end mouseUp

** BKGND #2, BUTTON #6: First
*****
on mouseUp
    CDAudio Pause,1
    visual effect scroll right
    go to card TITLE
end mouseUp

** CARD #1: TITLE *****
on opencard
    cdaudio pause,1
end opencard

on closecard
    repeat with cardno = 1 to the number of buttons
        set the highlight of card button cardno to false
    end repeat
end closecard

```

```

** CARD #1, FIELD #2: reminder
*****
on mouseUp
    set the visible of me to false
end mouseUp

** CARD #1, BUTTON #1: Tell Me About...
*****
on mouseUp
    visual effect iris open
    go to card id 9838
end mouseUp

** CARD #1, BUTTON #2: First
*****
on mouseUp
    CDAudio Pause,1
    visual effect scroll right
    go to card id 46385 of stack "Bartok"
end mouseUp

** CARD #1, BUTTON #3: 4th Mvt
*****
on mouseUp
    visual effect scroll right
    go to card id 19991
    CDAudio stop,1,27,49,32
    CDAudio Play,1,23,18,32,0,9
end mouseUp

** CARD #1, BUTTON #4: B section
*****
on mouseUp
    set the hilite of me to false
    visual effect scroll left
    go to card id 22343
    send mouseUp to card button "Theme"
    CDAudio stop,1,27,51,32
    CDAudio Play,1,24,28,70,0,9
end mouseUp

** CARD #1, BUTTON #5: interruption
*****
on mouseUp
    set the hilite of me to false
    visual effect scroll left
    go to card id 24505
    send mouseUp to card button "Theme"
    CDAudio stop,1,26,26,38
    CDAudio Play,1,25,35,0,0,9
end mouseUp

```

```

** CARD #1, BUTTON #6: B section
*****
on mouseUp
    set the hilite of me to false
    visual effect scroll left
    go to card id 19991
    send mouseUp to card button "Theme"
    CDAudio stop,1,24,28,70
    CDAudio Play,1,23,18,32,0,9
end mouseUp

** CARD #2, BUTTON #1: Return
*****
on mouseUp
    visual effect iris close
    go card title
end mouseUp

** CARD #2, BUTTON #2: Play 1st Theme
*****
on mouseUp
    CDAudio stop,1,23,39,31
    CDAudio Play,1,23,27,60,0,9
end mouseUp

** CARD #7: b section *****
on opencard
end opencard

on closecard
    set the visible of button "Theme" to false
end closecard

** CARD #7, BUTTON #1: Theme
*****
on mouseUp
    set the visible of me      to true
    repeat for 5
        set the hilite of me to true
        wait 10 ticks
        set the hilite of me to false
        wait 10 ticks
    end repeat
end mouseUp

** CARD #11, BUTTON #1: Theme
*****
on mouseUp
    set the visible of me to true
    repeat for 5
        set the hilite of me to true
        wait 10 ticks

```

```
    set the hilite of me to false  
    wait 10 ticks  
end repeat  
end mouseUp
```

SCRIPTS FOR STACK: Bartok5

=====

** STACK SCRIPT *****

```

on openstack
  hide menubar
  hide background pict
  checkifdisc
  set the userlevel to 1
  set the blindtyping to false
  set the powerkeys to false
end openstack

on startup
  hide menubar
  hide background pict
  checkifdisc
  set the userlevel to 1
  set the blindtyping to false
  set the powerkeys to false
end startup

on button
  select card button 1
  repeat for the number of card buttons
    set style to radioButton
    set showname to false
    get me + 1
  end repeat
end button

on cut
  domenu "select all"
  domenu "clear picture"
  domenu "paste picture"
  type "t"
end cut

on enterkey
  if the tool is "browse tool"
    then choose select tool
  else if the tool is "select tool"
    then choose browse tool
  end if
end enterkey

on m
  choose field tool
  select card field 1
  domenu "copy field"
  domenu "paste field"
end m

```

```

on mm
  repeat for the number of cards
    choose field tool
    drag from 48,0 to 85,18 with commandkey
    set the textstyle of card field 1 to bold
    set the textalign of card field 1 to center
    set the style of card field 1 to rectangle
    go to next card
  end repeat
end mm

on moveCard
  moveCards "",1
end moveCard

on moveCards destination,howMany
  if howMany < 1 then
    ask "Move how many cards?" with "to end"
    if it is empty then exit moveCards
    put it into howMany
  end if
  if howMany is "to end"
    then put 1 + the number of cards - number of this card into
    howMany
  if destination is empty then put "destination stack" into
  destination
  repeat howMany
    set cursor to watch
    push this card
    doMenu "Copy Card"
    lock screen
    set lockMessages to true
    go to last card of stack destination
    IF the result is not empty then
      beep
      pop card
      exit to HyperCard
    else
      put the short name of this stack into destination
      doMenu "Paste Card"
      pop card
      doMenu "Delete Card"
    end if
    set lockMessages to false
    unlock screen
  end repeat
end moveCards

```

```

on Theme
  set lockscreen to true
  go card id 27849 of      stack "Music130:examples:ek4"
  choose button tool
  select card button "Theme"
  domenu "copy button"
  domenu "back"
  domenu "paste button"
  set lockscreen to false
end Theme

```

```

** BACKGROUND #1: TITLE
*****

```

```

** BKGND #1, BUTTON #1: Previous
*****
on mouseUp
  visual effect scroll down
  go previous
end mouseUp

```

```

** BKGND #1, BUTTON #2: resume
*****
on mouseUp
  CDAudio Pause,0
  if the result is not empty then
    put the result
  end if
end mouseUp

```

```

** BKGND #1, BUTTON #3: next
*****
on mouseUp
  visual effect scroll up
  go next
end mouseUp

```

```

** BKGND #1, BUTTON #4: pause
*****
on mouseUp
  CDAudio Pause,1
  if the result is not empty then
    put the result
  end if
end mouseUp

```

```

** BKGND #1, BUTTON #5: Beginning
*****
on mouseUp
  CDAudio Pause,1
  if the result is not empty then
    put the result
  end if
  visual effect dissolve
  go first
end mouseUp

** BACKGROUND #2: Info
*****

** BACKGROUND #3: WorkCard
*****

** BKGND #3, BUTTON #1: Previous
*****
on mouseUp
  visual effect scroll down
  go previous
end mouseUp

** BKGND #3, BUTTON #2: Beginning
*****
on mouseUp
  CDAudio Pause,1
  if the result is not empty then
    put the result
  end if
  visual effect dissolve slow
  go card title
end mouseUp

** BKGND #3, BUTTON #3: Next
*****
on mouseUp
  visual effect scroll up
  go next
end mouseUp

** BKGND #3, BUTTON #4: pause
*****
on mouseUp
  CDAudio Pause,1
  if the result is not empty then
    put the result
  end if
end mouseUp

** BKGND #3, BUTTON #5: resume

```



```

*****
on mouseUp
  CDAudio Pause,0
  if the result is not empty then
    put the result
  end if
end mouseUp

** BKGND #3, BUTTON #6: First
*****
on mouseUp
  CDAudio Pause,1
  visual effect scroll right
  go to card TITLE
end mouseUp

** CARD #1: TITLE *****
on closecard
  repeat with cardno = 1 to the number of buttons
    set the highlight of card button cardno to false
  end repeat
end closecard

** CARD #1, FIELD #2: reminder
*****
on mouseUp
  set the visible of me to false
end mouseUp

** CARD #1, BUTTON #1: Tell Me About...
*****
on mouseUp
  visual effect iris open
  go to card id 2309
end mouseUp

** CARD #1, BUTTON #2: 5th Mvt.
*****
on mouseUp
  set the hilite of me to false
  visual effect scroll left
  go to card id 31003
  CDAudio stop,1,37,31,32
  CDAudio Play,1,27,51,32,0,9
end mouseUp

```

```

** CARD #1, BUTTON #3: A Section
*****
on mouseUp
  CDAudio stop,1,37,31,32
  CDAudio Play,1,27,51,32,0,9
  if the result is not empty then
    put the result
  end if
  go to card id 31003
end mouseUp

** CARD #1, BUTTON #4: Fugal Section
*****
on mouseUp
  set the hilite of me to false
  visual effect scroll left
  go to card tpt
  send mouseUp to card button "Theme"
  CDAudio stop,1,33,23,32
  CDAudio Play,1,31,1,0,0,9
end mouseUp

** CARD #1, BUTTON #5: Recap
*****
on mouseUp
  set the hilite of me to false
  visual effect scroll left
  go to card recap
  send mouseUp to card button "Theme"
  CDAudio stop,1,37,31,32
  CDAudio Play,1,35,32,45,0,9
end mouseUp

** CARD #1, BUTTON #6: Return
*****
on mouseUp
  CDAudio Pause,1
  visual effect scroll right
  go to card id 46385 of stack "Bartok"
end mouseUp

** CARD #2, BUTTON #1: Play Theme
*****
on mouseUp
  CDAudio stop, 1,28,02,35
  CDAudio Play,1,27,53,45,0,9
end mouseUp

** CARD #2, BUTTON #2: Return
*****
on mouseUp
  visual effect wipe left

```

```

    go next
end mouseUp

** CARD #2, BUTTON #3: Play Theme
*****
on mouseUp
    CDAudio stop,1,28,22,00
    CDAudio Play,1,28,06,35,0,9
end mouseUp

** CARD #3, BUTTON #1: Play Theme
*****
on mouseUp
    CDAudio stop,1,32,14,00
    CDAudio Play,1,32,01,60,0,9
end mouseUp

** CARD #3, BUTTON #2: Return
*****
on mouseUp
    visual effect iris close
    go card title
end mouseUp

** CARD #4, BUTTON #1: Play Theme
*****
on mouseUp
    CDAudio stop,1,3,15,35
    CDAudio Play,1,3,11,15,0,9
end mouseUp

** CARD #4, BUTTON #2: Return
*****
on mouseUp
    visual effect iris close
    go card title
end mouseUp

** CARD #26 *****

** CARD #26, BUTTON #1: Play Theme
*****
on mouseUp
    set the visible of me to true
    repeat for 5
        set the hilite of me to true
        wait 10 ticks
        set the hilite of me to false
        wait 10 ticks
    end repeat
    hide me
end mouseUp

```

** CARD #32: tpt *****

** CARD #32, BUTTON #1: Play Theme

```
on mouseUp
  set the visible of me to true
  repeat for 5
    set the hilite of me to true
    wait 10 ticks
    set the hilite of me to false
    wait 10 ticks
  end repeat
  hide me
end mouseUp
```

** CARD #34 *****

** CARD #34, BUTTON #1: Theme

```
on mouseUp
  set the visible of me to true
  repeat for 5
    set the hilite of me to true
    wait 10 ticks
    set the hilite of me to false
    wait 10 ticks
  end repeat
  hide me
end mouseUp
```

** CARD #70: recap *****

** CARD #70, BUTTON #1: Theme

```
on mouseUp
  set the visible of me to true
  repeat for 5
    set the hilite of me to true
    wait 10 ticks
    set the hilite of me to false
    wait 10 ticks
  end repeat
  hide me
end mouseUp
```

** CARD #90: Scratch Pad

```

** CARD #90, BUTTON #1: ms44
*****
on mouseUp
  CDAudio stop,1,28,59,32
  CDAudio Play,1,28,35,70,0,9
end mouseUp

** CARD #90, BUTTON #2: pause
*****
on mouseUp
  CDAudio Pause,1
  if the result is not empty then
    put the result
  end if
end mouseUp

** CARD #90, BUTTON #3: m74
*****
on mouseUp
  CDAudio stop,1,37,23,32
  CDAudio Play,1,29,1,50,0,9
end mouseUp

** CARD #90, BUTTON #4: m96
*****
on mouseUp
  CDAudio stop,1,29,23,32
  CDAudio Play,1,29,19,50,0,9
end mouseUp

** CARD #90, BUTTON #5: m148
*****
on mouseUp
  CDAudio stop,1,30,23,32
  CDAudio Play,1,30,4,10,0,9
end mouseUp

** CARD #90, BUTTON #6: m161
*****
on mouseUp
  CDAudio stop,1,30,23,32
  CDAudio Play,1,30,15,37,0,9
end mouseUp

** CARD #90, BUTTON #7: m188
*****
on mouseUp
  CDAudio stop,1,31,23,32
  CDAudio Play,1,30,47,60,0,9

```

```

end mouseUp

** CARD #90, BUTTON #8: m277
*****
on mouseUp
    CDAudio stop,1,32,23,32
    CDAudio Play,1,32,01,60,0,9
end mouseUp

** CARD #90, BUTTON #9: m384
*****
on mouseUp
    CDAudio stop,1,34,00,32
    CDAudio Play,1,33,54,20,0,9
end mouseUp

** CARD #90, BUTTON #10: m411
*****
on mouseUp
    CDAudio stop,1,34,23,32
    CDAudio Play,1,34,17,00,0,9
end mouseUp

** CARD #90, BUTTON #11: m449
*****
on mouseUp
    CDAudio stop,1,35,00,32
    CDAudio Play,1,34,49,52,0,9
end mouseUp

** CARD #90, BUTTON #12: m485
*****
on mouseUp
    CDAudio stop,1,35,50,32
    CDAudio Play,1,35,32,45,0,9
end mouseUp

** CARD #90, BUTTON #13: m556
*****
on mouseUp
    CDAudio stop,1,37,35,32
    CDAudio Play,1,36,23,20,0,9
    go to card id 42099
end mouseUp

```

SCRIPTS FOR STACK: bpc1

=====

** STACK SCRIPT *****

```

on openstack
  hide menubar
  hide background pict
  checkifdisc
  set the userlevel to 1
  set the blindtyping to false
  set the powerkeys to false
end openstack

on startup
  hide menubar
  hide background pict
  checkifdisc
  set the userlevel to 1
  set the blindtyping to false
  set the powerkeys to false
end startup

on button
  select card button 1
  repeat for the number of card buttons
    set style to radioButton
    set showname to false
    get me + 1
  end repeat
end button

on cut
  domenu "select all"
  domenu "clear picture"
  domenu "paste picture"
  type "t"
end cut

on enterkey
  if the tool is "browse tool"
    then choose select tool
  else if the tool is "select tool"
    then choose browse tool
  end enterkey

on m
  choose field tool
  select card field 1
  domenu "copy field"
  domenu "paste field"
end m

```

```

on mm
  repeat for the number of cards
    choose field tool
    drag from 48,0 to 85,18 with commandkey
    set the textstyle of card field 1 to bold
    set the textalign of card field 1 to center
    set the style of card field 1 to rectangle
    go to next card
  end repeat
end mm

on moveCard
  moveCards "",1
end moveCard

on moveCards destination,howMany
  if howMany < 1 then
    ask "Move how many cards?" with "to end"
    if it is empty then exit moveCards
    put it into howMany
  end if
  if howMany is "to end"
    then put 1 + the number of cards - number of this card into
    howMany
  if destination is empty then put "destination stack" into
  destination
  repeat howMany
    set cursor to watch
    push this card
    doMenu "Copy Card"
    lock screen
    set lockMessages to true
    go to last card of stack destination
    IF the result is not empty then
      beep
    pop card
    exit to HyperCard
  else
    put the short name of this stack into destination
    doMenu "Paste Card"
    pop card
    doMenu "Delete Card"
  end if
  set lockMessages to false
  unlock screen
end repeat
end moveCards

```



```

on Theme
  set lockscreen to true
  go card id 27849 of stack "Music130:examples:ek4"
  choose button tool
  select card button "Theme"
  domenu "copy button"
  domenu "back"
  domenu "paste button"
  set lockscreen to false
end Theme

** BACKGROUND #1: TITLE
*****

** BACKGROUND #2: Info
*****

** BKGND #2, BUTTON #1: Previous
*****
on mouseUp
  visual effect scroll down
  go previous
end mouseUp

** BKGND #2, BUTTON #2: next
*****
on mouseUp
  visual effect scroll up
  go next
end mouseUp

** BKGND #2, BUTTON #3: resume
*****
on mouseUp
  CDAudio Pause,0
end mouseUp

** BKGND #2, BUTTON #4: pause
*****
on mouseUp
  CDAudio Pause,1
end mouseUp

** BKGND #2, BUTTON #5: Beginning
*****
on mouseUp
  CDAudio Pause,1
  visual effect scroll right fast
  go card title
end mouseUp

```

```

** BACKGROUND #4: Navigation
*****

** BKGND #4, BUTTON #1: resume
*****
on mouseUp
    CDAudio Pause,0
end mouseUp

** BKGND #4, BUTTON #2: next
*****
on mouseUp
    set the hilite of me to false
    visual effect scroll up
    go next
end mouseUp

** BKGND #4, BUTTON #3: pause
*****
on mouseUp
    CDAudio Pause,1
end mouseUp

** BKGND #4, BUTTON #4: Beginning
*****
on mouseUp
    CDAudio Pause,1
    visual effect scroll right
    go card title
end mouseUp

** BKGND #4, BUTTON #5: Previous
*****
on mouseUp
    set the hilite of me to false
    visual effect scroll down
    go previous
end mouseUp

** CARD #1: Title *****
on closecard
    hide card field "reminder"
end closecard

** CARD #1, FIELD #4: reminder
*****
on mouseUp
    hide me
end mouseUp

```

```

** CARD #1, BUTTON #1: Return
*****
on mouseUp
    visual effect dissolve
    go to card id 4905 of stack "Applesauce:music130:Music130"
end mouseUp

** CARD #1, BUTTON #2: Mvt. 1
*****
on mouseUp
    show card field "reminder"
    wait 3 secs
    set the hilite of me to false
    visual effect scroll left
    go to card id 2879
end mouseUp

** CARD #1, BUTTON #3: Mvt. 2
*****
on mouseUp
    show card field "reminder"
    wait 3 secs
    set the hilite of me to false
    visual effect scroll left slow
    go to card id 10426 of stack "bpc2"
end mouseUp

** CARD #1, BUTTON #4: Mvt. 3
*****
on mouseUp
    show card field "reminder"
    wait 3 secs
    set the hilite of me to false
    visual effect scroll left slow
    go to card id 2976 of stack "bpc3"
end mouseUp

** CARD #2 *****
on opencard
    visual effect dissolve slow to grey
    wait 30 ticks
    visual effect dissolve
    go first
end opencard

** CARD #3: Portrait
*****
on opencard
    visual effect dissolve slowly to grey
    visual effect dissolve slowly to inverse
    visual effect dissolve
    go prev

```

end opencard

** CARD #4, BUTTON #1: Tell Me About...

on mouseUp

set the hilite of me to false

visual effect iris open

go to card id 4601

end mouseUp

** CARD #4, BUTTON #2: Return

on mouseUp

visual effect scroll right

go first

end mouseUp

** CARD #4, BUTTON #3: 1st movement

on mouseUp

set the hilite of me to false

visual effect scroll left

go to card id 15244

send mouseUp to button "Theme"

CDAudio stop,1,39,31,70

CDAudio Play,1,39,20,30,0,9

end mouseUp

** CARD #4, BUTTON #5: Theme B

on mouseUp

set the hilite of me to false

visual effect scroll left

go to card id 16393

send mouseUp to button "Theme"

CDAudio stop,1,40,1,52

CDAudio Play,1,39,49,0,0,9

end mouseUp

** CARD #4, BUTTON #6: Recap

on mouseUp

set the hilite of me to false

visual effect scroll left

go to card id 21022

send mouseUp to button "Theme"

CDAudio stop,1,45,41,30

CDAudio Play,1,43,47,1,0,9

end mouseUp

```

** CARD #4, BUTTON #7: Coda
*****
on mouseUp
    set the hilite of me to false
    visual effect scroll left
    go to card id 24104
    send mouseUp to button "Theme"
    CDAudio stop,1,45,58,70
    CDAudio Play,1,45,41,30,0,9
end mouseUp

