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TNT 2.0 for OpenWindows 2.0

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HyperLook version 1.5
Development version only

For HyperLook information
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***Move the cursor over something and
press the Help key on the keyboard.***

Request

Info

Done

HyperLook

Tools

Draw

Open

Exit



HyperLook

Open windows with HyperLook!

Welcome to the exciting world of HyperLook user interface design. HyperLook is a powerful, easy to use user interface development tool, and it's fun too!!

By combining powerful PostScript graphics and interactive design HyperLook makes it possible to develop advanced user interfaces in a UNIX environment.

A HyperLook
Phone stack



Click Here
To Go On!



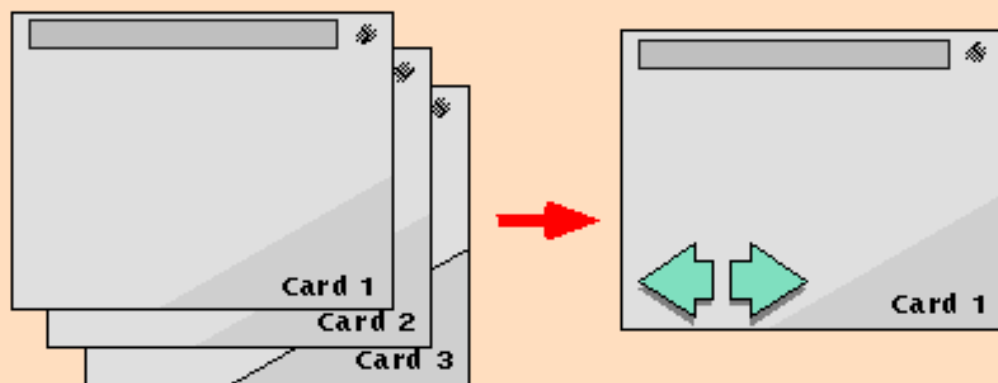
Turing

Done

HyperLook

Stacks and Cards

HyperLook uses the words stacks and cards instead of window and window layouts. This widely used terminology was chosen to emphasize the fact that HyperLook stacks (windows) can have more than one card (layout).



Each window layout is called a card, and may contain graphics and user interface components such as buttons, text and sliders. You can flip between cards like turning pages in a book.



Turing

Done

HyperLook

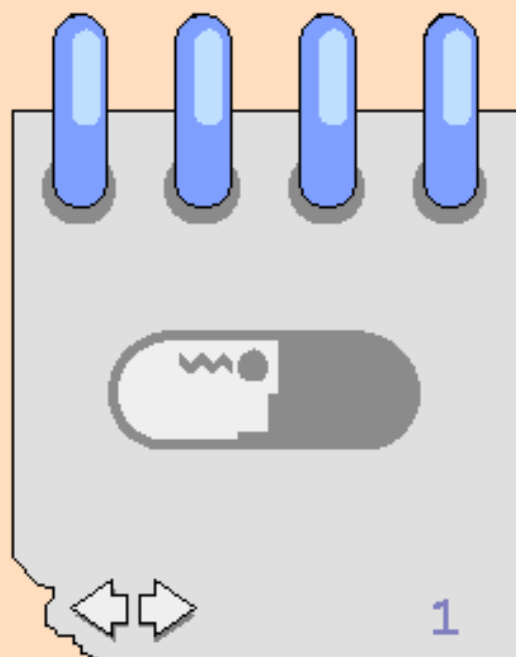
Desktop Management

Any user of OpenWindows will find that it is easy to learn how to use HyperLook.

You have the freedom to configure your working environment, and you are able to modify and extend the interface.

HyperLook provides a comprehensive set of desktop tools like a clipboard, color pallet, notepad and other stacks.