** CARD #4, BUTTON #8: Browse
*****
on mouseUp
    set the hilite of me to false
    visual effect scroll left
    go to card id 19115
    send mouseUp to button "Theme"
    CDAudio stop,1,40,1,52
    CDAudio Play,1,39,49,0,0,9
end mouseUp

** CARD #5, BUTTON #1: Next
*****
on mouseUp
    visual effect wipe left
    go next
end mouseUp

** CARD #6, BUTTON #1: Play Theme
*****
on mouseUp
    set the hilite of me to false
    CDAudio stop,1,38,7,40
    CDAudio Play,1,37,48,37,0,9
end mouseUp

** CARD #6, BUTTON #2: Next
*****
on mouseUp
    visual effect wipe left
    go next
end mouseUp

** CARD #7, BUTTON #1: Play Theme
*****
on mouseUp
    set the hilite of me to false
    CDAudio stop,1,39,31,70
    CDAudio Play,1,39,20,30,0,9
end mouseUp

```

```

** CARD #7, BUTTON #2: Next
*****
on mouseUp
    visual effect wipe left
    go next
end mouseUp

** CARD #8, BUTTON #1: Play Theme
*****
on mouseUp
    CDAudio stop,1,43,47,1
    CDAudio Play,1,43,2,49,0,9
end mouseUp

** CARD #8, BUTTON #2: Next
*****
on mouseUp
    visual effect wipe left
    go next
end mouseUp

** CARD #9, BUTTON #1: Play Theme
*****
on mouseUp
    CDAudio stop,1,43,47,1
    CDAudio Play,1,43,2,49,0,9
end mouseUp

** CARD #9, BUTTON #2: Next
*****
on mouseUp
    visual effect wipe left
    go next
end mouseUp

** CARD #10, BUTTON #1: Play Theme
*****
on mouseUp
    CDAudio stop,1,43,15,1
    CDAudio Play,1,43,7,0,0,9
end mouseUp

** CARD #10, BUTTON #2: Next
*****
on mouseUp
    visual effect wipe left
    go next
end mouseUp

** CARD #11, BUTTON #1: Return
*****
on mouseUp

```

```

    visual effect iris close
    go card "title"
end mouseUp

```

```

** CARD #14, BUTTON #1: Theme
*****
on mouseUp
    set the visible of me to true
    repeat for 5
        set the hilite of me to true
        wait 10 ticks
        set the hilite of me to false
        wait 10 ticks
    end repeat
    hide me
end mouseUp

```

```

** CARD #14, BUTTON #2: Theme2
*****
on mouseUp
    set the visible of me to true
    repeat for 5
        set the hilite of me to true
        wait 10 ticks
        set the hilite of me to false
        wait 10 ticks
    end repeat
    hide me
end mouseUp

```

```

** CARD #16, BUTTON #1: Theme
*****
on mouseUp
    set the visible of me to true
    repeat for 5
        set the hilite of me to true
        wait 10 ticks
        set the hilite of me to false
        wait 10 ticks
    end repeat
    hide me
end mouseUp

```

```

** CARD #17, BUTTON #1: Theme
*****
on mouseUp
  set the visible of me to true
  repeat for 5
    set the hilite of me to true
    wait 10 ticks
    set the hilite of me to false
    wait 10 ticks
  end repeat
  hide me
end mouseUp

** CARD #19 *****
on opencard
  set the visible of button "repeat" to true
  repeat for 2
    set the hilite of button "repeat" to true
    wait 10 ticks
    set the hilite of button "repeat" to false
    wait 10 ticks
  end repeat
end opencard

** CARD #19, BUTTON #1: repeat
*****
on mouseUp
  visual effect scroll right very fast
  go to card id 15244
end mouseUp

** CARD #19, BUTTON #2: Theme
*****
on mouseUp
  set the visible of me to true
  repeat for 5
    set the hilite of me to true
    wait 10 ticks
    set the hilite of me to false
    wait 10 ticks
  end repeat
  hide me
end mouseUp

```



```

** CARD #20, BUTTON #1: Theme
*****
on mouseUp
  set the visible of me to true
  repeat for 5
    set the hilite of me to true
    wait 10 ticks
    set the hilite of me to false
    wait 10 ticks
  end repeat
  hide me
end mouseUp

** CARD #23, BUTTON #1: Theme
*****
on mouseUp
  set the visible of me to true
  repeat for 5
    set the hilite of me to true
    wait 10 ticks
    set the hilite of me to false
    wait 10 ticks
  end repeat
  hide me
end mouseUp

** CARD #29, BUTTON #1: Theme
*****
on mouseUp
  set the visible of me to true
  repeat for 5
    set the hilite of me to true
    wait 10 ticks
    set the hilite of me to false
    wait 10 ticks
  end repeat
  hide me
end mouseUp

```

SCRIPT FOR STACK: bpc2

=====

** STACK SCRIPT ****

```

on openstack
  hide menubar
  hide background pict
  checkifdisc
  set the userlevel to 1
  set the blindtyping to false
  set the powerkeys to false
end openstack

on startup
  hide menubar
  hide background pict
  checkifdisc
  set the userlevel to 1
  set the blindtyping to false
  set the powerkeys to false
end startup

on button
  select card button 1
  repeat for the number of card buttons
    set style to radioButton
    set showname to false
    get me + 1
  end repeat
end button

on cut
  domenu "select all"
  domenu "clear picture"
  domenu "paste picture"
  type "t"
end cut

on enterkey
  if the tool is "browse tool"
    then choose select tool
  else if the tool is "select tool"
    then choose browse tool
  end enterkey

on m
  choose field tool
  select card field 1
  domenu "copy field"
  domenu "paste field"
end m

```

```

on mm
  repeat for the number of cards
    choose field tool
    drag from 48,0 to 85,18 with commandkey
    set the textstyle of card field 1 to bold
    set the textalign of card field 1 to center
    set the style of card field 1 to rectangle
    go to next card
  end repeat
end mm

on moveCard
  moveCards "",1
end moveCard

on moveCards destination,howMany
  if howMany < 1 then
    ask "Move how many cards?" with "to end"
    if it is empty then exit moveCards
    put it into howMany
  end if
  if howMany is "to end"
    then put 1 + the number of cards - number of this card into
    howMany
  if destination is empty then put "destination stack" into
  destination
  repeat howMany
    set cursor to watch
    push this card
    doMenu "Copy Card"
    lock screen
    set lockMessages to true
    go to last card of stack destination
    IF the result is not empty then
      beep
    pop card
    exit to HyperCard
  else
    put the short name of this stack into destination
    doMenu "Paste Card"
    pop card
    doMenu "Delete Card"
  end if
  set lockMessages to false
  unlock screen
end repeat
end moveCards

```

```

on Theme
  set lockscreen to true
  go card id 27849 of      stack "Music130:examples:ek4"
  choose button tool
  select card button "Theme"
  domenu "copy button"
  domenu "back"
  domenu "paste button"
  set lockscreen to false
end Theme

** BACKGROUND #1: TITLE
*****

** BKGND #1, BUTTON #1: resume
*****
on mouseUp
  CDAudio Pause,0
  if the result is not empty then
    put the result
  end if
end mouseUp

** BKGND #1, BUTTON #2: Next
*****
on mouseUp
  set the hilite of me to false
  visual effect scroll up
  go next
end mouseUp

** BKGND #1, BUTTON #3: pause
*****
on mouseUp
  CDAudio Pause,1
  if the result is not empty then
    put the result
  end if
end mouseUp

** BKGND #1, BUTTON #4: Beginning
*****
on mouseUp
  CDAudio Pause,1
  visual effect scroll right
  go card title
end mouseUp

```

```

** BKGND #1, BUTTON #5: Previous
*****
on mouseUp
    set the hilite of me to false
    visual effect scroll down
    go previous
end mouseUp

** BACKGROUND #2: Info
*****
on openStack
    hide message box
    hide menuBar
    pass openStack
end openStack

on closecard
    push card
end closecard

** BACKGROUND #3: WorkCard
*****
on openStack
    hide message box
    hide menuBar
    pass openStack
end openStack

on closecard
    push card
end closecard

** CARD #1: Title
*****
on closecard
    hide card field "reminder"
end closecard

** CARD #1, FIELD #4: reminder
*****
on mouseUp
    hide me
end mouseUp

** CARD #1, BUTTON #1: Tell Me About...
*****
on mouseUp
    visual effect iris open
    go to card "info"
    set the hilite of me to false
end mouseUp

```

```

** CARD #1, BUTTON #2: Mvt. 2
*****
on mouseUp
    set the hilite of me to false
    visual effect scroll left
    go to card id 24759
    CDAudio stop,1,51,29,5
    CDAudio Play,1,45,58,70,0,9
end mouseUp

** CARD #1, BUTTON #3: A sec
*****
on mouseUp
    set the hilite of me to false
    visual effect scroll left
    go to card id 24759
    CDAudio stop,1,47,11,17
    CDAudio Play,1,45,58,70,0,9
end mouseUp

** CARD #1, BUTTON #4: B sec
*****
on mouseUp
    set the hilite of me to false
    visual effect scroll left
    go to card id 25208
    send mouseUp to card button "Theme"
    CDAudio stop,1,48,7,10
    CDAudio Play,1,47,11,25,0,9
end mouseUp

** CARD #1, BUTTON #5: C sec
*****
on mouseUp
    set the hilite of me to false
    visual effect scroll left
    go to card id 26243
    send mouseUp to card button "Theme"
    CDAudio stop,1,49,34,70
    CDAudio Play,1,48,43,40,0,9
end mouseUp

** CARD #1, BUTTON #6: Mvt. 2
*****
on mouseUp
    set the hilite of me to false
    visual effect scroll left
    go to card id 27383
    send mouseUp to card button "Theme"
    CDAudio stop,1,50,4,30
    CDAudio Play,1,49,35,0,0,9
end mouseUp

```

```

** CARD #1, BUTTON #7: A sec
*****
on mouseUp
    set the hilite of me to false
    visual effect scroll left
    go to card id 28231
    send mouseUp to card button "Theme"
    CDAudio stop,1,51,29,0
    CDAudio Play,1,50,37,0,0,9
end mouseUp

** CARD #1, BUTTON #8: Return
*****
on mouseUp
    visual effect scroll right
    go to card id 10426 of stack "bpc1"
end mouseUp

** CARD #1, BUTTON #9: Mvt. 2
*****
on mouseUp
    set the hilite of me to false
    visual effect scroll left
    go to card id 24759
end mouseUp

** CARD #2, BUTTON #1: Help next
*****
on mouseUp
    visual effect wipe left
    go next
end mouseUp

** CARD #2, BUTTON #2: Play Theme
*****
on mouseUp
    CDAudio stop,1,46,34,0
    CDAudio Play,1,45,58,70,0,9
end mouseUp

** CARD #3, BUTTON #1: Return
*****
on mouseUp
    visual effect iris close
    go card "title"
end mouseUp

** CARD #5, BUTTON #1: Theme
*****
on mouseUp
    set the visible of me to true

```

```

repeat for 5
  set the hilite of me to true
  wait 10 ticks
  set the hilite of me to false
  wait 10 ticks
end repeat
hide me
end mouseUp

** CARD #7, BUTTON #1: Theme
*****
on mouseUp
  set the visible of me to true
  repeat for 5
    set the hilite of me to true
    wait 10 ticks
    set the hilite of me to false
    wait 10 ticks
  end repeat
  hide me
end mouseUp

** CARD #9, BUTTON #1: me
*****
on mouseUp
  set the visible of me to true
  repeat for 5
    set the hilite of me to true
    wait 10 ticks
    set the hilite of me to false
    wait 10 ticks
  end repeat
  hide me
end mouseUp

** CARD #11, BUTTON #1: Theme
*****
on mouseUp
  set the visible of me to true
  repeat for 5
    set the hilite of me to true
    wait 10 ticks
    set the hilite of me to false
    wait 10 ticks
  end repeat
  hide me
end mouseUp

** CARD #11, BUTTON #2: Theme
*****
on mouseUp
  set the visible of me to true

```



```
repeat for 5
  set the hilite of me to true
  wait 10 ticks
  set the hilite of me to false
  wait 10 ticks
end repeat
hide me
end mouseUp
```

SCRIPTS FOR STACK: bpc3

=====

** STACK SCRIPT *****

```

on openstack
  hide menubar
  hide background pict
  checkifdisc
  set the userlevel to 1
  set the blindtyping to false
  set the powerkeys to false
end openstack

on startup
  hide menubar
  hide background pict
  checkifdisc
  set the userlevel to 1
  set the blindtyping to false
  set the powerkeys to false
end startup

on button
  select card button 1
  repeat for the number of card buttons
    set style to radioButton
    set showname to false
    get me + 1
  end repeat
end button

on cut
  domenu "select all"
  domenu "clear picture"
  domenu "paste picture"
  type "t"
end cut

on enterkey
  if the tool is "browse tool"
    then choose select tool
  else if the tool is "select tool"
    then choose browse tool
end enterkey

on m
  choose field tool
  select card field 1
  domenu "copy field"
  domenu "paste field"
end m

```

```

on mm
  repeat for the number of cards
    choose field tool
    drag from 48,0 to 85,18 with commandkey
    set the textstyle of card field 1 to bold
    set the textalign of card field 1 to center
    set the style of card field 1 to rectangle
    go to next card
  end repeat
end mm

on moveCard
  moveCards "",1
end moveCard

on moveCards destination,howMany
  if howMany < 1 then
    ask "Move how many cards?" with "to end"
    if it is empty then exit moveCards
    put it into howMany
  end if
  if howMany is "to end"
    then put 1 + the number of cards - number of this card into
    howMany
  if destination is empty then put "destination stack" into
  destination
  repeat howMany
    set cursor to watch
    push this card
    doMenu "Copy Card"
    lock screen
    set lockMessages to true
    go to last card of stack destination
    IF the result is not empty then
      beep
      pop card
      exit to HyperCard
    else
      put the short name of this stack into destination
      doMenu "Paste Card"
      pop card
      doMenu "Delete Card"
    end if
    set lockMessages to false
    unlock screen
  end repeat
end moveCards

```

```

on Theme
  set lockscreen to true
  go card id 27849 of      stack "Music130:examples:ek4"
  choose button tool
  select card button "Theme"
  domenu "copy button"
  domenu "back"
  domenu "paste button"
  set lockscreen to false
end Theme

```

```

** BACKGROUND #1: TITLE
*****

```

```

** BKGND #1, BUTTON #1: resume
*****

```

```

on mouseUp
  CDAudio Pause,0
  if the result is not empty
    then  put the result
  end if
end mouseUp

```

```

** BKGND #1, BUTTON #2
*****

```

```

on mouseUp
  set the hilite of me to false
  visual effect scroll up
  go next
end mouseUp

```

```

** BKGND #1, BUTTON #3: pause
*****

```

```

on mouseUp
  CDAudio Pause,1
  if the result is not empty then
    put the result
  end if
end mouseUp

```

```

** BKGND #1, BUTTON #4: Beginning
*****

```

```

on mouseUp
  CDAudio Pause,1
  visual effect scroll right
  go card title
end mouseUp

```

```

** BKGND #1, BUTTON #5: Previous
*****
on mouseUp
    visual effect scroll down
    go previous
    set the hilite of me to false
end mouseUp

** BACKGROUND #2: Info
*****

** BKGND #2, BUTTON #1: Previous
*****
on mouseUp
    visual effect scroll down
    go previous
end mouseUp

** BKGND #2, BUTTON #2: Next
*****
on mouseUp
    visual effect scroll up
    go next
end mouseUp

** BKGND #2, BUTTON #3: resume
*****
on mouseUp
    CDAudio Pause,0
    if the result is not empty then
        put the result
    end if
end mouseUp

** BKGND #2, BUTTON #4: pause
*****
on mouseUp
    CDAudio Pause,1
    if the result is not empty then
        put the result
    end if
end mouseUp

```

```

** BKGND #2, BUTTON #5: Beginning
*****
on mouseUp
  CDAudio Pause,1
  if the result is not empty then
    put the result
  end if
  visual effect dissolve slow
  go card title
end mouseUp

** BKGND #2, BUTTON #6: C & C
*****
on mouseUp
  if the optionkey is down then
    domenu "copy card"
    domenu "paste card"
    go back
    choose select tool
  else
    domenu "select all"
    domenu "clear picture"
    domenu "paste picture"
    type "t"
  end if
end mouseUp

** BKGND #2, BUTTON #7: Fixit
*****
on mouseUp
  put the number of this card &&", " after card field
  "revision" of last card
end mouseUp

** BACKGROUND #3: WorkCard
*****
on openStack
  hide message box
  hide menuBar
  pass openStack
end openStack

on closecard
  push card
end closecard

```

** CARD #1: Title *****

** CARD #1, BUTTON #1: Return

```
on mouseUp
    visual effect scroll right
    go to card id 10426 of stack "bpcl"
end mouseUp
```

** CARD #1, BUTTON #2: 3rd Mvt.

```
on mouseUp
    set the hilite of me to false
    visual effect scroll left
    go to card id 28753
    CDAudio stop,1,56,9,44
    CDAudio Play,1,51,29,5,0,9
end mouseUp
```

** CARD #1, BUTTON #3: Theme A

```
on mouseUp
    set the hilite of me to false
    visual effect scroll left
    go to card id 28753
    send mouseUp to card button "Theme"
    CDAudio stop,1,51,50,57
    CDAudio Play,1,51,29,5,0,9
end mouseUp
```

** CARD #1, BUTTON #4: Transl

```
on mouseUp
    set the hilite of me to false
    visual effect scroll left
    go to card id 4468
    send mouseUp to card button "Theme"
    CDAudio stop,1,52,47,51
    CDAudio Play,1,51,50,65,0,9
end mouseUp
```

** CARD #1, BUTTON #5: Theme B

```
on mouseUp
    set the hilite of me to false
    visual effect scroll left
    go to card id 30849
    send mouseUp to card button "Theme"
    CDAudio stop,1,54,3,29
    CDAudio Play,1,53,9,35,0,9
end mouseUp
```

```

** CARD #1, BUTTON #6: Coda
*****
on mouseUp
    set the hilite of me to false
    visual effect scroll left
    go to card id 32357
    send mouseUp to card button "Theme"
    CDAudio stop,1,55,8,10
    CDAudio Play,1,54,13,57,0,9
end mouseUp

** CARD #1, BUTTON #7: Tell Me About...
*****
on mouseUp
    visual effect iris open
    go to card "info"
    set the hilite of me to false
end mouseUp

** CARD #1, BUTTON #8: Coda
*****
on mouseUp
    set the hilite of me to false
    visual effect scroll left
    go to card id 16878
    send mouseUp to card button "Theme"
    CDAudio stop,1,56,9,44
    CDAudio Play,1,55,22,40,0,9
end mouseUp

** CARD #1, BUTTON #9: Browse
*****
on mouseUp
    set the hilite of me to false
    visual effect scroll left
    go to card 4
end mouseUp

** CARD #2, BUTTON #1: Next
*****
on mouseUp
    visual effect wipe left
    go next
end mouseUp

** CARD #2, BUTTON #2: Play Theme
*****
on mouseUp
    CDAudio stop,1,51,50,57
    CDAudio Play,1,51,29,5,0,9
end mouseUp

```



```

** CARD #3, BUTTON #1: Play Theme
*****
on mouseUp
    CDAudio stop,1,56,9,44
    CDAudio Play,1,55,53,3,0,9
end mouseUp

** CARD #3, BUTTON #2: Beginning
*****
on mouseUp
    visual effect iris close
    go card "title"
end mouseUp

** CARD #4, BUTTON #1: Theme
*****
on mouseUp
    set the visible of me to true
    repeat for 5
        set the hilite of me to true
        wait 10 ticks
        set the hilite of me to false
        wait 10 ticks
    end repeat
    hide me
end mouseUp

** CARD #5, BUTTON #1: Theme
*****
on mouseUp
    set the visible of me to true
    repeat for 5
        set the hilite of me to true
        wait 10 ticks
        set the hilite of me to false
        wait 10 ticks
    end repeat
    hide me
end mouseUp

** CARD #9, BUTTON #1: Theme
*****
on mouseUp
    set the visible of me to true
    repeat for 5
        set the hilite of me to true
        wait 10 ticks
        set the hilite of me to false
        wait 10 ticks
    end repeat
    hide me
end mouseUp

```

```
** CARD #12, BUTTON #1: Theme
*****
on mouseUp
  set the visible of me to true
  repeat for 5
    set the hilite of me to true
    wait 10 ticks
    set the hilite of me to false
    wait 10 ticks
  end repeat
  hide me
end mouseUp

** CARD #16, BUTTON #1: Theme
*****
on mouseUp
  set the visible of me to true
  repeat for 5
    set the hilite of me to true
    wait 10 ticks
    set the hilite of me to false
    wait 10 ticks
  end repeat
  hide me
end mouseUp
```

SCRIPTS FOR STACK: bg1

=====

** STACK SCRIPT *****

```

on openstack
  hide menubar
  hide background pict
  checkifdisc
  set the userlevel to 1
  set the blindtyping to false
  set the powerkeys to false
end openstack

on startup
  hide menubar
  hide background pict
  checkifdisc
  set the userlevel to 1
  set the blindtyping to false
  set the powerkeys to false
end startup

on button
  select card button 1
  repeat for the number of card buttons
    set style to radioButton
    set showname to false
    get me + 1
  end repeat
end button

on cut
  domenu "select all"
  domenu "clear picture"
  domenu "paste picture"
  type "t"
end cut

on enterkey
  if the tool is "browse tool"
    then choose select tool
  else if the tool is "select tool"
    then choose browse tool
  end enterkey

on m
  choose field tool
  select card field 1
  domenu "copy field"
  domenu "paste field"
end m

```

```

on mm
  repeat for the number of cards
    choose field tool
    drag from 48,0 to 85,18 with commandkey
    set the textstyle of card field 1 to bold
    set the textalign of card field 1 to center
    set the style of card field 1 to rectangle
    go to next card
  end repeat
end mm

on moveCard
  moveCards "",1
end moveCard

on moveCards destination,howMany
  if howMany < 1 then
    ask "Move how many cards?" with "to end"
    if it is empty then exit moveCards
    put it into howMany
  end if
  if howMany is "to end"
    then put 1 + the number of cards - number of this card into
    howMany
  if destination is empty then put "destination stack" into
  destination
  repeat howMany
    set cursor to watch
    push this card
    doMenu "Copy Card"
    lock screen
    set lockMessages to true
    go to last card of stack destination
    IF the result is not empty then
      beep
    pop card
    exit to HyperCard
  else
    put the short name of this stack into destination
    doMenu "Paste Card"
    pop card
    doMenu "Delete Card"
  end if
  set lockMessages to false
  unlock screen
end repeat
end moveCards

```

```

on Theme
  set lockscreen to true
  go card id 27849 of      stack "Music130:examples:ek4"
  choose button tool
  select card button "Theme"
  domenu "copy button"
  domenu "back"
  domenu "paste button"
  set lockscreen to false
end Theme

** BACKGROUND #1: TITLE
*****

on openStack
  hide message box
  hide menuBar
  pass openStack
end openStack

on closecard
  push card
end closecard

** BACKGROUND #2: Info
*****

** BACKGROUND #3: WorkCard
*****

on openStack
  hide message box
  hide menuBar
  pass openStack
end openStack

on closecard
  push card
end closecard

** BACKGROUND #4: Navigation
*****

** BKGND #4, BUTTON #1: Previous
*****

on mouseUp
  visual effect scroll down
  go previous
end mouseUp

```

```

** BKGND #4, BUTTON #2: Next
*****
on mouseUp
    visual effect scroll up
    go next
end mouseUp

** BKGND #4, BUTTON #3: pause
*****
on mouseUp
    CDAudio Pause,1
    if the result is not empty then
        put the result
    end if
end mouseUp

** BKGND #4, BUTTON #4: resume
*****
on mouseUp
    CDAudio Pause,0
    if the result is not empty then
        put the result
    end if
end mouseUp

** BKGND #4, BUTTON #5: Beginning
*****
on mouseUp
    CDAudio Pause,1
    visual effect scroll right
    go card title
end mouseUp

** BACKGROUND #5 *****

** CARD #1: Title
*****
on closecard
    hide card field "reminder"
end closecard

** CARD #1, FIELD #3: reminder
*****
on mouseUp
    hide me
end mouseUp

** CARD #1, BUTTON #1: Return
*****
on mouseUp
    cdaudio pause,1
    visual effect dissolve

```

```

    go to card id 4905 of stack "Music130"
end mouseUp

```

```

** CARD #1, BUTTON #2: Mvt. 1
*****

```

```

on mouseUp
    show card field "reminder"
    wait 3 secs
    set the hilite of me to false
    visual effect scroll left
    go to card id 2672
end mouseUp

```

```

** CARD #2, BUTTON #1: Return
*****

```

```

on mouseUp
    visual effect scroll right
    go first
end mouseUp

```

```

** CARD #2, BUTTON #2: 1st movement
*****

```

```

on mouseUp
    set the hilite of me to false
    visual effect scroll left
    go to card id 15754
    CDAudio stop,1,9,22,67
    CDAudio Play,1,0,2,0,0,9
end mouseUp

```

```

** CARD #2, BUTTON #3: Theme A
*****

```

```

on mouseUp
    set the hilite of me to false
    visual effect scroll left
    go to card id 15754
    send mouseUp to button "Theme"
    CDAudio stop,1,0,28,1
    CDAudio Play,1,0,2,0,0,9
end mouseUp

```

```

** CARD #2, BUTTON #4: Trans 1
*****

```

```

on mouseUp
    set the hilite of me to false
    visual effect scroll left
    go to card id 16394
    send mouseUp to button "Theme"
    CDAudio stop,1,1,35,10
    CDAudio Play,1,1,13,73,0,9
end mouseUp

```

```

** CARD #2, BUTTON #5: Trans 2
*****
on mouseUp
    set the hilite of me to false
    visual effect scroll left
    go to card id 25745
    send mouseUp to button "Theme"
    CDAudio stop,1,9,19,67
    CDAudio Play,1,8,5,34,0,9
end mouseUp

** CARD #2, BUTTON #6: CT
*****
on mouseUp
    set hilite of me to false
    visual effect scroll left
    go to card id 19116
    send mouseUp to button "Theme"
    CDAudio stop,1,6,21,40
    CDAudio Play,1,4,59,31,0,9
end mouseUp

** CARD #2, BUTTON #7: Trans 3
*****
on mouseUp
    set hilite of me to false
    visual effect scroll left
    go to card id 22752
    send mouseUp to button "Theme"
    CDAudio stop,1,8,4,34
    CDAudio Play,1,6,21,0,0,9
end mouseUp

** CARD #3, BUTTON #1: Play Theme
*****
on mouseUp
    CDAudio stop,1,6,58,48
    CDAudio Play,1,6,44,15,0,9
end mouseUp

** CARD #3, BUTTON #2: Next
*****
on mouseUp
    visual effect wipe left
    go next
end mouseUp

** CARD #5: Portrait *****
on opencard
    visual effect dissolve slow to grey
    wait 30 ticks
    visual effect dissolve

```



```

    go first
end opencard

** CARD #6: Set-up *****
on opencard
    visual effect dissolve slowly to grey
    visual effect dissolve slowly to inverse
    visual effect dissolve slow
    go prev
end opencard

** CARD #7: Mvt. 1 *****

** CARD #7, BUTTON #1: B Theme
*****
on mouseUp
    set the visible of me to true
    repeat for 5
        set the hilite of me to true
        wait 10 ticks
        set the hilite of me to false
        wait 10 ticks
    end repeat
    hide me
end mouseUp

** CARD #11, BUTTON #1: Theme
*****
on mouseUp
    set the visible of me to true
    repeat for 5
        set the hilite of me to true
        wait 10 ticks
        set the hilite of me to false
        wait 10 ticks
    end repeat
    hide me
end mouseUp

** CARD #15: Development
*****

** CARD #15, BUTTON #1: Theme
*****
on mouseUp
    set the visible of me to true
    repeat for 5
        set the hilite of me to true
        wait 10 ticks
        set the hilite of me to false
        wait 10 ticks
    end repeat

```

```

    hide me
end mouseUp

** CARD #15, BUTTON #2: Repeat
*****
on mouseUp
    visual effect scroll right very fast
    go to card id 15754
end mouseUp

** CARD #21, BUTTON #1: Theme
*****
on mouseUp
    set the visible of me to true
    repeat for 5
        set the hilite of me to true
        wait 10 ticks
        set the hilite of me to false
        wait 10 ticks
    end repeat
    hide me
end mouseUp

** CARD #27, BUTTON #1: Theme
*****
on mouseUp
    set the visible of me to true
    repeat for 5
        set the hilite of me to true
        wait 10 ticks
        set the hilite of me to false
        wait 10 ticks
    end repeat
    hide me
end mouseUp

```

SCRIPTS FOR STACK: ek1

=====

** STACK SCRIPT *****

```

on openstack
  hide menubar
  hide background pict
  checkifdisc
  set the userlevel to 1
  set the blindtyping to false
  set the powerkeys to false
end openstack

on startup
  hide menubar
  hide background pict
  checkifdisc
  set the userlevel to 1
  set the blindtyping to false
  set the powerkeys to false
end startup

on button
  select card button 1
  repeat for the number of card buttons
    set style to radioButton
    set showname to false
    get me + 1
  end repeat
end button

on cut
  domenu "select all"
  domenu "clear picture"
  domenu "paste picture"
  type "t"
end cut

on enterkey
  if the tool is "browse tool"
    then choose select tool
  else if the tool is "select tool"
    then choose browse tool
  end enterkey

on m
  choose field tool
  select card field 1
  domenu "copy field"
  domenu "paste field"
end m

```

```

on mm
  repeat for the number of cards
    choose field tool
    drag from 48,0 to 85,18 with commandkey
    set the textstyle of card field 1 to bold
    set the textalign of card field 1 to center
    set the style of card field 1 to rectangle
    go to next card
  end repeat
end mm

on moveCard
  moveCards "",1
end moveCard

on moveCards destination,howMany
  if howMany < 1 then
    ask "Move how many cards?" with "to end"
    if it is empty then exit moveCards
    put it into howMany
  end if
  if howMany is "to end"
    then put 1 + the number of cards - number of this card into
    howMany
  if destination is empty then put "destination stack" into
  destination
  repeat howMany
    set cursor to watch
    push this card
    doMenu "Copy Card"
    lock screen
    set lockMessages to true
    go to last card of stack destination
    IF the result is not empty then
      beep
      pop card
      exit to HyperCard
    end if
    put the short name of this stack into destination
    doMenu "Paste Card"
    pop card
    doMenu "Delete Card"
  end if
  set lockMessages to false
  unlock screen
end repeat
end moveCards

```

```

on Theme
  set lockscreen to true
  go card id 27849 of      stack "Music130:examples:ek4"
  choose button tool
  select card button "Theme"
  domenu "copy button"
  domenu "back"
  domenu "paste button"
  set lockscreen to false
end Theme

** BACKGROUND #1: TITLE
*****

on openStack
  hide message box
  hide menuBar
  pass openStack
end openStack

on closecard
  push card
end closecard

** BACKGROUND #2: Info
*****

** BKGND #2, BUTTON #1: Previous
*****

on mouseUp
  visual effect scroll down
  go previous
end mouseUp

** BKGND #2, BUTTON #2: Next
*****

on mouseUp
  visual effect scroll up
  go next
end mouseUp

** BKGND #2, BUTTON #3: resume
*****

on mouseUp
  CDAudio Pause,0
  if the result is not empty then
    put the result
  end if
end mouseUp

```

```

** BKGND #2, BUTTON #4: pause
*****
on mouseUp
  CDAudio Pause,1
  if the result is not empty then
    put the result
  end if
end mouseUp

** BKGND #2, BUTTON #5: Beginning
*****
on mouseUp
  CDAudio Pause,1
  if the result is not empty then
    put the result
  end if
  visual effect scroll right
  go card title
end mouseUp

** CARD #1: Mozek *****
on closecard
  hide card field "reminder"
end closecard

** CARD #1, BUTTON #1: Return
*****
on mouseUp
  visual effect dissolve
  go to card id 4905 of stack "Applesauce:music130:Music130"
end mouseUp

** CARD #1, BUTTON #2: Mvt. 1
*****
on mouseUp
  set hilite of me to false
  show card field "reminder"
  wait 3 secs
  visual effect scroll left
  go to card id 3888
end mouseUp

** CARD #1, BUTTON #3: Mvt. 2
*****
on mouseUp
  set hilite of me to false
  show card field "reminder"
  wait 3 secs
  visual effect scroll left
  go to card id 2834 of stack "ek2"
end mouseUp

```

```

** CARD #1, BUTTON #4: Mvt. 3
*****
on mouseUp
    set hilite of me to false
    show card field "reminder"
    wait 3 secs
    visual effect scroll left
    go to card id 9829 of stack "ek3"
end mouseUp

** CARD #1, BUTTON #5: Mvt. 4
*****
on mouseUp
    set hilite of me to false
    show card field "reminder"
    wait 3 secs
    visual effect scroll left
    go to card id 9202 of stack "ek4"
end mouseUp

** CARD #2, BUTTON #1: Mvt. 1
*****
on mouseUp
    set hilite of me to false
    visual effect scroll left
    go to card "beginning"
    CDAudio stop,1,5,48,50
    CDAudio Play,1,0,2,33,0,9
end mouseUp

** CARD #2, BUTTON #2: Theme A
*****
on mouseUp
    set hilite of me to false
    visual effect scroll left
    go to card "beginning"
    CDAudio stop,1,0,20,40
    CDAudio Play,1,0,2,33,0,9
end mouseUp

** CARD #2, BUTTON #3: Theme B
*****
on mouseUp
    set hilite of me to false
    visual effect scroll left
    go to card id 9056
    send mouseUp to card button "Theme"
    CDAudio stop,1,1,4,30
    CDAudio Play,1,0,51,11,0,9
end mouseUp

** CARD #2, BUTTON #4: Dev

```

```
*****
on mouseUp
    set hilite of me to false
    visual effect scroll left
    go to card id 11452
    send mouseUp to card button "Theme"
    CDAudio stop,1,3,53,0
    CDAudio Play,1,3,17,54,0,9
end mouseUp
```

```
** CARD #2, BUTTON #5: Recap
*****
on mouseUp
    set hilite of me to false
    visual effect scroll left
    go to card id 12572
    send mouseUp to card button "Theme"
    CDAudio stop,1,5,30,62
    CDAudio Play,1,3,52,51,0,9
end mouseUp
```

```
** CARD #2, BUTTON #6: Coda
*****
on mouseUp
    set hilite of me to false
    visual effect scroll left
    go to card id 19929
    send mouseUp to card button "Theme"
    CDAudio stop,1,5,48,50
    CDAudio Play,1,5,32,28,0,9
end mouseUp
```

```
** CARD #2, BUTTON #7: Tell Me About...
*****
on mouseUp
    set hilite of me to false
    visual effect iris open
    go to card id 2286
end mouseUp
```

```
** CARD #2, BUTTON #8: Return
*****
on mouseUp
    visual effect scroll right
    go first
end mouseUp
```

```
** CARD #3, BUTTON #1: Next
*****
on mouseUp
    visual effect scroll left
    go next
```



```

end mouseUp

** CARD #4, BUTTON #1: Next
*****
on mouseUp
    visual effect scroll left
    go next
end mouseUp

** CARD #5, BUTTON #1: Theme
*****
on mouseUp
    CDAudio stop,1,6,58,48
    CDAudio Play,1,6,44,15,0,9
end mouseUp

** CARD #5, BUTTON #2: Return
*****
on mouseUp
    visual effect iris close
    go card "title"
end mouseUp

** CARD #6: Beginning
*****

** CARD #6, BUTTON #1: Theme
*****
on mouseUp
    set the visible of me to true
    repeat for 5
        set the hilite of me to true
        wait 10 ticks
        set the hilite of me to false
        wait 10 ticks
    end repeat
    hide me
end mouseUp

** CARD #9: B Theme *****

** CARD #9, BUTTON #1: Theme
*****
on mouseUp
    set the visible of me to true
    repeat for 5
        set the hilite of me to true
        wait 10 ticks
        set the hilite of me to false
        wait 10 ticks
    end repeat
    hide me

```

```

end mouseUp

** CARD #11: Repeat *****
on opencard
  set the visible of button "repeat" to true
  repeat for 5
    set the hilite of button "repeat" to true
    wait 10 ticks
    set the hilite of button "repeat" to false
    wait 10 ticks
  end repeat
end opencard

** CARD #11, BUTTON #1: repeat
*****
on mouseUp
  visual effect scroll right very fast
  go to card id 7886
end mouseUp

** CARD #12: Development
*****

** CARD #12, BUTTON #1: Theme
*****
on mouseUp
  set the visible of me to true
  repeat for 5
    set the hilite of me to true
    wait 10 ticks
    set the hilite of me to false
    wait 10 ticks
  end repeat
  hide me
end mouseUp

** CARD #14: Recap *****

** CARD #14, BUTTON #1: Theme
*****
on mouseUp
  set the visible of me to true
  repeat for 5
    set the hilite of me to true
    wait 10 ticks
    set the hilite of me to false
    wait 10 ticks
  end repeat
  hide me
end mouseUp

** CARD #21: Coda *****

```

```
** CARD #21, BUTTON #1: Theme
*****
on mouseUp
  set the visible of me to true
  repeat for 5
    set the hilite of me to true
    wait 10 ticks
    set the hilite of me to false
    wait 10 ticks
  end repeat
  hide me
end mouseUp
```

SCRIPTS FOR STACK: ek2

=====

** STACK SCRIPT *****

```

on openstack
  hide menubar
  hide background pict
  checkifdisc
  set the userlevel to 1
  set the blindtyping to false
  set the powerkeys to false
end openstack

on startup
  hide menubar
  hide background pict
  checkifdisc
  set the userlevel to 1
  set the blindtyping to false
  set the powerkeys to false
end startup

on button
  select card button 1
  repeat for the number of card buttons
    set style to radioButton
    set showname to false
    get me + 1
  end repeat
end button

on cut
  domenu "select all"
  domenu "clear picture"
  domenu "paste picture"
  type "t"
end cut

on enterkey
  if the tool is "browse tool"
    then choose select tool
  else if the tool is "select tool"
    then choose browse tool
  end enterkey

on m
  choose field tool
  select card field 1
  domenu "copy field"
  domenu "paste field"
end m

```

```

on mm
  repeat for the number of cards
    choose field tool
    drag from 48,0 to 85,18 with commandkey
    set the textstyle of card field 1 to bold
    set the textalign of card field 1 to center
    set the style of card field 1 to rectangle
    go to next card
  end repeat
end mm

on moveCard
  moveCards "",1
end moveCard

on moveCards destination,howMany
  if howMany < 1 then
    ask "Move how many cards?" with "to end"
    if it is empty then exit moveCards
    put it into howMany
  end if
  if howMany is "to end"
    then put 1 + the number of cards - number of this card into
    howMany
  if destination is empty then put "destination stack" into
  destination
  repeat howMany
    set cursor to watch
    push this card
    doMenu "Copy Card"
    lock screen
    set lockMessages to true
    go to last card of stack destination
    IF the result is not empty then
      beep
    pop card
    exit to HyperCard
  else
    put the short name of this stack into destination
    doMenu "Paste Card"
    pop card
    doMenu "Delete Card"
  end if
  set lockMessages to false
  unlock screen
end repeat
end moveCards

```

```

on Theme
  set lockscreen to true
  go card id 27849 of stack "Music130:examples:ek4"
  choose button tool
  select card button "Theme"
  domenu "copy button"
  domenu "back"
  domenu "paste button"
  set lockscreen to false
end Theme