The HyperLook
NotePad stack



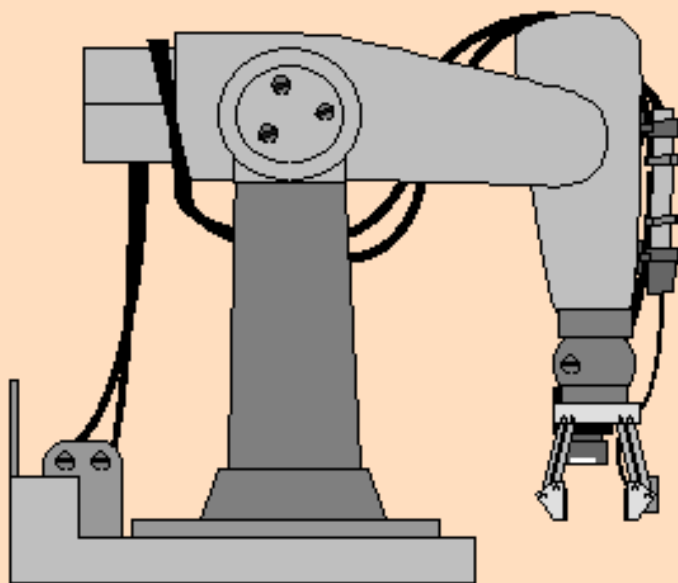
Turing

Done

HyperLook

Graphics Editing

A powerful graphics editor comes with HyperLook. It lets you to create sophisticated diagrams, graphics and other artwork.



An example of a drawing created with the HyperLook graphics editor.



Turing

Done

HyperLook

Rapid Application Development

HyperLook greatly simplifies the task of building user interfaces. It lets you prototype user interfaces quickly by direct manipulation, without restricting you in the creative process.

HyperLook is not restricted to a single look and feel. You can create a new look and feel for your application, or adapt an existing look and feel.



HyperLook can have any look and feel.



Turing

Done

HyperLook

Interactive Design

The interface designer can do much of the interface development by drawing, dragging and sizing objects with the mouse, without programming a single line of code.

One of the most time consuming aspects of creating interactive applications is the design of the interface. Even non-programmers can design applications using direct manipulation in HyperLook.



Design your interface by direct manipulation and go!

You can even modify the interface while the application is alive and running!



Turing

Done

Design by Example

Not only can you design your own user interface, but can also use components designed by others. By copying and pasting components, you can insert components from other applications into your own application, complete with their functionality.

Enter your personal details here:

Don Hopkins
Chocolate Chip Cookies
Exotic PEZ Dispensers
Artichokes
Huge Bean




Enter

Pasting a
clock into
your
application.

HyperLook provides example interfaces and components which you can plug right into your application.



Turing

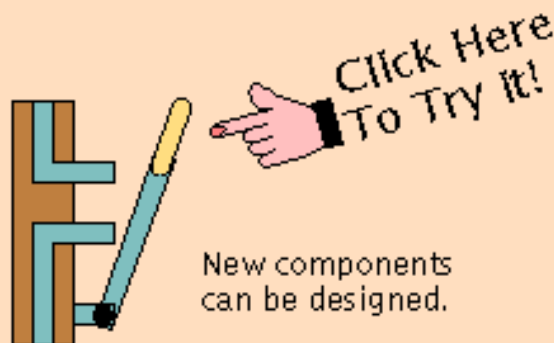
Done

HyperLook

Extendability

A comprehensive set of user interface components like buttons, scrollbars and pull-down menus is provided. This set can be extended and tailored to the needs of any applications.

HyperLook is not limited to the components it provides. You can modify existing components or add completely new ones.