** BACKGROUND #1: TITLE
*****

** BKGND #1, BUTTON #1: Previous
*****
on mouseUp
  visual effect scroll down
  go previous
end mouseUp

** BKGND #1, BUTTON #2: Next
*****
on mouseUp
  visual effect scroll up
  go next
end mouseUp

** BKGND #1, BUTTON #3: resume
*****
on mouseUp
  CDAudio Pause,0
  if the result is not empty then
    put the result
  end if
end mouseUp

** BKGND #1, BUTTON #4: pause
*****
on mouseUp
  CDAudio Pause,1
  if the result is not empty then
    put the result
  end if
end mouseUp

```

```

** BKGND #1, BUTTON #5: Beginning
*****
on mouseUp
  CDAudio Pause,1
  if the result is not empty then
    put the result
  end if
  visual effect scroll right
  go card title
end mouseUp

** BACKGROUND #2: Info
*****
on openStack
  hide message box
  hide menuBar
  pass openStack
end openStack

on closecard
  push card
end closecard

** CARD #1, BUTTON #1: Tell Me About...
*****
on mouseUp
  set the hilite of me to false
  visual effect iris open
  go to card id 2286
end mouseUp

** CARD #1, BUTTON #2: Return
*****
on mouseUp
  visual effect scroll right
  go to card id 10426 of stack "ek1"
end mouseUp

** CARD #1, BUTTON #3: Mvt. 2
*****
on mouseUp
  set hilite of me to false
  visual effect scroll left
  go to card id 20351
  CDAudio Play,1,5,48,50,0,9
end mouseUp

```

```

** CARD #1, BUTTON #4: Theme A
*****
on mouseUp
    set hilite of me to false
    visual effect scroll left
    go to card id 21021
    send mouseUp to card button "Theme"
    CDAudio stop,1,7,12,0
    CDAudio Play,1,6,44,49,0,9
end mouseUp

```

```

** CARD #1, BUTTON #5: Theme B
*****
on mouseUp
    set hilite of me to false
    visual effect scroll left
    go to card id 21721
    send mouseUp to card button "Theme"
    CDAudio stop,1,9,7,42
    CDAudio Play,1,7,40,54,0,9
end mouseUp

```

```

** CARD #1, BUTTON #6: D Theme
*****
on mouseUp
    set hilite of me to false
    visual effect scroll left
    go to card id 23169
    send mouseUp to card button "Theme"
    CDAudio stop,1,9,30,72
    CDAudio Play,1,9,7,45,0,9
end mouseUp

```

```

** CARD #1, BUTTON #7: Mvt. 2
*****
on mouseUp
    set hilite of me to false
    visual effect scroll left
    go to card id 20351
    send mouseUp to card button "Theme"
    CDAudio stop,1,6,16,32
    CDAudio Play,1,5,48,50,0,9
end mouseUp

```

```

** CARD #2, BUTTON #1: Play m-1
*****
on mouseUp
    CDAudio stop,1,9,30,72
    CDAudio Play,1,9,7,45,0,9
end mouseUp

```



```

** CARD #2, BUTTON #2: Return
*****
on mouseUp
    visual effect iris close
    go card "title"
end mouseUp

** CARD #5: Repeat *****
on opencard
    set the visible of button "repeat" to true
    repeat for 5
        set the hilite of button "repeat" to true
        wait 10 ticks
        set the hilite of button "repeat" to false
        wait 10 ticks
    end repeat
end opencard

** CARD #7: Repeat *****
on opencard
    set the visible of button "repeat" to true
    repeat for 5
        set the hilite of button "repeat" to true
        wait 10 ticks
        set the hilite of button "repeat" to false
        wait 10 ticks
    end repeat
end opencard

** CARD #7, BUTTON #1: repeat
*****
on mouseUp
    visual effect scroll right very fast
    go to card id 21721
end mouseUp

```

SCRIPTS FOR STACK: ek3

=====

** STACK SCRIPT *****

```

on openstack
  hide menubar
  hide background pict
  checkifdisc
  set the userlevel to 1
  set the blindtyping to false
  set the powerkeys to false
end openstack

on startup
  hide menubar
  hide background pict
  checkifdisc
  set the userlevel to 1
  set the blindtyping to false
  set the powerkeys to false
end startup

on button
  select card button 1
  repeat for the number of card buttons
    set style to radioButton
    set showname to false
    get me + 1
  end repeat
end button

on cut
  domenu "select all"
  domenu "clear picture"
  domenu "paste picture"
  type "t"
end cut

on enterkey
  if the tool is "browse tool"
    then choose select tool
  else if the tool is "select tool"
    then choose browse tool
  end enterkey

on m
  choose field tool
  select card field 1
  domenu "copy field"
  domenu "paste field"
end m

```

```

on mm
  repeat for the number of cards
    choose field tool
    drag from 48,0 to 85,18 with commandkey
    set the textstyle of card field 1 to bold
    set the textalign of card field 1 to center
    set the style of card field 1 to rectangle
    go to next card
  end repeat
end mm

on moveCard
  moveCards "",1
end moveCard

on moveCards destination,howMany
  if howMany < 1 then
    ask "Move how many cards?" with "to end"
    if it is empty then exit moveCards
    put it into howMany
  end if
  if howMany is "to end"
    then put 1 + the number of cards - number of this card into
    howMany
  if destination is empty then put "destination stack" into
  destination
  repeat howMany
    set cursor to watch
    push this card
    doMenu "Copy Card"
    lock screen
    set lockMessages to true
    go to last card of stack destination
    IF the result is not empty then
      beep
    pop card
    exit to HyperCard
  else
    put the short name of this stack into destination
    doMenu "Paste Card"
    pop card
    doMenu "Delete Card"
  end if
  set lockMessages to false
  unlock screen
end repeat
end moveCards

```

```

on Theme
  set lockscreen to true
  go card id 27849 of      stack "Music130:examples:ek4"
  choose button tool
  select card button "Theme"
  domenu "copy button"
  domenu "back"
  domenu "paste button"
  set lockscreen to false
end Theme

** BACKGROUND #1: TITLE
*****

** BKGND #1, BUTTON #1: Previous
*****
on mouseUp
  visual effect scroll down
  go previous
end mouseUp

** BKGND #1, BUTTON #2: Next
*****
on mouseUp
  visual effect scroll up
  go next
end mouseUp

** BKGND #1, BUTTON #3: resume
*****
on mouseUp
  CDAudio Pause,0
  if the result is not empty then
    put the result
  end if
end mouseUp

** BKGND #1, BUTTON #4: pause
*****
on mouseUp
  CDAudio Pause,1
  if the result is not empty then
    put the result
  end if
end mouseUp

```

```

** BKGND #1, BUTTON #5: Beginning
*****
on mouseUp
  CDAudio Pause,1
  if the result is not empty then
    put the result
  end if
  visual effect scroll right
  go card title
end mouseUp

** CARD #1, BUTTON #1: Return
*****
on mouseUp
  visual effect scroll right
  go to card id 10426 of stack "ek1"
end mouseUp

** CARD #1, BUTTON #2: Mvt. 2
*****
on mouseUp
  set the hilite of me to false
  visual effect scroll left
  go to card id 25743
  CDAudio stop,1,13,13,8
  CDAudio Play,1,11,22,43,0,9
end mouseUp

** CARD #1, BUTTON #3: Theme A
*****
on mouseUp
  set the hilite of me to false
  visual effect scroll left
  go to card id 25743
  send mouseUp to card button "Theme"
  CDAudio stop,1,11,31,57
  CDAudio Play,1,11,22,43,0,9
end mouseUp

** CARD #1, BUTTON #4: Theme B
*****
on mouseUp
  set the hilite of me to false
  visual effect scroll left
  go to card id 25743
  send mouseUp to card button "Theme2"
  CDAudio stop,1,11,59,66
  CDAudio Play,1,11,41,20,0,9
end mouseUp

** CARD #1, BUTTON #5: trio

```

```

*****
on mouseUp
  set the hilite of me to false
  visual effect scroll left
  go to card id 26242
  send mouseUp to card button "Theme"
  CDAudio stop,1,12,20,0
  CDAudio Play,1,12,0,58,0,9
end mouseUp

** CARD #1, BUTTON #6: Browse
*****
on mouseUp
  set the hilite of me to false
  visual effect scroll left
  go to card id 25743
end mouseUp

** CARD #2, BUTTON #1: Theme
*****
on mouseUp
  set the visible of me to true
  repeat for 5
    set the hilite of me to true
    wait 10 ticks
    set the hilite of me to false
    wait 10 ticks
  end repeat
  hide me
end mouseUp

** CARD #2, BUTTON #2: Theme2
*****
on mouseUp
  set the visible of me to true
  repeat for 5
    set the hilite of me to true
    wait 10 ticks
    set the hilite of me to false
    wait 10 ticks
  end repeat
  hide me
end mouseUp

** CARD #3, BUTTON #1: Theme
*****
on mouseUp
  set the visible of me to true
  repeat for 5
    set the hilite of me to true
    wait 10 ticks
    set the hilite of me to false

```

```
        wait 10 ticks
    end repeat
    hide me
end mouseUp
```

```
** CARD #4, BUTTON #1: repeat
*****
on mouseUp
    visual effect scroll right very fast
    go to card id 25743
end mouseUp
```

SCRIPTS FOR STACK: ek4

=====

** STACK SCRIPT *****

```

on openstack
  hide menubar
  hide background pict
  checkifdisc
  set the userlevel to 1
  set the blindtyping to false
  set the powerkeys to false
end openstack

on startup
  hide menubar
  hide background pict
  checkifdisc
  set the userlevel to 1
  set the blindtyping to false
  set the powerkeys to false
end startup

on button
  select card button 1
  repeat for the number of card buttons
    set style to radioButton
    set showname to false
    get me + 1
  end repeat
end button

on cut
  domenu "select all"
  domenu "clear picture"
  domenu "paste picture"
  type "t"
end cut

on enterkey
  if the tool is "browse tool"
    then choose select tool
  else if the tool is "select tool"
    then choose browse tool
  end enterkey

on m
  choose field tool
  select card field 1
  domenu "copy field"
  domenu "paste field"
end m

```



```

on mm
  repeat for the number of cards
    choose field tool
    drag from 48,0 to 85,18 with commandkey
    set the textstyle of card field 1 to bold
    set the textalign of card field 1 to center
    set the style of card field 1 to rectangle
    go to next card
  end repeat
end mm

on moveCard
  moveCards "",1
end moveCard

on moveCards destination,howMany
  if howMany < 1 then
    ask "Move how many cards?" with "to end"
    if it is empty then exit moveCards
    put it into howMany
  end if
  if howMany is "to end"
    then put 1 + the number of cards - number of this card into
    howMany
  if destination is empty then put "destination stack" into
  destination
  repeat howMany
    set cursor to watch
    push this card
    doMenu "Copy Card"
    lock screen
    set lockMessages to true
    go to last card of stack destination
    IF the result is not empty then
      beep
    pop card
    exit to HyperCard
  else
    put the short name of this stack into destination
    doMenu "Paste Card"
    pop card
    doMenu "Delete Card"
  end if
  set lockMessages to false
  unlock screen
end repeat
end moveCards

```

```

on Theme
  set lockscreen to true
  go card id 27849 of stack "Music130:examples:ek4"
  choose button tool
  select card button "Theme"
  domenu "copy button"
  domenu "back"
  domenu "paste button"
  set lockscreen to false
end Theme

** BACKGROUND #1: TITLE
*****

** BKGND #1, BUTTON #1: Previous
*****
on mouseUp
  visual effect scroll down
  go previous
end mouseUp

** BKGND #1, BUTTON #2: Next
*****
on mouseUp
  visual effect scroll up
  go next
end mouseUp

** BKGND #1, BUTTON #3: resume
*****
on mouseUp
  CDAudio Pause,0
  if the result is not empty then
    put the result
  end if
end mouseUp

** BKGND #1, BUTTON #4: pause
*****
on mouseUp
  CDAudio Pause,1
  if the result is not empty then
    put the result
  end if
end mouseUp

```

```

** BKGND #1, BUTTON #5: Beginning
*****
on mouseUp
  CDAudio Pause,1
  if the result is not empty then
    put the result
  end if
  visual effect scroll right
  go card title
end mouseUp

** BACKGROUND #2: Info
*****

** BKGND #2, BUTTON #1: Previous
*****
on mouseUp
  visual effect scroll down
  go previous
end mouseUp

** BKGND #2, BUTTON #2: Next
*****
on mouseUp
  visual effect scroll up
  go next
end mouseUp

** BKGND #2, BUTTON #3: resume
*****
on mouseUp
  CDAudio Pause,0
  if the result is not empty then
    put the result
  end if
end mouseUp

** BKGND #2, BUTTON #4: pause
*****
on mouseUp
  CDAudio Pause,1
  if the result is not empty then
    put the result
  end if
end mouseUp

```

```

** BKGND #2, BUTTON #5: Beginning
*****
on mouseUp
    CDAudio Pause,1
    if the result is not empty then
        put the result
    end if
    visual effect dissolve
    go card title
end mouseUp

** BKGND #2, BUTTON #6: Fixit
*****
on mouseUp
    put the number of this card &&", " after card field
    "revision" of last card
end mouseUp

** BKGND #2, BUTTON #7: C & C
*****
on mouseUp
    if the optionkey is down then
        domenu "copy card"
        domenu "paste card"
        go back
        choose select tool
    else
        domenu "select all"
        domenu "clear picture"
        domenu "paste picture"
        type "t"
    end if
end mouseUp

** BACKGROUND #3: WorkCard
*****
on openStack
    hide message box
    hide menuBar
    pass openStack
end openStack

on closecard
    push card
end closecard

```

** CARD #1, BUTTON #1: Tell Me About...

on mouseUp

set the hilite of me to false

visual effect iris open

go to card id 2306

end mouseUp

** CARD #1, BUTTON #2: Return

on mouseUp

set the hilite of me to false

visual effect scroll right

go to card id 10426 of stack "ek1"

end mouseUp

** CARD #1, BUTTON #3: Mvt. 2

on mouseUp

set the hilite of me to false

visual effect scroll left

go to card id 27382

CDAudio stop,1,17,10,53

CDAudio Play,1,13,13,8,0,9

end mouseUp

** CARD #1, BUTTON #4: Theme A

on mouseUp

set the hilite of me to false

visual effect scroll left

go to card id 27382

send mouseUp to card button "Theme"

CDAudio stop,1,13,28,5

CDAudio Play,1,13,13,8,0,9

end mouseUp

** CARD #1, BUTTON #5: Theme B

on mouseUp

set the hilite of me to false

visual effect scroll left

go to card id 27849

send mouseUp to card button Theme

CDAudio stop,1,13,35,47

CDAudio Play,1,13,27,45,0,9

end mouseUp

** CARD #1, BUTTON #6: Play m-1

on mouseUp

set the hilite of me to false

```

visual effect scroll left
go to card id 27849
send mouseUp to card button "Theme"
CDAudio stop,1,13,51,30
CDAudio Play,1,13,35,65,0,9
end mouseUp

```

```

** CARD #1, BUTTON #7: Play m-2
*****
on mouseUp
  set the hilite of me to false
  visual effect scroll left
  go to card id 10773
  send mouseUp to card button "Theme"
  CDAudio stop,1,17,10,53
  CDAudio Play,1,16,23,0,0,9
end mouseUp

```

```

** CARD #1, BUTTON #8: Go m-2
*****
on mouseUp
  set the hilite of me to false
  visual effect scroll left
  go to card id 27382
end mouseUp

```

```

** CARD #1, BUTTON #9 Play Theme
*****
on mouseUp
  CDAudio stop,1,11,59,66
  CDAudio Play,1,11,41,20,0,9
end mouseUp

```

```

** CARD #2, BUTTON #1: Next
*****
on mouseUp
  visual effect scroll left
  go next
end mouseUp

```

```

** CARD #3, BUTTON #1: Play Theme
*****
on mouseUp
  CDAudio stop,1,13,28,5
  CDAudio Play,1,13,13,8,0,9
end mouseUp

```

```

** CARD #3, BUTTON #2: Return
*****
on mouseUp
  visual effect iris close
  go card "title"

```

```

end mouseUp

** CARD #5 *****
on opencard
  set the visible of button "Theme" to true
  set the visible of button "Theme2" to true
  repeat for 5
    set the visible of button "Theme" to true
    set the visible of button "Theme2" to true
    wait 10 ticks
    set the hilite of button "Theme" to true
    set the visible of button "Theme2" to true
    wait 10 ticks
  end repeat
  hide card button "Theme"
  hide card button "Theme2"
end opencard

** CARD #5, BUTTON #1: Play Theme
*****
on mouseUp
  CDAudio stop,1,4,9,35
  CDAudio Play,1,3,59,0,0,9
end mouseUp

** CARD #5, BUTTON #2: Theme2
*****
on mouseUp
  CDAudio stop,1,4,9,35
  CDAudio Play,1,3,59,0,0,9
end mouseUp

** CARD #10 *****
on opencard
  set the visible of button "repeat" to true
  repeat for 5
    set the hilite of button "repeat" to true
    wait 10 ticks
    set the hilite of button "repeat" to false
    wait 10 ticks
  end repeat
end opencard

** CARD #10, BUTTON #2: repeat
*****
on mouseUp
  visual effect scroll right very fast
  go to card id 27382
end mouseUp

```

** CARD #18 *****

on opencard

set the visible of button "repeat" to true

repeat for 5

set the hilite of button "repeat" to true

wait 10 ticks

set the hilite of button "repeat" to false

wait 10 ticks

end repeat

end opencard

** CARD #18, BUTTON #1: repeat

on mouseUp

visual effect scroll right very fast

go to card id 30315

end mouseUp

** CARD #24, Scratchpad

** CARD #24, BUTTON #1: makebutton

on mouseUp

global startMark,endMark,audioMode

put "9" into audioMode

ask "starting address?"

if it is empty then

exit mouseUp

end if

put it into startMark

ask "ending address?"

put it into endMark

ask "Name for the button?"

set lockscreen to false

choose button tool

domenu "new button"

set the loc of button "new button" to 355,20

set the name of card button "new button" to it

put "on mouseUp" & return into command

put "visual effect scroll left" & return after command

put "CDAudio stop,1," after command

put endMark && return after command

put "CDAudio Play,1," after command

put startMark after command

put ",0," & audioMode after command

put return & "end mouseUp" after command

set the script of button it to command

set lockscreen to false

end mouseUp


```

** CARD #24, BUTTON #2: Mvt. 1
*****
on mouseUp
  CDAudio stop,1,5,48,50
  CDAudio Play,1,0,2,33,0,9
end mouseUp

** CARD #24, BUTTON #3: Theme A
*****
on mouseUp
  CDAudio stop,1,6,58,48
  CDAudio Play,1,6,44,15,0,9
end mouseUp

** CARD #24, BUTTON #4: Theme B
*****
on mouseUp
  CDAudio stop,1,1,4,30
  CDAudio Play,1,0,51,11,0,9
end mouseUp

** CARD #24, BUTTON #5: Dev
*****
on mouseUp
  CDAudio stop,1,3,52
  CDAudio Play,1,17,54,0,9
end mouseUp

** CARD #24, BUTTON #6: Recap
*****
on mouseUp
  CDAudio stop,1,5,30,62
  CDAudio Play,1,3,52,51,0,9
end mouseUp

** CARD #24, BUTTON #7: Coda
*****
on mouseUp
  CDAudio stop,1,17,10,53
  CDAudio Play,1,16,24,65,0,9
end mouseUp

** CARD #24, BUTTON #8: Mvt. 2
*****
on mouseUp
  CDAudio stop,1,11,22,43
  CDAudio Play,1,5,48,50,0,9
end mouseUp

** CARD #24, BUTTON #10: Theme B
*****
on mouseUp

```

```

        CDAudio stop,1,9,7,42
        CDAudio Play,1,7,40,54,0,9
    end mouseUp

    ** CARD #24, BUTTON #11: m-1
    *****
    on mouseUp
        CDAudio stop,1,13,13,8
        CDAudio Play,1,11,22,43,0,9
    end mouseUp