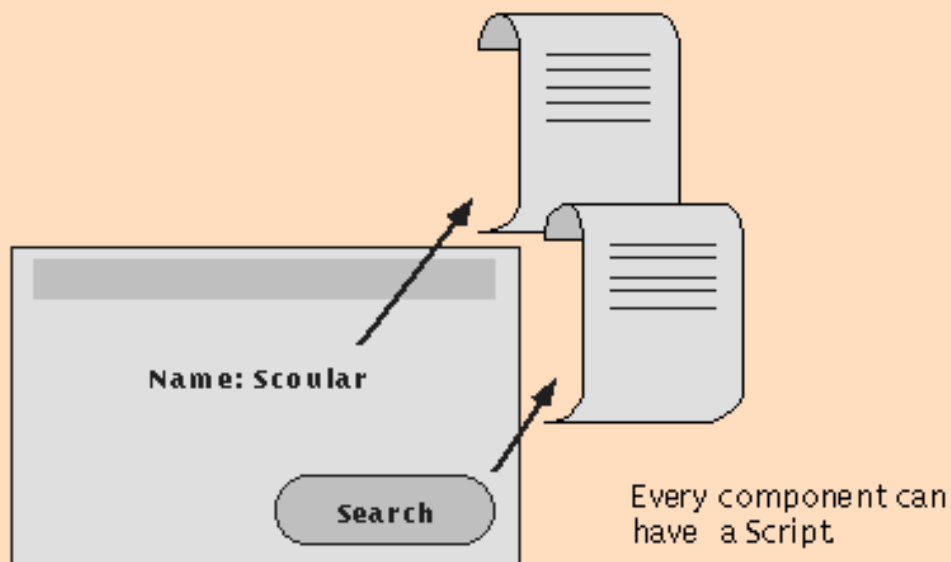


Turing

Done

Customizing Components

Components can be customized using the PostScript programming language. Each component of the user interface can have a Script associated with it.



Scripting (programming user interface components) lets you change the component's look and feel.



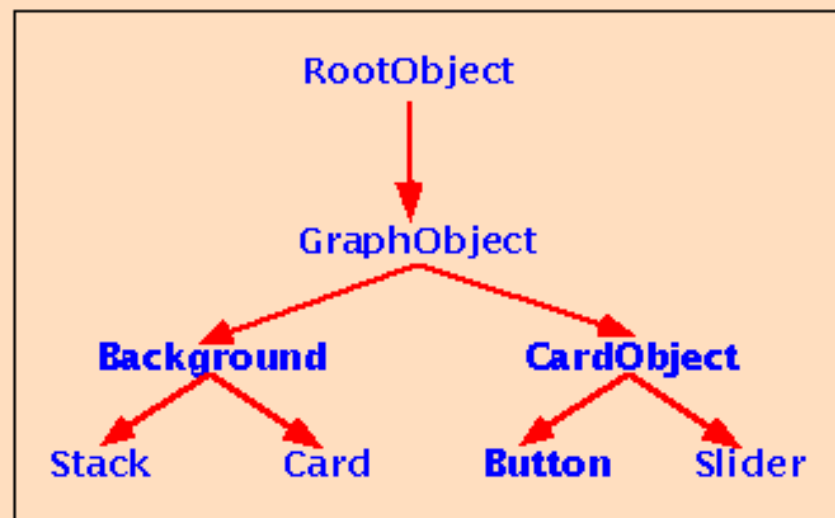
Turing

Done

HyperLook

Object Oriented

HyperLook is completely object oriented. All components are implemented as classes which are defined using a Postscript classing mechanism very similar to that of SmallTalk.



Functionality is Inherited using classes.

An easy to understand message passing mechanism is used for communicating between objects and communicating with client programs.



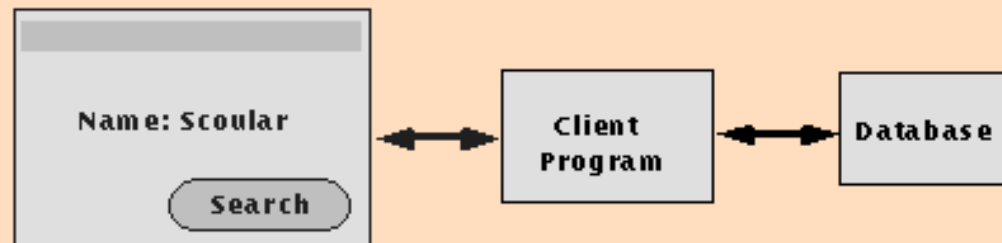
Turing

Done

HyperLook

Interfaces to other Languages

HyperLook allows any UNIX process to access its functionality through an easy to use C programming interface. Interfaces to other languages such as C++, Prolog, Lisp and Perl are available.



Linking a database client to HyperLook

Any program that can link in a small C library is able to use the HyperLook interface. The C programming interface lets you create interfaces to complex applications such as database managers, expert systems, games etc.



Turing

Done

HyperLook

HyperLook

HyperLook was originally code named "HyperNeWS". Its development began in October 1987 at The Turing Institute, and the initial system was completed in April 1988.