    ** CARD #24, BUTTON #12: m-2
    *****
    on mouseUp
        CDAudio stop,1,11,31,57
        CDAudio Play,1,11,22,43,0,9
    end mouseUp

    ** CARD #24, BUTTON #13: Mvt. 3
    *****
    on mouseUp
        CDAudio stop,1,11,50,41
        CDAudio Play,1,11,41,5,0,9
    end mouseUp

    ** CARD #24, BUTTON #14: 1st phrase
    *****
    on mouseUp
        CDAudio stop,1,12,10,45
        CDAudio Play,1,12,0,58,0,9
    end mouseUp

    ** CARD #24, BUTTON #15: 2nd phrase
    *****
    on mouseUp
        CDAudio stop,1,12,34,69
        CDAudio Play,1,12,20,22,0,9
    end mouseUp

    ** CARD #24, BUTTON #16: Mvt. 4
    *****
    on mouseUp
        CDAudio stop,1,17,10,53
        CDAudio Play,1,13,13,8,0,9
    end mouseUp

    ** CARD #24, BUTTON #17: A
    *****
    on mouseUp
        CDAudio stop,1,13,35,47
        CDAudio Play,1,13,28,5,0,9
    end mouseUp

```

```
** CARD #24, BUTTON #18: trans
*****
on mouseUp
  CDAudio stop,1,13,28,5
  CDAudio Play,1,13,13,8,0,9
end mouseUp

** CARD #24, BUTTON #19: B
*****
on mouseUp
  CDAudio stop,1,13,51,30
  CDAudio Play,1,13,35,55,0,9
end mouseUp
```

SCRIPTS FOR STACK: Haydn

=====

** STACK SCRIPT *****

```

on openstack
  hide menubar
  hide background pict
  checkifdisc
  set the userlevel to 1
  set the blindtyping to false
  set the powerkeys to false
end openstack

on startup
  hide menubar
  hide background pict
  checkifdisc
  set the userlevel to 1
  set the blindtyping to false
  set the powerkeys to false
end startup

on button
  select card button 1
  repeat for the number of card buttons
    set style to radioButton
    set showname to false
    get me + 1
  end repeat
end button

on cut
  domenu "select all"
  domenu "clear picture"
  domenu "paste picture"
  type "t"
end cut

on enterkey
  if the tool is "browse tool"
    then choose select tool
  else if the tool is "select tool"
    then choose browse tool
  end if
end enterkey

on m
  choose field tool
  select card field 1
  domenu "copy field"
  domenu "paste field"
end m

```

```

on mm
  repeat for the number of cards
    choose field tool
    drag from 48,0 to 85,18 with commandkey
    set the textstyle of card field 1 to bold
    set the textalign of card field 1 to center
    set the style of card field 1 to rectangle
    go to next card
  end repeat
end mm

on moveCard
  moveCards "",1
end moveCard

on moveCards destination,howMany
  if howMany < 1 then
    ask "Move how many cards?" with "to end"
    if it is empty then exit moveCards
    put it into howMany
  end if
  if howMany is "to end"
    then put 1 + the number of cards - number of this card into
    howMany
  if destination is empty then put "destination stack" into
  destination
  repeat howMany
    set cursor to watch
    push this card
    doMenu "Copy Card"
    lock screen
    set lockMessages to true
    go to last card of stack destination
    IF the result is not empty then
      beep
      pop card
      exit to HyperCard
    else
      put the short name of this stack into destination
      doMenu "Paste Card"
      pop card
      doMenu "Delete Card"
    end if
    set lockMessages to false
    unlock screen
  end repeat
end moveCards

```

```

on Theme
  set lockscreen to true
  go card id 27849 of stack "Music130:examples:ek4"
  choose button tool
  select card button "Theme"
  domenu "copy button"
  domenu "back"
  domenu "paste button"
  set lockscreen to false
end Theme

** BACKGROUND #1: TITLE
*****

on openStack
  hide message box
  hide menuBar
  pass openStack
end openStack

on closecard
  push card
end closecard

** BACKGROUND #2: Info
*****

** BKGND #2, BUTTON #1: Next
*****
on mouseUp
  visual effect scroll up
  go next
end mouseUp

** BKGND #2, BUTTON #2: resume
*****
on mouseUp
  CDAudio Pause,0
  if the result is not empty then
    put the result
  end if
end mouseUp

** BKGND #2, BUTTON #3: pause
*****
on mouseUp
  CDAudio Pause,1
  if the result is not empty then
    put the result
  end if
end mouseUp

** BKGND #2, BUTTON #4: Beginning

```

```

*****
on mouseUp
  CDAudio Pause,1
  if the result is not empty then
    put the result
  end if
  visual effect dissolve to black
  visual effect dissolve
  go card title
end mouseUp

** BKGND #2, BUTTON #5: Previous
*****
on mouseUp
  visual effect scroll down
  go previous
end mouseUp

** CARD #1: Haydn *****
on closecard
  push card
end closecard

** CARD #1, BUTTON #1: Return
*****
on mouseUp
  visual effect dissolve
  go to card id 4905 of stack "Applesauce:music130:Music130"
end mouseUp

** CARD #1, BUTTON #2: Movement I
*****
on mouseUp
  set the hilite of me to false
  visual effect scroll left
  go to card id 8840
end mouseUp

** CARD #1, BUTTON #3: Movement II
*****
on mouseUp
  set the hilite of me to false
  visual effect scroll left
  go to card id 2956 of stack "Haydn2"
end mouseUp

** CARD #1, BUTTON #4: Movement III
*****
on mouseUp
  set the hilite of me to false
  visual effect scroll left
  go to card id 2997 of stack "Haydn3"

```

```

end mouseUp

** CARD #1, BUTTON #5: Movement IV
*****
on mouseUp
    set the hilite of me to false
    visual effect scroll left
    go to card id 3025 of stack "Haydn4"
end mouseUp

** CARD #2, BUTTON #1: Tell Me About...
*****
on mouseUp
    visual effect iris open
    go to card "info"
end mouseUp

** CARD #2, BUTTON #2: Movement II
*****
on mouseUp
    go to card "Mvt. 2"
end mouseUp

** CARD #2, BUTTON #3: Play Movement I
*****
on mouseUp
    set the hilite of me to false
    visual effect scroll left
    go to card id 7119
    send mouseUp to card button Theme
    CDAudio stop,1,40,25,12
    CDAudio Play,1,31,7,47,0,9
end mouseUp

** CARD #2, BUTTON #4: Play Theme A
*****
on mouseUp
    set the hilite of me to false
    visual effect scroll left
    go to card id 9099
    send mouseUp to card button Theme
    CDAudio stop,1,33,33,28
    CDAudio Play,1,33,14,51,0,9
end mouseUp

** CARD #2, BUTTON #5: Play Transition
*****
on mouseUp
    set the hilite of me to false
    visual effect scroll left
    go to card "trans"
    send mouseUp to card button Theme

```



```

    CDAudio stop,1,34,9,7
    CDAudio Play,1,33,33,30,0,9
end mouseUp

** CARD #2, BUTTON #6: Play Theme B
*****
on mouseUp
    set the hilite of me to false
    visual effect scroll left
    go to card "B Theme"
    send mouseUp to card button Theme
    CDAudio stop,1,34,27,30
    CDAudio Play,1,34,9,58,0,9
end mouseUp

** CARD #2, BUTTON #7: development
*****
on mouseUp
    set the hilite of me to false
    visual effect scroll left
    go to card id 25983
    send mouseUp to card button Theme
    CDAudio stop,1,38,29,59
    CDAudio Play,1,37,14,70,0,9
end mouseUp

** CARD #2, BUTTON #8: Play Recap
*****
on mouseUp
    set the hilite of me to false
    visual effect scroll left
    go to card id 31045
    send mouseUp to card button Theme
    CDAudio stop,1,40,25,12
    CDAudio Play,1,38,29,40,0,9
end mouseUp

** CARD #2, BUTTON #9: Play Coda
*****
on mouseUp
    set the hilite of me to false
    visual effect scroll left
    go to card id 29727
    send mouseUp to card button Theme
    CDAudio stop,1,40,25,12
    CDAudio Play,1,40,01,30,0,9
end mouseUp

** CARD #2, BUTTON #10: Return
*****
on mouseUp
    cdaudio Pause,1

```

```

    visual effect scroll right
    go FIRST CARD
end mouseUp

```

```

** CARD #3, FIELD #8: more
*****
on mouseUp
    set the visible of me to false
end mouseUp

```

```

** CARD #3, BUTTON #1: Next
*****
on mouseUp
    visual effect wipe left
    go to next card
end mouseUp

```

```

** CARD #3, BUTTON #2: Tell Me About...
*****
on mouseUp
    play "boing"
    set the visible of card field "more" to false
end mouseUp

```

```

** CARD #4, BUTTON #1: Next
*****
on mouseUp
    visual effect wipe left
    go to next card
end mouseUp

```

```

** CARD #5, BUTTON #1: Play Theme
*****
on mouseUp
    CDAudio stop,1,33,33,28
    CDAudio Play,1,33,13,51,0,9
    if the result is not empty then
        put the result
    end if
end mouseUp

```

```

** CARD #5, BUTTON #2: Return
*****
on mouseUp
    visual effect iris close
    go to card "title"
end mouseUp

```

```

** CARD #9 *****
on opencard
  set the visible of button "Theme" to true
  repeat for 5
    set the hilite of button "Theme" to true
    wait 5 ticks
    set the hilite of button "Theme" to false
    wait 5 ticks
  end repeat
  hide card button "Theme"
end opencard

on closecard
  hide card button "Theme"
end closecard

** CARD #9, BUTTON #1: Theme
*****
on mouseUp
  CDAudio stop,1,33,33,28
  CDAudio Play,1,33,14,51,0,9
end mouseUp

** CARD #10, BUTTON #1: Theme
*****
on mouseUp
  set the visible of me to true
  repeat for 5
    set the hilite of me to true
    wait 10 ticks
    set the hilite of me to false
    wait 10 ticks
  end repeat
  hide me
end mouseUp

** CARD #10, BUTTON #1: Theme
*****
on mouseUp
  CDAudio stop,1,34,9,7
  CDAudio Play,1,33,33,30,0,9
end mouseUp

```

```

** CARD #15, BUTTON #1: Theme
*****
on mouseUp
  set the visible of me to true
  repeat for 5
    set the hilite of me to true
    wait 10 ticks
    set the hilite of me to false
    wait 10 ticks
  end repeat
  hide me
end mouseUp

```

```

** CARD #15, BUTTON #1: Theme
*****
on mouseUp
  CDAudio stop,1,34,27,30
  CDAudio Play,1,34,9,58,0,9
end mouseUp

```

```

** CARD #24, BUTTON #1: Theme
*****
on mouseUp
  set the visible of me to true
  repeat for 5
    set the hilite of me to true
    wait 10 ticks
    set the hilite of me to false
    wait 10 ticks
  end repeat
  hide me
end mouseUp

```

```

** CARD #24, BUTTON #1: Theme
*****
on mouseUp
  CDAudio stop,1,38,29,59
  CDAudio Play,1,37,14,70,0,9
end mouseUp

```

```

** CARD #34, BUTTON #1: Theme
*****
on mouseUp
  set the visible of me to true
  repeat for 5
    set the hilite of me to true
    wait 10 ticks
    set the hilite of me to false
    wait 10 ticks
  end repeat
  hide me
end mouseUp

```

```

** CARD #34, BUTTON #1: Theme
*****
on mouseUp
    CDAudio stop,1,40,25,12
    CDAudio Play,1,38,29,40,0,9
end mouseUp

** CARD #46, coda, BUTTON #1: Theme:
*****
on mouseUp
    set the visible of me to true
    repeat for 5
        set the hilite of me to true
        wait 10 ticks
        set the hilite of me to false
        wait 10 ticks
    end repeat
    hide me
end mouseUp

** CARD #46, BUTTON #1: Play Theme
*****
on mouseUp
    CDAudio stop,1,40,25,12
    CDAudio Play,1,40,01,30,0,9
end mouseUp

```

SCRIPTS FOR STACK: Haydn2

```

=====
** STACK SCRIPT *****
on openstack
  hide menubar
  hide background pict
  checkifdisc
  set the userlevel to 1
  set the blindtyping to false
  set the powerkeys to false
end openstack

on startup
  hide menubar
  hide background pict
  checkifdisc
  set the userlevel to 1
  set the blindtyping to false
  set the powerkeys to false
end startup

on button
  select card button 1
  repeat for the number of card buttons
    set style to radioButton
    set showname to false
    get me + 1
  end repeat
end button

on cut
  domenu "select all"
  domenu "clear picture"
  domenu "paste picture"
  type "t"
end cut

on enterkey
  if the tool is "browse tool"
    then choose select tool
  else if the tool is "select tool"
    then choose browse tool
end enterkey

on m
  choose field tool
  select card field 1
  domenu "copy field"
  domenu "paste field"
end m

```

```

on mm
  repeat for the number of cards
    choose field tool
    drag from 48,0 to 85,18 with commandkey
    set the textstyle of card field 1 to bold
    set the textalign of card field 1 to center
    set the style of card field 1 to rectangle
    go to next card
  end repeat
end mm

on moveCard
  moveCards "",1
end moveCard

on moveCards destination,howMany
  if howMany < 1 then
    ask "Move how many cards?" with "to end"
    if it is empty then exit moveCards
    put it into howMany
  end if
  if howMany is "to end"
    then put 1 + the number of cards - number of this card into
    howMany
  if destination is empty then put "destination stack" into
  destination
  repeat howMany
    set cursor to watch
    push this card
    doMenu "Copy Card"
    lock screen
    set lockMessages to true
    go to last card of stack destination
    IF the result is not empty then
      beep
    pop card
    exit to HyperCard
  else
    put the short name of this stack into destination
    doMenu "Paste Card"
    pop card
    doMenu "Delete Card"
  end if
  set lockMessages to false
  unlock screen
end repeat
end moveCards

```

```

on Theme
  set lockscreen to true
  go card id 27849 of      stack "Music130:examples:ek4"
  choose button tool
  select card button "Theme"
  domenu "copy button"
  domenu "back"
  domenu "paste button"
  set lockscreen to false
end Theme

** BACKGROUND #1: TITLE
*****
on openStack
  hide message box
  hide menuBar
  pass openStack
end openStack

on closecard
  push card
end closecard

** BACKGROUND #1: TITLE
*****
** BKGND #1, BUTTON #1: First
*****
on mouseUp
  visual effect wipe right
  go to first card
end mouseUp

** BACKGROUND #2: Info
*****

** BACKGROUND #3: WorkCard
*****

** BKGND #3, BUTTON #1: Next
*****
on mouseUp
  visual effect scroll up
  go next
end mouseUp

** BKGND #3, BUTTON #2: resume
*****
on mouseUp
  CDAudio Pause,0
  if the result is not empty then

```



```

        put the result
    end if
end mouseUp

** BKGND #3, BUTTON #3: pause
*****
on mouseUp
    CDAudio Pause,1
    if the result is not empty then
        put the result
    end if
end mouseUp

** BKGND #3, BUTTON #4: Beginning
*****
on mouseUp
    CDAudio Pause,1
    if the result is not empty then
        put the result
    end if
    visual effect dissolve
    go card title
end mouseUp

** BKGND #3, BUTTON #5: previous
*****
on mouseUp
    visual effect scroll down
    go previous
end mouseUp

** CARD #1, BUTTON #1: Tell Me About...
*****
on mouseUp
    visual effect iris open
    go to card "info"
end mouseUp

** CARD #1, BUTTON #2: Movement II
*****
on mouseUp
    set the hilite of me to false
    visual effect scroll left
    go to card id 4004
    send mouseUp to card button Theme
    CDAudio stop,1,47,46,72
    CDAudio Play,1,40,25,12,0,9
end mouseUp

** CARD #1, BUTTON #3: Variation I
*****
on mouseUp

```

```

    set the hilite of me to false
    visual effect scroll left
    go to card id 4004
    send mouseUp to card button Theme
    CDAudio stop,1,40,44,15
    CDAudio Play,1,40,25,12,0,9
end mouseUp

```

```

** CARD #1, BUTTON #4: Return
*****
on mouseUp
    cdaudio Pause,1
    visual effect scroll right
    go to card "Haydn" of stack "Haydn"
end mouseUp

```

```

** CARD #1, BUTTON #5: Codetta
*****
on mouseUp
    set the hilite of me to false
    visual effect scroll left
    go to card id 15718
    CDAudio stop,1,47,47,72
    CDAudio Play,1,47,19,16,0,9
end mouseUp

```

```

** CARD #1, BUTTON #6: Subordinate Theme
*****
on mouseUp
    set the hilite of me to false
    visual effect scroll left
    go to card id 6459
    CDAudio stop,1,44,5,2
    CDAudio Play,1,43,35,14,0,9
end mouseUp

```

```

** CARD #2, BUTTON #1: Play Theme
*****
on mouseUp
    CDAudio stop,1,40,44,15
    CDAudio Play,1,40,25,12,0,9
end mouseUp

```

```

** CARD #2, BUTTON #2: Return
*****
on mouseUp
    visual effect iris close
    go to card "title"
end mouseUp

** CARD #3 *****

** CARD #3, BUTTON #1: makebutton
*****
on mouseUp
    ask "Name for the button?"
    set lockscreen to false
    choose button tool
    domenu "new button"
    set the loc of button "new button" to 350,329
    set the name of card button "new button" to it
    put "on mouseUp" & return into command
    edit script of button it
    set lockscreen to false
end mouseUp

** CARD #3, BUTTON #2: Play 2nd movement
*****
on mouseUp
    CDAudio stop,1,47,49,72
    CDAudio Play,1,40,25,12,0,9
end mouseUp

** CARD #3, BUTTON #3: Play Theme
*****
on mouseUp
    CDAudio stop,1,43,25,60
    CDAudio Play,1,40,25,12,0,9
end mouseUp

** CARD #3, BUTTON #4: Play variation 2
*****
on mouseUp
    CDAudio stop,1,44,41,14
    CDAudio Play,1,43,25,28,0,9
end mouseUp

** CARD #3, BUTTON #5: Play variation 3
*****
on mouseUp
    CDAudio stop,1,46,9,49
    CDAudio Play,1,44,41,15,0,9
end mouseUp

```

```

** CARD #3, BUTTON #6: Play phrase 1
*****
on mouseUp
  CDAudio stop,1,46,9,49
  CDAudio Play,1,44,41,15,0,9
end mouseUp

** CARD #3, BUTTON #7: Play phrase 2
*****
on mouseUp
  CDAudio stop,1,46,9,49
  CDAudio Play,1,44,41,15,0,9
end mouseUp

** CARD #3, BUTTON #8: Play coda
*****
on mouseUp
  CDAudio stop,1,47,48,72
  CDAudio Play,1,46,45,49,0,9
end mouseUp

** CARD #10, BUTTON #1: Theme
*****
on mouseUp
  set the visible of me to true
  repeat for 5
    set the hilite of me to true
    wait 10 ticks
    set the hilite of me to false
    wait 10 ticks
  end repeat
  hide me
end mouseUp

** CARD #10, BUTTON #1: Play Theme
*****
on mouseUp
  CDAudio stop,1,3,24,50
  CDAudio Play,1,3,11,15,0,9
end mouseUp

```

```

** CARD #24, BUTTON #1: Theme
*****
on mouseUp
  set the visible of me to true
  repeat for 5
    set the hilite of me to true
    wait 10 ticks
    set the hilite of me to false
    wait 10 ticks
  end repeat
  hide me
end mouseUp

```

```

** CARD #24, BUTTON #1: Play Theme
*****
on mouseUp
  CDAudio stop,1,3,24,50
  CDAudio Play,1,3,11,15,0,9
end mouseUp

```

```

** CARD #28, BUTTON #1: Theme
*****
on mouseUp
  set the visible of me to true
  repeat for 5
    set the hilite of me to true
    wait 10 ticks
    set the hilite of me to false
    wait 10 ticks
  end repeat
  hide me
end mouseUp

```

```

** CARD #28, BUTTON #1: Play Theme
*****
on mouseUp
  CDAudio stop,1,4,9,35
  CDAudio Play,1,3,59,0,0,9
end mouseUp

```

SCRIPTS FOR STACK: Haydn3

```

=====
** STACK SCRIPT ****
on openstack
  hide menubar
  hide background pict
  checkifdisc
  set the userlevel to 1
  set the blindtyping to false
  set the powerkeys to false
end openstack

on startup
  hide menubar
  hide background pict
  checkifdisc
  set the userlevel to 1
  set the blindtyping to false
  set the powerkeys to false
end startup

on button
  select card button 1
  repeat for the number of card buttons
    set style to radioButton
    set showname to false
    get me + 1
  end repeat
end button

on cut
  domenu "select all"
  domenu "clear picture"
  domenu "paste picture"
  type "t"
end cut

on enterkey
  if the tool is "browse tool"
    then choose select tool
  else if the tool is "select tool"
    then choose browse tool
end enterkey

on m
  choose field tool
  select card field 1
  domenu "copy field"
  domenu "paste field"
end m

```

```

on mm
  repeat for the number of cards
    choose field tool
    drag from 48,0 to 85,18 with commandkey
    set the textstyle of card field 1 to bold
    set the textalign of card field 1 to center
    set the style of card field 1 to rectangle
    go to next card
  end repeat
end mm

on moveCard
  moveCards "",1
end moveCard

on moveCards destination,howMany
  if howMany < 1 then
    ask "Move how many cards?" with "to end"
    if it is empty then exit moveCards
    put it into howMany
  end if
  if howMany is "to end"
    then put 1 + the number of cards - number of this card into
    howMany
  if destination is empty then put "destination stack" into
  destination
  repeat howMany
    set cursor to watch
    push this card
    doMenu "Copy Card"
    lock screen
    set lockMessages to true
    go to last card of stack destination
    IF the result is not empty then
      beep
      pop card
      exit to HyperCard
    else
      put the short name of this stack into destination
      doMenu "Paste Card"
      pop card
      doMenu "Delete Card"
    end if
    set lockMessages to false
    unlock screen
  end repeat
end moveCards

```

```

. on Theme
    set lockscreen to true
    go card id 27849 of      stack "Music130:examples:ek4"
    choose button tool
    select card button "Theme"
    domenu "copy button"
    domenu "back"
    domenu "paste button"
    set lockscreen to false
end Theme

** BACKGROUND #1: TITLE
*****
on openStack
    hide message box
    hide menuBar
    pass openStack
end openStack

on closecard
    push card
end closecard

** BACKGROUND #1: TITLE
*****
** BKGND #1, BUTTON #1: First
*****
on mouseUp
    visual effect wipe right
    go to first card
end mouseUp

** BACKGROUND #2: Info
*****
on openStack
    hide message box
    hide menuBar
    pass openStack
end openStack

on closecard
    push card
end closecard

```



```

** BACKGROUND #3: WorkCard
*****

** BKGND #3, BUTTON #1: Next
*****
on mouseUp
  visual effect scroll up
  go next
end mouseUp

** BKGND #3, BUTTON #2: resume
*****
on mouseUp
  CDAudio Pause,0
  if the result is not empty then
    put the result
  end if
end mouseUp

** BKGND #3, BUTTON #3: pause
*****
on mouseUp
  CDAudio Pause,1
  if the result is not empty then
    put the result
  end if
end mouseUp

** BKGND #3, BUTTON #4: Beginning
*****
on mouseUp
  CDAudio Pause,1
  if the result is not empty then
    put the result
  end if
  visual effect dissolve
  go card title
end mouseUp

** BKGND #3, BUTTON #5: Previous
*****
on mouseUp
  visual effect scroll down
  go previous
end mouseUp

** CARD #1*****

```

** CARD #1, BUTTON #1: Tell Me About...

```
on mouseUp
    visual effect iris open
    go to card "info"
end mouseUp
```

** CARD #1, BUTTON #2: Return

```
on mouseUp
    cdaudio Pause,1
    visual effect scroll right
    go to card "Haydn" of stack "Haydn"
end mouseUp
```

** CARD #1, BUTTON #3: 3rd movement

```
on mouseUp
    set the hilite of me to false
    visual effect scroll left
    go to card id 3974
    send mouseUp to card button Theme
    CDAudio stop,1,51,27,55
    CDAudio Play,1,47,49,72,0,9
end mouseUp
```

** CARD #1, BUTTON #4: trio

```
on mouseUp
    set the hilite of me to false
    visual effect scroll left
    go to card id 8077
    send mouseUp to card button Theme
    CDAudio stop,1,50,45,14
    CDAudio Play,1,48,59,36,0,9
end mouseUp
```

** CARD #2, BUTTON #1: play Theme

```
on mouseUp
    CDAudio stop,1,47,56,40
    CDAudio Play,1,47,49,72,0,9
end mouseUp
```

```

** CARD #2, BUTTON #2: Return
*****
on mouseUp
    visual effect iris close
    go to card "title"
end mouseUp

** CARD #3 *****

** CARD #3, BUTTON #1: makebutton
*****
on mouseUp
    ask "Name for the button?"
    set lockscreen to false
    choose button tool
    domenu "new button"
    set the loc of button "new button" to 350,329
    set the name of card button "new button" to it
    put "on mouseUp" & return into command
    edit script of button it
    set lockscreen to false
end mouseUp

** CARD #3, BUTTON #2: 3rd movement
*****
on mouseUp
    visual effect scroll left
    go to card id 3974
    CDAudio stop,1,51,27,55
    CDAudio Play,1,47,49,72,0,9
end mouseUp

** CARD #3, BUTTON #3: trio
*****
on mouseUp
    CDAudio stop,1,48,2,25
    CDAudio Play,1,47,49,72,0,9
end mouseUp

```

SCRIPTS FOR STACK: Haydn4

=====

```

** STACK SCRIPT *****
on openstack
  hide menubar
  hide background pict
  checkifdisc
  set the userlevel to 1
  set the blindtyping to false
  set the powerkeys to false
end openstack

on startup
  hide menubar
  hide background pict
  checkifdisc
  set the userlevel to 1
  set the blindtyping to false
  set the powerkeys to false
end startup

on button
  select card button 1
  repeat for the number of card buttons
    set style to radioButton
    set showname to false
    get me + 1
  end repeat
end button

on cut
  domenu "select all"
  domenu "clear picture"
  domenu "paste picture"
  type "t"
end cut

on enterkey
  if the tool is "browse tool"
    then choose select tool
  else if the tool is "select tool"
    then choose browse tool
end enterkey

on m
  choose field tool
  select card field 1
  domenu "copy field"
  domenu "paste field"
end m

```

```

on mm
  repeat for the number of cards
    choose field tool
    drag from 48,0 to 85,18 with commandkey
    set the textstyle of card field 1 to bold
    set the textalign of card field 1 to center
    set the style of card field 1 to rectangle
    go to next card
  end repeat
end mm

on moveCard
  moveCards "",1
end moveCard

on moveCards destination,howMany
  if howMany < 1 then
    ask "Move how many cards?" with "to end"
    if it is empty then exit moveCards
    put it into howMany
  end if
  if howMany is "to end"
    then put 1 + the number of cards - number of this card into
    howMany
  if destination is empty then put "destination stack" into
  destination
  repeat howMany
    set cursor to watch
    push this card
    doMenu "Copy Card"
    lock screen
    set lockMessages to true
    go to last card of stack destination
    IF the result is not empty then
      beep
      pop card
      exit to HyperCard
    else
      put the short name of this stack into destination
      doMenu "Paste Card"
      pop card
      doMenu "Delete Card"
    end if
    set lockMessages to false
    unlock screen
  end repeat
end moveCards

```

```

on Theme
  set lockscreen to true
  go card id 27849 of      stack "Music130:examples:ek4"
  choose button tool
  select card button "Theme"
  domenu "copy button"
  domenu "back"
  domenu "paste button"
  set lockscreen to false
end Theme

** BACKGROUND #1: TITLE
*****

on openStack
  hide message box
  hide menuBar
  pass openStack
end openStack

** BACKGROUND #2: Info
*****

on openStack
  hide message box
  hide menuBar
  pass openStack
end openStack

on closecard
  push card
end closecard

** BACKGROUND #3: WorkCard
*****

** BKGND #3, BUTTON #1: Next
*****

on mouseUp
  visual effect scroll up
  go next
end mouseUp

** BKGND #3, BUTTON #2: resume
*****

on mouseUp
  CDAudio Pause,0
  if the result is not empty then
    put the result
  end if
end mouseUp

```

```

** BKGND #3, BUTTON #3: pause
*****
on mouseUp
  CDAudio Pause,0
  if the result is not empty then
    put the result
  end if
end mouseUp

** BKGND #3, BUTTON #4: Beginning
*****
on mouseUp
  CDAudio Pause,0
  if the result is not empty then
    put the result
  end if
end mouseUp

** BKGND #3, BUTTON #5: Previous
*****
on mouseUp
  visual effect scroll down
  go previous
end mouseUp

** CARD #1, BUTTON #1: Tell Me About...
*****
on mouseUp
  visual effect iris open
  go to card "info"
end mouseUp

** CARD #1, BUTTON #2: Return
*****
on mouseUp
  cdaudio Pause,1
  visual effect scroll right
  go to card "Haydn" of stack "Haydn"
end mouseUp

** CARD #1, BUTTON #3: dev
*****
on mouseUp
  set the hilite of me to false
  visual effect scroll left
  go to card id 17869
  send mouseUp to card button Theme
  CDAudio stop,1,57,10,50
  CDAudio Play,1,56,5,61,0,9
end mouseUp

** CARD #1, BUTTON #4: coda

```

```

*****
on mouseUp
    set the hilite of me to false
    visual effect scroll left
    go to card id 26038
    send mouseUp to card button Theme
    CDAudio stop,1,58,15,44
    CDAudio Play,1,58,2,0,0,9
end mouseUp

** CARD #1, BUTTON #5: dev
*****
on mouseUp
    set the hilite of me to false
    visual effect scroll left
    go to card id 12690
    send mouseUp to card button Theme
    CDAudio stop,1,56,5,50
    CDAudio Play,1,54,56,56,0,9
end mouseUp

** CARD #1, BUTTON #6: Mvt. 4
*****
on mouseUp
    set the hilite of me to false
    visual effect scroll left
    go to card id 4050
    send mouseUp to card button Theme
    CDAudio stop,1,58,15,44
    CDAudio Play,1,51,27,55,0,9
end mouseUp

** CARD #1, BUTTON #7 *****
on mouseUp
    set the hilite of me to false
    visual effect scroll left
    go to card id 4050
    send mouseUp to card button Theme
    CDAudio stop,1,51,44,30
    CDAudio Play,1,51,27,55,0,9
end mouseUp

** CARD #1, BUTTON #8: A Theme
*****
on mouseUp
    set the hilite of me to false
    visual effect scroll left
    go to card id 5471
    send mouseUp to card button Theme
    CDAudio stop,1,51,53,30
    CDAudio Play,1,51,44,30,0,9
end mouseUp

```



```

** CARD #1, BUTTON #9: transition
*****
on mouseUp
    set the hilite of me to false
    visual effect scroll left
    go to card id 6580
    send mouseUp to card button Theme
    CDAudio stop,1,52,14,40
    CDAudio Play,1,51,54,58,0,9
end mouseUp

** CARD #1, BUTTON #10: B Theme
*****
on mouseUp
    set the hilite of me to false
    visual effect scroll left
    go to card id 8186
    send mouseUp to card button Theme
    CDAudio stop,1,52,23,24
    CDAudio Play,1,52,14,55,0,9
end mouseUp

** CARD #2, BUTTON #1: Play Theme
*****
on mouseUp
    CDAudio stop,1,51,44,30
    CDAudio Play,1,51,27,55,0,9
end mouseUp

** CARD #2, BUTTON #2: Return
*****
on mouseUp
    visual effect iris close
    go to card "title"
end mouseUp

** CARD #3 *****

** CARD #3, BUTTON #2: Play recap
*****
on mouseUp
    CDAudio stop,1,57,10,50
    CDAudio Play,1,56,5,61,0,9
end mouseUp

** CARD #4, BUTTON #1: Theme
*****
on mouseUp
    set the visible of me to true
    repeat for 5

```

```

        set the hilite of me to true
        wait 10 ticks
        set the hilite of me to false
        wait 10 ticks
    end repeat
    hide me
end mouseUp

```

```

** CARD #6, BUTTON #1: Theme
*****

```

```

on mouseUp
    set the visible of me to true
    repeat for 5
        set the hilite of me to true
        wait 10 ticks
        set the hilite of me to false
        wait 10 ticks
    end repeat
    hide me
end mouseUp

```

```

** CARD #8, BUTTON #1: Theme
*****

```

```

on mouseUp
    set the visible of me to true
    repeat for 5
        set the hilite of me to true
        wait 10 ticks
        set the hilite of me to false
        wait 10 ticks
    end repeat
    hide me
end mouseUp

```

```

** CARD #11, BUTTON #1: Theme
*****

```

```

on mouseUp
    set the visible of me to true
    repeat for 5
        set the hilite of me to true
        wait 10 ticks
        set the hilite of me to false
        wait 10 ticks
    end repeat
    hide me
end mouseUp

```

```

** CARD #20, BUTTON #1: Repeat
*****

```

```

on mouseUp
    visual effect scroll right very fast
    go to card id 4050

```

```

end mouseUp

** CARD #20, BUTTON #2: Theme
*****
on mouseUp
  set the visible of me to true
  repeat for 5
    set the hilite of me to true
    wait 10 ticks
    set the hilite of me to false
    wait 10 ticks
  end repeat
  hide me
end mouseUp

** CARD #30, BUTTON #1: Theme
*****
on mouseUp
  set the visible of me to true
  repeat for 5
    set the hilite of me to true
    wait 10 ticks
    set the hilite of me to false
    wait 10 ticks
  end repeat
  hide me
end mouseUp

** CARD #39, BUTTON #1: Theme
*****
on mouseUp
  set the visible of me to true
  repeat for 5
    set the hilite of me to true
    wait 10 ticks
    set the hilite of me to false
    wait 10 ticks
  end repeat
  hide me
end mouseUp

** CARD #39, BUTTON #1: Theme
*****
on mouseUp

  CDAudio stop,1,4,9,35
  CDAudio Play,1,3,59,0,0,9
end mouseUp

** CARD #46, BUTTON #1: Theme
*****
on mouseUp

```

```
set the visible of me to true
repeat for 5
  set the hilite of me to true
  wait 10 ticks
  set the hilite of me to false
  wait 10 ticks
end repeat
hide me
end mouseUp
```

SCRIPTS FOR STACK: Mozart PnoConc

=====

** STACK SCRIPT *****

```

on openstack
  hide menubar
  hide background pict
  checkifdisc
  set the userlevel to 1
  set the blindtyping to false
  set the powerkeys to false
end openstack

on startup
  hide menubar
  hide background pict
  checkifdisc
  set the userlevel to 1
  set the blindtyping to false
  set the powerkeys to false
end startup

on button
  select card button 1
  repeat for the number of card buttons
    set style to radioButton
    set showname to false
    get me + 1
  end repeat
end button

on cut
  domenu "select all"
  domenu "clear picture"
  domenu "paste picture"
  type "t"
end cut

on enterkey
  if the tool is "browse tool"
    then choose select tool
  else if the tool is "select tool"
    then choose browse tool
  end enterkey

on m
  choose field tool
  select card field 1
  domenu "copy field"
  domenu "paste field"
end m

on mm

```

```

repeat for the number of cards
  choose field tool
  drag from 48,0 to 85,18 with commandkey
  set the textstyle of card field 1 to bold
  set the textalign of card field 1 to center
  set the style of card field 1 to rectangle
  go to next card
end repeat
end mm

on moveCard
  moveCards "",1
end moveCard

on moveCards destination,howMany
  if howMany < 1 then
    ask "Move how many cards?" with "to end"
    if it is empty then exit moveCards
    put it into howMany
  end if
  if howMany is "to end"
    then put 1 + the number of cards - number of this card into
    howMany
  if destination is empty then put "destination stack" into
  destination
  repeat howMany
    set cursor to watch
    push this card
    doMenu "Copy Card"
    lock screen
    set lockMessages to true
    go to last card of stack destination
    IF the result is not empty then
      beep
      pop card
      exit to HyperCard
    else
      put the short name of this stack into destination
      doMenu "Paste Card"
      pop card
      doMenu "Delete Card"
    end if
    set lockMessages to false
    unlock screen
  end repeat
end moveCards

```

```

on Theme
  set lockscreen to true
  go card id 27849 of      stack "Music130:examples:ek4"
  choose button tool
  select card button "Theme"
  domenu "copy button"
  domenu "back"
  domenu "paste button"
  set lockscreen to false
end Theme

** BACKGROUND #1: TITLE
*****

on openStack
  hide message box
  hide menuBar
  pass openStack
end openStack

on closecard
  push card
end closecard

** BACKGROUND #2: Info
*****

** BKGND #2, BUTTON #1
*****
on mouseUp
  visual effect scroll down
  go previous
end mouseUp

** BKGND #2, BUTTON #2: Next
*****
on mouseUp
  visual effect scroll up
  go next
end mouseUp

** BKGND #2, BUTTON #3: resume
*****
on mouseUp
  CDAudio Pause,0
  if the result is not empty then
    put the result
  end if
end mouseUp

```

```

** BKGND #2, BUTTON #4: pause
*****
on mouseUp
  CDAudio Pause,1
  if the result is not empty then
    put the result
  end if
end mouseUp

** BKGND #2, BUTTON #5: Beginning
*****
on mouseUp
  CDAudio Pause,1
  visual effect scroll right
  go card title
end mouseUp

** CARD #1: Mozpc *****
on closecard
  push card
end closecard

** CARD #1, BUTTON #1: Return
*****
on mouseUp
  visual effect dissolve
  go to card id 4905 of stack "Applesauce:music130:Music130"
end mouseUp

** CARD #1, BUTTON #2: Beginning
*****
on mouseUp
  set the hilite of me to false
  visual effect scroll left
  go card title
end mouseUp

** CARD #1, BUTTON #3: Movement III
*****
on mouseUp
  set the hilite of me to false
  visual effect scroll left
  go to card id 3000 of stack "mztpc3"
end mouseUp

```



```

** CARD #1, BUTTON #4: Movement II
*****
on mouseUp
    visual effect scroll left
    set the hilite of me to false
    go to card id 2845 of stack "mztpc2"
end mouseUp

** CARD #2: Title *****
on closecard
    hide card field "reminder"
end closecard

** CARD #2, BUTTON #1: Return
*****
on mouseUp
    CDAudio Pause,1
    visual effect scroll right
    go to card id 8772 of stack "Mozpc"
end mouseUp

** CARD #2, BUTTON #2: Tell Me About...
*****
on mouseUp
    set the hilite of me to false
    visual effect iris open
    go to card id 50425
end mouseUp

** CARD #2, BUTTON #3: coda
*****
on mouseUp
    show card field "reminder"
    wait 3 secs
    hide card field "reminder"
    set the hilite of me to false
    visual effect scroll left
    send mouseUp to card button Theme
    go to card id 54980
    CDAudio stop,1,15,0,60
    CDAudio Play,1,14,17,31,0,9
end mouseUp

```

```

** CARD #2, BUTTON #4: recap
*****
on mouseUp
  show card field "reminder"
  wait 3 secs
  hide card field "reminder"
  set the hilite of me to false
  visual effect scroll left
  go to card id 35856
  send mouseUp to card button Theme
  CDAudio stop,1,15,0,60
  CDAudio Play,1,8,26,10,0,9
end mouseUp