The programming and detailed design of HyperLook was done by Arthur van Hoff of The Turing Institute.

After 5 years of development, world-wide distribution and 300 sites using the system, HyperLook 1.5 is now released as a commercial product.

Have fun,

Arthur van Hoff
Dug Scoular
Don Hopkins



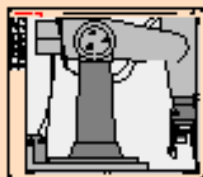
Turing

Done

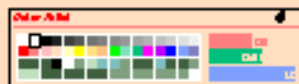
HyperLook

Hands-On Demonstration

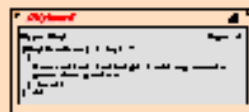
Here are some buttons you can press to bring up interesting HyperLook stacks.



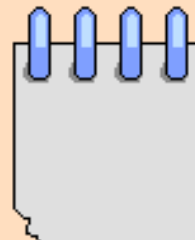
HyperDraw



ColorPallet



Clipboard



Notepad



Warehouse



ButtonIdeas



Clocks



system



DocBrowser



StackMgr



Turing

Done

HyperLook

The Turing Institute



Commercial Application of Advanced Computing

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Fax: +44-41-552-2985
Email: info@turing.com**

**Click Here
To Go On!**



Info

Done

The Turing Institute

The Turing Institute is an independent company specializing in the research, development and commercial exploitation of the latest advances in computer software.

The Institute's activities are sharply focussed onto solutions which allow computers to interact with both humans and their environments. Technical areas covered by Turing include:

- Advanced Robotics
- Computer Vision
- Decision Support
- Document Image Processing
- Fault Diagnosis
- Intelligent Documentation
- Machine Learning
- User Interfaces



Info

Done

Alan M. Turing

The Turing Institute was formed in 1983 in honor of Alan Turing whose pioneering work provided a powerful new model of computation, the Universal Turing Machine, which has had a profound and lasting influence on our understanding of computing.

Turing's name is associated with a test designed to determine if a machine demonstrates intelligence. Turing also made a significant contribution to the allied war effort through his contribution to code breaking during the early 1940's.

Alan Turing combined practical problem solving with a deep theoretical insight and a prophetic vision of the future of computing.



Alan M. Turing 1912-1954



Info

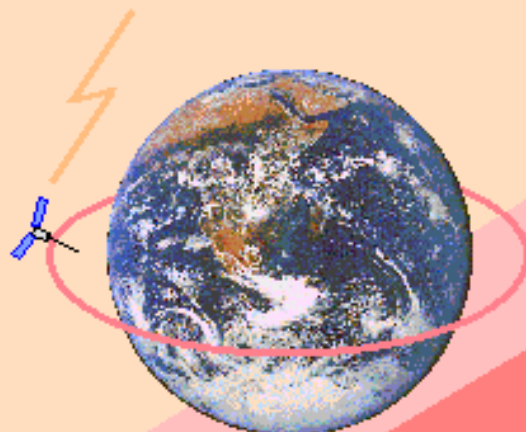
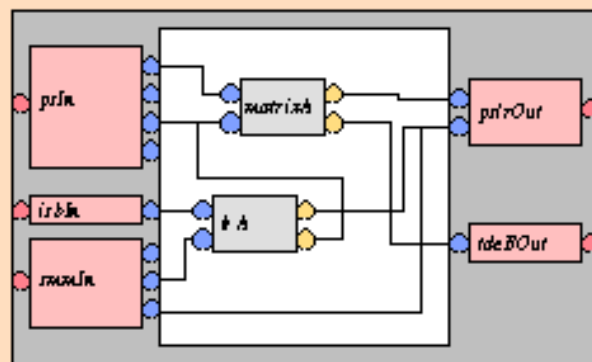
Done

HyperLook

Fail-safe Technology for Satellite Control

One of the big problems with satellites is trying to figure out what has gone wrong with them when they fail. The core difficulty lies in determining a correct diagnosis from a few telemetry signals.

The approach taken at Turing was to first build a complete qualitative model of the device from which a completely validated set of rules were automatically produced.