** CARD #2, BUTTON #5: Development
*****
on mouseUp
  show card field "reminder"
  wait 3 secs
  hide card field "reminder"
  set the hilite of me to false
  visual effect scroll left
  go to card "development"
  send mouseUp to card button Theme
  CDAudio stop,1,8,26,17
  CDAudio Play,1,6,52,0,0,9
end mouseUp

** CARD #2, BUTTON #6: expo2
*****
on mouseUp
  show card field "reminder"
  wait 3 secs
  hide card field "reminder"
  set the hilite of me to false
  visual effect scroll left
  go to card id 24830
  send mouseUp to card button Theme
  CDAudio stop,1,6,51,55
  CDAudio Play,1,2,33,50,0,9
end mouseUp

```

```

** CARD #2, BUTTON #7: expol
*****
on mouseUp
  show card field "reminder"
  wait 3 secs
  hide card field "reminder"
  set the hilite of me to false
  visual effect scroll left
  go to card id 15239
  send mouseUp to card button Theme
  CDAudio stop,1,2,6,29
  CDAudio Play,1,0,2,52,0,9
end mouseUp

** CARD #2, BUTTON #8: all
*****
on mouseUp
  show card field "reminder"
  wait 3 secs
  hide card field "reminder"
  set the hilite of me to false
  visual effect scroll left
  send mouseUp to card button Theme
  go to card id 15239
  CDAudio stop,1,14,59,60
  CDAudio Play,1,0,2,52,0,9
end mouseUp

** CARD #3, BUTTON #1: Return
*****
on mouseUp
  CDAudio Pause,1
  visual effect scroll left
  go next
end mouseUp

** CARD #3, BUTTON #2: Play Theme A
*****
on mouseUp
  CDAudio stop,1,0,24,60
  CDAudio Play,1,0,3,0,0,9
end mouseUp

** CARD #4, BUTTON #1: Play Theme B
*****
on mouseUp
  CDAudio stop,1,1,8,13
  CDAudio Play,1,0,53,50,0,9
end mouseUp

** CARD #4, BUTTON #2: Play Theme C
*****

```

```

on mouseUp
    visual effect scroll left
    CDAudio stop,1,2,54,18
    CDAudio Play,1,2,41,0,0,9
end mouseUp

** CARD #4, BUTTON #3: Beginning
*****
on mouseUp
    CDAudio pause,1
    visual effect iris close
    go card "title"
end mouseUp

** CARD #5: Movement I *****
on mouseUp
    set the visible of me to true
    repeat for 5
        set the hilite of me to true
        wait 10 ticks
        set the hilite of me to false
        wait 10 ticks
    end repeat
    hide me
end mouseUp

on closecard
    hide card field "instruments"
end closecard

** CARD #5, FIELD #2: instruments
*****
on mouseUp
    hide me
end mouseUp

** CARD #5, BUTTON #1: Help
*****
on mouseUp
    if the visible of card field "instruments" is false then
        show card field "instruments"
    else
        hide card field "instruments"
    end if
end mouseUp

** CARD #5, BUTTON #2: Play Theme
*****
on mouseUp
    CDAudio stop,1,4,9,35
    CDAudio Play,1,3,59,0,0,9
end mouseUp

```

```

** CARD #21: Expo II *****
on mouseUp
  set the visible of me to true
  repeat for 5
    set the hilite of me to true
    wait 10 ticks
    set the hilite of me to false
    wait 10 ticks
  end repeat
  hide me
end mouseUp

** CARD #21, BUTTON #1: Play Theme
*****
on mouseUp
  CDAudio stop,1,4,9,35
  CDAudio Play,1,3,59,0,0,9
end mouseUp

** CARD #52: dev *****
on mouseUp
  set the visible of me to true
  repeat for 5
    set the hilite of me to true
    wait 10 ticks
    set the hilite of me to false
    wait 10 ticks
  end repeat
  hide me
end mouseUp

** CARD #52, BUTTON #1: Play Theme
*****
on mouseUp
  CDAudio stop,1,4,9,35
  CDAudio Play,1,3,59,0,0,9
end mouseUp

** CARD #68: Recap *****
on mouseUp
  set the visible of me to true
  repeat for 5
    set the hilite of me to true
    wait 10 ticks
    set the hilite of me to false
    wait 10 ticks
  end repeat
  hide me
end mouseUp

** CARD #68, BUTTON #1: Play Theme
*****

```

```
on mouseUp
  CDAudio stop,1,4,9,35
  CDAudio Play,1,3,59,0,0,9
end mouseUp
```

```
** CARD #103: Coda *****
```

```
on mouseUp
  set the visible of me to true
  repeat for 5
    set the hilite of me to true
    wait 10 ticks
    set the hilite of me to false
    wait 10 ticks
  end repeat
  hide me
end mouseUp
```

```
** CARD #103, BUTTON #1: Play Theme
```

```
*****
```

```
on mouseUp
  CDAudio stop,1,4,9,35
  CDAudio Play,1,3,59,0,0,9
end mouseUp
```

SCRIPTS FOR STACK: Moz.PnoCon2

=====

** STACK SCRIPT *****

```

on openstack
  hide menubar
  hide background pict
  checkifdisc
  set the userlevel to 1
  set the blindtyping to false
  set the powerkeys to false
end openstack

on startup
  hide menubar
  hide background pict
  checkifdisc
  set the userlevel to 1
  set the blindtyping to false
  set the powerkeys to false
end startup

on button
  select card button 1
  repeat for the number of card buttons
    set style to radioButton
    set showname to false
    get me + 1
  end repeat
end button

on cut
  domenu "select all"
  domenu "clear picture"
  domenu "paste picture"
  type "t"
end cut

on enterkey
  if the tool is "browse tool"
    then choose select tool
  else if the tool is "select tool"
    then choose browse tool
  end enterkey

on m
  choose field tool
  select card field 1
  domenu "copy field"
  domenu "paste field"
end m

```

```

on mm
  repeat for the number of cards
    choose field tool
    drag from 48,0 to 85,18 with commandkey
    set the textstyle of card field 1 to bold
    set the textalign of card field 1 to center
    set the style of card field 1 to rectangle
    go to next card
  end repeat
end mm

on moveCard
  moveCards "",1
end moveCard

on moveCards destination,howMany
  if howMany < 1 then
    ask "Move how many cards?" with "to end"
    if it is empty then exit moveCards
    put it into howMany
  end if
  if howMany is "to end"
    then put 1 + the number of cards - number of this card into
    howMany
  if destination is empty then put "destination stack" into
  destination
  repeat howMany
    set cursor to watch
    push this card
    doMenu "Copy Card"
    lock screen
    set lockMessages to true
    go to last card of stack destination
    IF the result is not empty then
      beep
      pop card
    exit to HyperCard
  else
    put the short name of this stack into destination
    doMenu "Paste Card"
    pop card
    doMenu "Delete Card"
  end if
  set lockMessages to false
  unlock screen
end repeat
end moveCards

```



```

on Theme
  set lockscreen to true
  go card id 27849 of      stack "Music130:examples:ek4"
  choose button tool
  select card button "Theme"
  domenu "copy button"
  domenu "back"
  domenu "paste button"
  set lockscreen to false
end Theme

```

```

** BACKGROUND #1: TITLE
*****

```

```

** bkgnd #1, BUTTON #1: Previous
*****

```

```

on mouseUp
  visual effect scroll down
  go previous
end mouseUp

```

```

** bkgnd #1, BUTTON #2: Next
*****

```

```

on mouseUp
  visual effect scroll up
  go next
end mouseUp

```

```

** bkgnd #1, BUTTON #3: resume
*****

```

```

on mouseUp
  CDAudio Pause,0
  if the result is not empty then
    put the result
  end if
end mouseUp

```

```

** bkgnd #1, BUTTON #4: pause
*****

```

```

on mouseUp
  CDAudio Pause,1
  if the result is not empty then
    put the result
  end if
end mouseUp

```

```

** bkgrnd #1, BUTTON #5: Beginning
*****
on mouseUp
    CDAudio Pause,1
    visual effect dissolve
    go card title
end mouseUp

** CARD #1, BUTTON #1: Return
*****
on mouseUp
    visual effect scroll right
    go to card id 8772 of stack "Mozpc"
end mouseUp

** CARD #1, BUTTON #2: Mvt. 2
*****
on mouseUp
    set the hilite of me to false
    visual effect scroll left
    go to card id 3602
    CDAudio stop,1,21,23,30
    CDAudio Play,1,15,5,60,0,9
end mouseUp

** CARD #3: 2nd Mvt. *****
on closecard
    hide card field "instruments"
end closecard

** CARD #3, FIELD #2: Instruments
*****
on mouseUp
    hide me
end mouseUp

** CARD #3, BUTTON #1: Help
*****
on mouseUp
    if the visible of card field "instruments" is false then
        show card field "instruments"
    else
        hide card field "instruments"
    end if
end mouseUp

```

SCRIPTS FOR STACK: Moz.PnoCon3

=====

** STACK SCRIPT *****

```

on openstack
  hide menubar
  hide background pict
  checkifdisc
  set the userlevel to 1
  set the blindtyping to false
  set the powerkeys to false
end openstack

on startup
  hide menubar
  hide background pict
  checkifdisc
  set the userlevel to 1
  set the blindtyping to false
  set the powerkeys to false
end startup

on button
  select card button 1
  repeat for the number of card buttons
    set style to radioButton
    set showname to false
    get me + 1
  end repeat
end button

on cut
  domenu "select all"
  domenu "clear picture"
  domenu "paste picture"
  type "t"
end cut

on enterkey
  if the tool is "browse tool"
    then choose select tool
  else if the tool is "select tool"
    then choose browse tool
  end enterkey

on m
  choose field tool
  select card field 1
  domenu "copy field"
  domenu "paste field"
end m

```

```

on mm
  repeat for the number of cards
    choose field tool
    drag from 48,0 to 85,18 with commandkey
    set the textstyle of card field 1 to bold
    set the textalign of card field 1 to center
    set the style of card field 1 to rectangle
    go to next card
  end repeat
end mm

on moveCard
  moveCards "",1
end moveCard

on moveCards destination,howMany
  if howMany < 1 then
    ask "Move how many cards?" with "to end"
    if it is empty then exit moveCards
    put it into howMany
  end if
  if howMany is "to end"
    then put 1 + the number of cards - number of this card into
    howMany
  if destination is empty then put "destination stack" into
  destination
  repeat howMany
    set cursor to watch
    push this card
    doMenu "Copy Card"
    lock screen
    set lockMessages to true
    go to last card of stack destination
    IF the result is not empty then
      beep
      pop card
      exit to HyperCard
    else
      put the short name of this stack into destination
      doMenu "Paste Card"
      pop card
      doMenu "Delete Card"
    end if
    set lockMessages to false
    unlock screen
  end repeat
end moveCards

```

```

on Theme
  set lockscreen to true
  go card id 27849 of stack "Music130:examples:ek4"
  choose button tool
  select card button "Theme"
  domenu "copy button"
  domenu "back"
  domenu "paste button"
  set lockscreen to false
end Theme

** BACKGROUND #1: TITLE
*****

** BKGND #1, BUTTON #1: Previous
*****
on mouseUp
  visual effect scroll down
  go previous
end mouseUp

** BKGND #1, BUTTON #2: Next
*****
on mouseUp
  visual effect scroll up
  go next
end mouseUp

** BKGND #1, BUTTON #3: resume
*****
on mouseUp
  CDAudio Pause,0
  if the result is not empty then
    put the result
  end if
end mouseUp

** BKGND #1, BUTTON #4: pause
*****
on mouseUp
  CDAudio Pause,1
  if the result is not empty then
    put the result
  end if
end mouseUp

```

```

** BKGND #1, BUTTON #5: Beginning
*****
on mouseUp
  CDAudio Pause,1
  visual effect dissolve
  go first
end mouseUp

** CARD #1, BUTTON #1: Return
*****
on mouseUp
  visual effect scroll right
  go to card id 8772 of stack "Mozpc"
end mouseUp

** CARD #1, BUTTON #2: Ms 1-57
*****
on mouseUp
  set the hilite of me to false
  visual effect scroll left
  go to card id 3718
  send mouseUp to card button "Theme"
  CDAudio stop,1,22,13,46
  CDAudio Play,1,21,23,30,0,9
end mouseUp

** CARD #1, BUTTON #3: Ms 58-177
*****
on mouseUp
  set the hilite of me to false
  visual effect scroll left
  send mouseUp to card button "Theme"
  go card "b1"
  CDAudio stop,1,23,43,46
  CDAudio Play,1,22,13,46,0,9
end mouseUp

** CARD #1, BUTTON #4: Ms 178-239
*****
on mouseUp
  set the hilite of me to false
  visual effect scroll left
  go card "a2"
  send mouseUp to card button "Theme"
  CDAudio stop,1,24,34,40
  CDAudio Play,1,23,47,46,0,9
end mouseUp

```

```

** CARD #1, BUTTON #5: Ms 239-313
*****
on mouseUp
    set the hilite of me to false
    visual effect scroll left
    go card "c"
    send mouseUp to card button "Theme"
    CDAudio stop,1,25,29,11
    CDAudio Play,1,24,34,17,0,9
end mouseUp

** CARD #1, BUTTON #6: Ms 314-331
*****
on mouseUp
    set the hilite of me to false
    visual effect scroll left
    go card "a3"
    send mouseUp to card button "Theme"
    CDAudio stop,1,25,43,17
    CDAudio Play,1,25,29,20,0,9
end mouseUp

** CARD #1, BUTTON #7: Ms 333-424
*****
on mouseUp
    set the hilite of me to false
    visual effect scroll left
    go card "b2"
    send mouseUp to card button "Theme"
    CDAudio stop,1,26,53,13
    CDAudio Play,1,25,43,17,0,9
end mouseUp

** CARD #1, BUTTON #8: Ms 426-447
*****
on mouseUp
    set the hilite of me to false
    visual effect scroll left
    go card "coda"
    send mouseUp to card button "Theme"
    CDAudio stop,1,27,56,55
    CDAudio Play,1,27,30,40,0,9
end mouseUp

```

```

** CARD #1, BUTTON #9: Mvt. 3
*****
on mouseUp
    set the hilite of me to false
    visual effect scroll left
    send mouseUp to card button "Theme"
    go card "3rd Mvt."
    CDAudio stop,1,27,56,55
    CDAudio Play,1,21,23,30,0,9
end mouseUp

** CARD #1, BUTTON #10: Tell Me About...
*****
on mouseUp
    visual effect iris open
    set the hilite of me to false
    go to card id 2521
end mouseUp

** CARD #2, BUTTON #1: Return
*****
on mouseUp
    visual effect iris close
    go first
end mouseUp

** CARD #2, BUTTON #2: Theme
*****
on mouseUp
    set the hilite of me to false
    CDAudio stop,1,21,52,40
    CDAudio Play,1,21,46,55,0,9
end mouseUp

** CARD #3: BUTTON #2: Theme
*****
on mouseUp
    set the visible of me to true
    repeat for 5
        set the hilite of me to true
        wait 10 ticks
        set the hilite of me to false
        wait 10 ticks
    end repeat
    hide me
end mouseUp

** CARD #3, FIELD #2: instruments
*****
on mouseUp
    hide me
end mouseUp

```



```

** CARD #3, BUTTON #1: Help
*****
on mouseUp
  if the visible of card field "instruments" is false then
    show card field "instruments"
  else
    hide card field "instruments"
  end if
end mouseUp

** CARD #3, BUTTON #2: Theme
*****
on mouseUp
  set the hilite of me to false
  CDAudio stop,1,4,9,35
  CDAudio Play,1,3,59,0,0,9
end mouseUp

** CARD #10: b1 *****
on mouseUp
  set the visible of me to true
  repeat for 5
    set the hilite of me to true
    wait 10 ticks
    set the hilite of me to false
    wait 10 ticks
  end repeat
  hide me
end mouseUp

** CARD #10, BUTTON #1: Theme
*****
on mouseUp
  set the hilite of me to false
  CDAudio stop,1,4,9,35
  CDAudio Play,1,3,59,0,0,9
end mouseUp

```

** CARD #26: a2

** CARD #26, BUTTON #1: Theme

on mouseUp

set the visible of me to true

repeat for 5

set the hilite of me to true

wait 10 ticks

set the hilite of me to false

wait 10 ticks

end repeat

hide me

end mouseUp

** CARD #34: c *****

** CARD #34, BUTTON #1: Theme

on mouseUp

set the visible of me to true

repeat for 5

set the hilite of me to true

wait 10 ticks

set the hilite of me to false

wait 10 ticks

end repeat

hide me

end mouseUp

** CARD #44: a3 *****

** CARD #44, BUTTON #1: Theme

on mouseUp

set the visible of me to true

repeat for 5

set the hilite of me to true

wait 10 ticks

set the hilite of me to false

wait 10 ticks

end repeat

hide me

end mouseUp

** CARD #46: b2 *****

** CARD #46, BUTTON #1: Theme

```
on mouseUp
  set the visible of me to true
  repeat for 5
    set the hilite of me to true
    wait 10 ticks
    set the hilite of me to false
    wait 10 ticks
  end repeat
  hide me
end mouseUp
```

** CARD #60: coda *****

** CARD #60, BUTTON #1: Theme

```
on mouseUp
  set the visible of me to true
  repeat for 5
    set the hilite of me to true
    wait 10 ticks
    set the hilite of me to false
    wait 10 ticks
  end repeat
  hide me
end mouseUp
```

SCRIPTS FOR STACK: Vivaldi

=====

```

** STACK SCRIPT *****
on openstack
  hide menubar
  hide background pict
  checkifdisc
  set the userlevel to 1
  set the blindtyping to false
  set the powerkeys to false
end openstack

on startup
  hide menubar
  hide background pict
  checkifdisc
  set the userlevel to 1
  set the blindtyping to false
  set the powerkeys to false
end startup

on button
  select card button 1
  repeat for the number of card buttons
    set style to radioButton
    set showname to false
    get me + 1
  end repeat
end button

on cut
  domenu "select all"
  domenu "clear picture"
  domenu "paste picture"
  type "t"
end cut

on enterkey
  if the tool is "browse tool"
    then choose select tool
  else if the tool is "select tool"
    then choose browse tool
  end if
end enterkey

on m
  choose field tool
  select card field 1
  domenu "copy field"
  domenu "paste field"
end m

```

```

on mm
  repeat for the number of cards
    choose field tool
    drag from 48,0 to 85,18 with commandkey
    set the textstyle of card field 1 to bold
    set the textalign of card field 1 to center
    set the style of card field 1 to rectangle
    go to next card
  end repeat
end mm

on moveCard
  moveCards "",1
end moveCard

on moveCards destination,howMany
  if howMany < 1 then
    ask "Move how many cards?" with "to end"
    if it is empty then exit moveCards
    put it into howMany
  end if
  if howMany is "to end"
    then put 1 + the number of cards - number of this card into
    howMany
  if destination is empty then put "destination stack" into
  destination
  repeat howMany
    set cursor to watch
    push this card
    doMenu "Copy Card"
    lock screen
    set lockMessages to true
    go to last card of stack destination
    IF the result is not empty then
      beep
    pop card
    exit to HyperCard
  else
    put the short name of this stack into destination
    doMenu "Paste Card"
    pop card
    doMenu "Delete Card"
  end if
  set lockMessages to false
  unlock screen
end repeat
end moveCards

```

```

on Theme
    set lockscreen to true
    go card id 27849 of stack "Music130:examples:ek4"
    choose button tool
    select card button "Theme"
    domenu "copy button"
    domenu "back"
    domenu "paste button"
    set lockscreen to false
end Theme

** BACKGROUND #1: TITLE
*****
on openStack
    hide message box
    hide menuBar
    pass openStack
end openStack

on closecard
    push card
end closecard

** BACKGROUND #2: Info
*****
on openStack
    hide message box
    hide menuBar
    pass openStack
end openStack

on closecard
    push card
end closecard

** BKGND #2, BUTTON #1: resume
*****
on mouseUp
    CDAudio Pause,0
    if the result is not empty then
        put the result
    end if
end mouseUp

```

```

** BKGND #2, BUTTON #2: pause
*****
on mouseUp

    CDAudio Pause,1
    if the result is not empty then
        put the result
    end if
end mouseUp

** BKGND #2, BUTTON #3: Next
*****
on mouseUp
    visual effect scroll up
    go next
end mouseUp

** BKGND #2, BUTTON #4: Previous
*****
on mouseUp
    visual effect scroll down
    go previous
end mouseUp

** BKGND #2, BUTTON #5: Beginning
*****
on mouseUp
    visual effect dissolve fast
    go first
    CDAudio Pause,1
end mouseUp

** BACKGROUND #3: WorkCard
*****

** BKGND #3, BUTTON #1: Previous
*****
on mouseUp
    visual effect scroll down
    go previous
end mouseUp

** BKGND #3, BUTTON #2: Next
*****
on mouseUp
    visual effect scroll up
    go next
end mouseUp

```

```

** BKGND #3, BUTTON #3: resume
*****
on mouseUp
  CDAudio Pause,0
  if the result is not empty then
    put the result
  end if
end mouseUp

** BKGND #3, BUTTON #4: pause
*****
on mouseUp
  CDAudio Pause,1
  if the result is not empty then
    put the result
  end if
end mouseUp

** BKGND #3, BUTTON #5: Beginning
*****
on mouseUp
  CDAudio Pause,1
  if the result is not empty then
    put the result
  end if
  visual effect dissolve slow
  go card title
end mouseUp

** BKGND #3, BUTTON #6: Fixit
*****
on mouseUp
  put the number of this card &&", " after card field
  "revision" of last card
end mouseUp

** BKGND #3, BUTTON #7: C & C
*****
on mouseUp
  if the optionkey is down then
    domenu "copy card"
    domenu "paste card"
    go back
    choose select tool
  else
    domenu "select all"
    domenu "clear picture"
    domenu "paste picture"
    type "t"
  end if
end mouseUp

```



```

** BACKGROUND #4: Navigation
*****

** BKGND #4, BUTTON #1: Previous
*****
on mouseUp
    visual effect scroll down
    go previous
end mouseUp

** BKGND #4, BUTTON #2: Next
*****
on mouseUp
    visual effect scroll up          go next
end mouseUp

** BKGND #4, BUTTON #3: resume
*****
on mouseUp
    CDAudio Pause,0
    if the result is not empty then
        put the result
    end if
end mouseUp

** BKGND #4, BUTTON #4: pause
*****
on mouseUp
    CDAudio Pause,1
    if the result is not empty then
        put the result
    end if
end mouseUp

** BKGND #4, BUTTON #5: Beginning
*****
on mouseUp
    visual effect dissolve
    go first
    CDAudio Pause,1
end mouseUp

** CARD #1: Vivaldi *****
on closecard
    push card
end closecard

** CARD #1, FIELD #3: sonnet
*****
on mouseUp
    set the visible of me to false
end mouseUp

```

```

** CARD #1, BUTTON #1: Mvt. 1
*****
on mouseUp
    set the hilite of me to false
    visual effect scroll left
    go to card id 32216
    CDAudio stop,1,9,55,25
    CDAudio Play,1,6,0,38,0,9
end mouseUp

** CARD #1, BUTTON #2: Mvt. 2
*****
on mouseUp
    set the hilite of me to false
    visual effect scroll left very fast
    go to card "Mvt. 2"
    CDAudio stop,1,5,58,38
    CDAudio Play,1,3,32,8,0,9
end mouseUp

** CARD #1, BUTTON #3: Mvt. 3
*****
on mouseUp
    set the hilite of me to false
    visual effect scroll left
    go to card id 33339
    CDAudio stop,1,3,30,8
    CDAudio Play,1,0,2,33,0,9
end mouseUp

** CARD #1, BUTTON #4: Return
*****
on mouseUp
    visual effect dissolve
    go to card id 4905 of stack "Music130"
end mouseUp

** CARD #1, BUTTON #5: Tell Me About...
*****
on mouseUp
    visual effect iris open
    go to card id 10474
    set the hilite of me to false
end mouseUp

** CARD #2, BUTTON #1: Done
*****
on mouseUp
    visual effect 'ris close
    go first
end mouseUp

```

```

** CARD #3, FIELD #3: about
*****
on mouseUp
  hide me
end mouseUp

** CARD #3, BUTTON #1: Tell Me About...
*****
on mouseUp
  set the hilite of me to false
  if the visible of card field "about" is true then
    set the visible of card field "about" to false
  else
    set the visible of card field "about" to true
  end if
end mouseUp

** CARD #28: Mvt. 2
*****

** CARD #28, BUTTON #1: Tell Me About...
*****
on mouseUp
  if the visible of card field "goat" is true then
    set the visible of card field "text" to false
    set the visible of card field "goat" to false
    set the visible of card field "leaves" to false
    set the visible of card field "dog" to false
  else
    set the visible of card field "text" to true
    set the visible of card field "goat" to true
    set the visible of card field "leaves" to true
    set the visible of card field "dog" to true
  end if
end mouseUp

** CARD #60: Scratchpad
*****

** CARD #60, BUTTON #1: delete
*****
on mouseUp
  repeat for the number of cards
    select card button beginning
      domenu "clear button"
    go next
  end repeat
end mouseUp

```

Appendix 5: Experimental Group Agreement

You recently indicated on a questionnaire given in this class that you would be willing to take part in a research project during the Spring semester of 1990. This document will give you some more information about that project and allow you to make a final decision concerning your involvement.

As explained in class, the project is designed to provide some insight into how students learn music repertoire, and whether the method devised for the project is more effective than simple repetitive listening by the student.

Students who are members of the experimental group will do their listening (on certain selected pieces) at a station in the music library. This is to be the only listening done on these pieces for the duration of the project. A total of eight pieces will be studied in this manner. Other music will be studied in the student's usual manner. The project will last for 10-12 weeks, during which time quizzes will be given in class in the usual fashion.

The listening station will consist of a Macintosh computer which will control a compact disc player. The scores and some brief background information will be available for the participant in the computer program. In addition to this readily available information, the

computer will allow the listener almost instant access to the major structural sections of the pieces being studied.

In summary then, the participating student will be expected to do the following:

1. Take part in a brief training session on basic computer literacy (how to use the Mac, and work the listening program);
2. Listen to the 8 works included in the study only in the Music Library, utilizing the listening station;
3. Follow the class schedule in planning listening sessions (not all material will be studied at the same time), and;
4. Be particularly careful to spend exactly the same amount of time listening to the study examples as you spend on non-study pieces. THIS IS VERY IMPORTANT-try to spend no more or no less time on listening in the library.

I agree to participate in the study, in particular to the above conditions for the course of the study.

(signed)

(SID#)

Appendix 6: Listening Station Procedures

Music 130 Listening Project

Music Library Procedure

As a member of the group using the computer-assisted listening station, it is important that you observe the following conditions for the duration of the study.

1. Plan your listening to take advantage of the times when the music library is open, for instance, when you have some free time between classes.
2. Listen to the study pieces only in the library using the compact discs and computer program.
3. Spend exactly the same amount of time on those pieces included in the study as you spend on those in the regular class recordings. This is extremely important to the outcome of the study.
3. Do not listen to the pieces outside in an attempt to perform better on exams.
4. Only members of the study group will be allowed to check out the compact discs for study.

Check-out Procedure

1. Sign out desired disc(s), CD caddy, and headphones from library desk.
2. Go into the listening room to the Macintosh computer.
3. Put the CD into the CD caddy as demonstrated for the group.
4. Insert the caddy into the CD-ROM unit. Make certain

that the correct side is facing forward, as indicated by text on the caddy. Plug the headphones into the front jack on the CD-ROM unit. (NOTE: Two students can use the unit at the same time by requesting a dual plug from the library desk.)

5. You may have to turn the screen brightness up as instructed during the demonstration at this point. If there is already an image on the screen, go to step # 6.
6. Using the mouse, position the on-screen arrow on top of the Music130 folder, and click twice, rapidly. (The first time you try this, you will then want to double-click on the ReadMe file. This file will give you further instructions concerning running the program.)
7. If you have used the program enough to feel comfortable with it, you can double-click directly on the Music130 file. (NOTE: If you have not inserted a CD by the time you open a music 'stack', the computer will ask you to do so at some point. You must then click the mouse on the OK box before continuing.)
8. From here on, the program should be self-explanatory. Directions on using the program are available throughout the session by returning to the master menu.
9. When you have finished a session, log the time you

spent listening on the log sheets provided in class.

10. The CD-ROM unit will automatically eject the caddy when you leave the program. Remove the CD and replace it in the original container.
11. If the computer screen was dark when you started, dim it again at this time.
12. DO NOT TURN THE COMPUTER OFF!
13. Return the materials to the desk.

You will notice that you do not have to use the typewriter keyboard at all to make use of this program.

Appendix 7: ReadMe Instructions

ReadMe instructions

1. Sign out the appropriate CD, CD Caddy and headphones from the librarian.
2. DoubleClick on the Music 130 folder.
3. DoubleClick on the Music 130 stack.
4. Go through the stack using arrows and mouse.
5. Note: By clicking on the arrow on this card you will go directly to the correct starting point.
6. When you are finished, follow the directions to exit the program, and return materials to the library desk.
7. Do not turn the computer, hard drive, or CD-ROM unit off!

Appendix 8: Posttest Script

The listening portion of this exam consists of two sections, the first of which you will recognize as being identical to those which you've had in the past: you are asked to fill in the composer, title, and, where appropriate, movement or section. At the end of the first section I will collect your papers (for the listening part of the exam only). We will then begin the second section of the listening.

This second section is something new that I am trying this semester. The results will not be included in your grade but are very important to me for a number of reasons.

As I look at possible ways of restructuring this course, the input you will provide on this listening section will help me make decisions concerning alternative directions that the class may take in the future. If you give it your best effort, I will be able to gather accurate information about what you have gained from your listening during this semester.

This section of the listening is much shorter than the first part (about a third as long) and is in a multiple choice format.

[AFTER THE PAPERS ARE DISTRIBUTED FOR PART 2]

You have been given the composer, the title, and the movement for each example to be played. You will be asked to select, from the five choices given, the correct inner

section of the work being played.

You're all probably familiar with the optical scanning sheet format that you'll be using for your answers, but I'll review the basic directions. Using a number 2 pencil, fill in your name and student ID number on side 1. You can ignore the other information. Be sure to fill in the answer circle completely. Note that we are using only items 1-20 on the answer sheet.

You may turn in your answer sheets with the factual portion of the exam.

Table 13. Pretest Results (Control)

Pretest Questionnaire Results																								
Experimental Group																								
Composer & Work Familiarity*															Musical Era Familiarity									
S	B	C	H	S	B	P	Q	V	S	M	P	E	B	B	M	R	B	C	2	N	T	C	C	
U	A	O	A	Y	E	A	T	I	P	O	N	I	A	B	E	E	A	L	0	E	O	S	O	
B	R	N	Y	M	E	T		V	R	Z	O	N	C	2	D	N	R	A	T	O	T	*	M	
J	T	C	D		T	H	1	A	I	A		E	H		I	A	O	S	H	C	A	*	F	
E	O		N	1	H			L	N	R	C				E	I	Q	S		L	L	*	*	
C	K	O		0	O			D	G	T	O	K			V	S	U	I				*	*	
T		R		4	V			I			N	L			A		E	C				*	*	
		C			E						C				L									
		H			N																			
A	2	2	3	3	3	2	1	2	2	3	4	5	3	5	1	2	3	3	3	1	53	4	5	
B	5	5	4	3	5	1	1	1	1	5	2	5	3	2	1	1	2	3	4	2	56	5	5	
C	1	1	2	1	2	1	2	1	1	1	1	4	1	2	1	1	1	2	2	3	31	5	5	
D	1	1	2	1	3	3	2	5	5	3	2	4	3	2	2	2	3	2	2	1	49	3	4	
E	3	4	2	1	5	1	1	3	4	4	2	2	3	3	1	2	3	3	3	3	53	1	1	
F	3	1	3	4	3	1	1	4	4	3	1	4	3	4	2	2	3	3	4	1	54	2	1	
G	1	1	1	1	2	1	1	1	1	2	1	1	2	1	2	2	2	2	2	1	28	4	5	
H	3	2	3	1	4	1	1	3	3	4	1	1	4	3	3	3	3	3	2	1	49	3	5	
I	1	1	1	1	2	1	1	1	1	2	1	1	2	1	1	2	2	2	2	1	27	1	5	
J	1	1	1	1	2	1	1	1	1	2	1	2	2	2	1	1	2	2	2	1	28	1	4	
K	2	1	1	1	2	1	1	2	2	2	1	1	2	1	1	2	2	1	1	1	28	1	2	
L	1	1	2	1	3	2	1	3	1	2	1	1	2	1	2	3	3	3	2	2	37	2	4	
M	2	2	1	1	3	1	1	1	1	2	1	2	2	2	1	1	1	1	2	1	29	1	2	
N	2	1	4	2	4	3	1	4	3	3	1	1	3	1	2	2	2	2	3	2	46	4	5	
O	1	1	1	1	2	1	1	1	1	1	1	1	1	1	1	1	1	2	3	3	26	3	4	
P	2	1	2	2	3	2	2	3	3	3	3	3	3	3	2	2	3	2	4	4	52	3	5	
Q	1	4	3	1	4	2	1	3	1	4	4	5	4	3	1	1	3	3	3	1	52	2	3	

* Scale 1 (low) » 5 (high)

** Computer Skills

*** Computer Comfort

Average 41

Table 14. Pretest Results (Experimental)

Pretest Questionnaire Results																										
Control Group															Musical Era Familiarity											
Composer & Work Familiarity*																										
S	B	C	H	S	B	P	Q	V	S	M	P	E	B	B	M	R	B	C	2	N	T	C	C			
U	A	O	A	Y	E	A	T	I	P	O	N	I	A	B	E	E	A	L	0	E	O	S	O			
B	R	N	Y	M	E	T		V	R	Z	O	N	C	2	D	N	R	A	T	O	T	*	M			
J	T	C	D		T	H	1	A	I	A		E	H		I	A	O	S	H	C	A	*	F			
E	O		N	1	H			L	N	R	C				E	I	Q	S		L	L					
C	K	O		0	O			D	G	T	O	K			V	S	U	I								
T		R		4	V			I			N	L			A		E	C								
		C			E						C				L											
		H			N																					
A	1	1	3	1	3	1	1	2	1	3	1	1	3	2	2	2	2	2	2	1	35	3	4			
B	1	1	2	2	3	2	2	4	2	3	2	1	3	1	2	3	4	3	3	1	45	1	5			
C	2	1	2	2	3	3	2	3	3	3	4	3	3	1	2	2	2	2	2	1	46	3	4			
D	2	2	4	2	4	1	1	4	4	3	1	2	3	2	1	1	3	2	2	1	45	4	4			
E	1	1	2	1	2	2	1	2	1	2	2	1	2	2	1	2	2	2	1	1	31	3	4			
F	3	1	4	4	5	1	1	4	3	5	2	5	5	1	2	5	4	5	5	1	66	5	5			
G	1	1	3	2	3	2	2	2	1	3	1	3	3	2	2	2	2	2	3	1	41	1	4			
H	2	1	3	2	4	2	1	2	2	4	4	4	4	4	1	2	3	3	2	2	52	2	3			
I	1	1	1	1	2	1	1	1	1	2	1	2	2	1	1	1	2	2	2	1	27	1	1			
J	1	1	3	1	3	1	1	2	2	3	1	1	3	1	2	2	2	2	4	2	38	4	5			
K	2	2	2	1	3	1	1	3	3	3	1	3	3	3	2	2	2	3	4	2	46	4	4			
L	2	2	2	2	4	4	2	5	6	4	3	4	3	3	2	3	3	3	2	1	60	3	4			
M	1	1	1	1	3	1	1	2	1	3	1	1	2	1	1	2	2	2	3	1	31	3	5			
N	2	2	1	1	2	1	1	2	1	1	1	4	2	2	1	3	2	2	4	2	37	1	1			
O	1	1	1	1	4	1	1	3	1	5	1	1	4	1	3	3	3	3	3	1	42	2	4			
P	2	1	2	1	3	4	1	2	3	3	1	1	3	3	1	2	2	2	2	2	41	3	4			
Q	1	1	3	2	4	4	2	3	2	5	3	5	4	4	2	3	2	3	3	1	57	3	4			

* Scale 1 (low) » 5 (high)

** Computer Skills

*** Computer Comfort

Average 44

Table 15. Posttest Results (Control)

<u>Control Group</u>		<u>Posttest Raw Data</u>									
<u>Raw Scores</u>		<u>Split-Half Data</u>						<u>Combined</u>			GPA
Subject	GRP	Pt. 1	Pt. 2	Comb	<u>Part I</u> Evens	Odds	<u>Part 2</u> Evens	Odds	Evens	Odds	
A	C	26	5	31	20	18	2	3	21	22	2.77
B	C	33	9	42	34	35	4	5	40	38	3.82
C	C	16	3	19	18	16	1	2	19	18	3.09
D	C	34	11	45	32	31	5	6	37	37	4.00
E	C	26	6	32	24	22	2	4	26	26	1.75
F	C	5	3	8	8	3	2	1	10	4	2.89
G	C	21	4	25	22	24	2	2	24	26	2.00
H	C	5	6	11	7	10	3	3	11	12	2.48
I	C	28	5	33	28	27	3	2	31	29	3.29
J	C	15	5	20	16	13	3	2	19	15	2.66
K	C	27	4	31	23	24	2	2	23	28	3.56
L	C	28	5	33	29	31	3	2	32	33	3.33
M	C	7	2	9	5	5	1	1	6	6	2.64
N	C	18	5	23	17	16	3	2	21	17	2.95
O	C	26	6	32	28	27	3	3	31	30	2.59
P	C	30	10	40	30	30	5	5	35	35	3.00
Q	C	6	5	11	11	10	2	3	13	13	2.29
Averages		20.65	5.53	26.18	20.71	20.12	2.71	2.82	23.47	22.88	2.89

<u>Experimental Group</u>		<u>Posttest Raw Data</u>									
<u>Raw Scores</u>		<u>Split-Half Data</u>						<u>Combined</u>			GPA
Subject	GRP	Pt. 1	Pt. 2	Comb	<u>Part I</u> Evens	Odds	<u>Part 2</u> Evens	Odds	Evens	Odds	
A	E	40	13	53	37	39	6	7	43	44	3.90
B	E	40	9	49	39	38	4	5	45	41	2.56
C	E	41	12	53	40	40	5	7	45	47	4.00
D	E	37	5	42	35	33	3	2	38	35	2.79
E	E	30	9	39	33	27	5	4	38	31	3.73
F	E	33	9	42	30	34	2	2	31	37	1.94
G	E	42	12	54	41	41	6	6	47	47	2.81
H	E	28	10	38	24	25	6	4	30	29	3.67
I	E	18	5	23	24	22	3	2	27	24	3.03
J	E	24	6	30	20	27	3	3	23	30	2.81
K	E	33	5	38	25	27	2	3	27	30	3.81
L	E	24	5	29	22	19	3	2	25	21	2.73
M	E	34	10	44	35	33	3	4	41	37	3.12
N	E	37	9	46	35	37	5	4	41	40	2.07
O	E	20	7	27	18	21	3	4	21	25	3.14
P	E	34	7	41	34	34	3	4	35	40	4.00
Q	E	36	8	44	34	35	4	4	38	39	2.59
Averages		32.41	8.29	40.71	30.94	31.29	3.88	3.94	35.00	35.12	3.10

Table 16. Posttest Results (Experimental)

Figure 8. Posttest Raw Data Line Chart: Part 1

Figure 9. Posttest Raw Data Line Chart: Part 2

Figure 10. Posttest Raw Data Line Chart: Combined

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