Info

Done

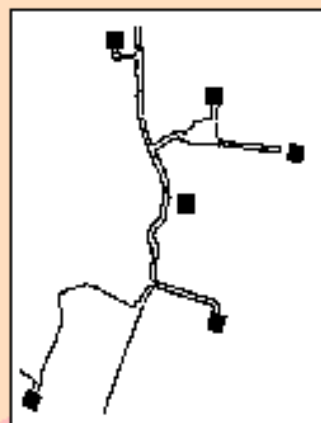
HyperLook

On the Right Track...

For many industries documents consist of diagrams, blue-prints or line drawings. In these situations, the need is to get the computer to 'read' the lines and then store them in an appropriate format.

The Turing Institute tackles this problem through the use of a novel tracking algorithm combined with a highly sophisticated user-interface.

Results can be seen on a very small section of a map from an electricity supply company.



Info

Done

Automatic CAD

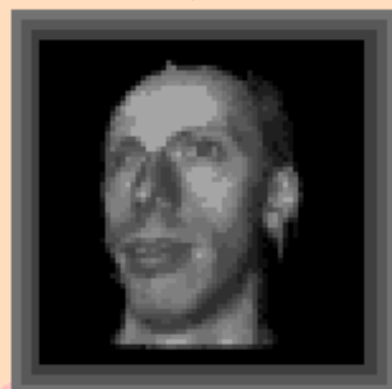
Construction of 3D CAD models can be a laborious task. Our vision group has developed a method of automatically building the model directly from a stereo pair of photographs.

Because the model is in perfect correspondence with the photographs, the images may then be elastically stretched back onto the model so providing realism through natural rendering.

Once built, the model can be rotated in three dimensions.



Stereo Matching



Info

Done

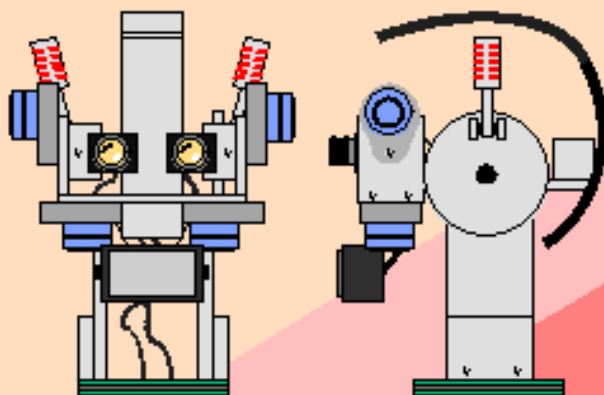
HyperLook

Robotics

The Turing Institute has developed a series of robot heads to study a variety of simple sensory reflexes such as optical tracking, vergence and orientation to sounds.

Turing's Richard 1st which has eight degrees of freedom as well as cameras and microphones was the official commentator at the First International Robot Olympics which took place in September 1990.

The second event will take place between 16th-18th September 1993.



Info

Done

Arranging a visit

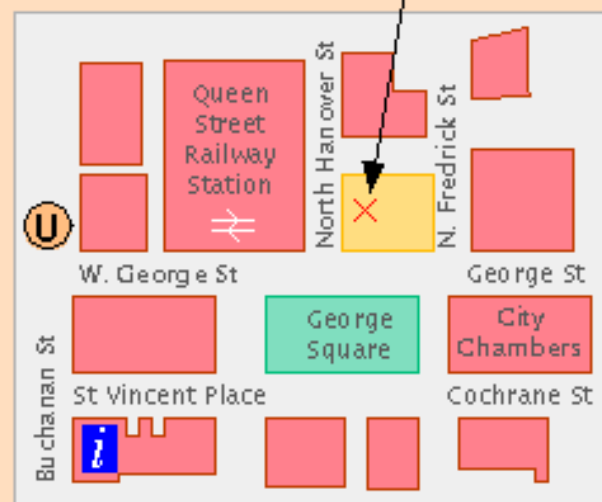
The Turing Institute is always happy to welcome visitors and to provide product demonstrations. To arrange a visit please call: +44 41 552 6400.

The Institute is located in central Glasgow, adjacent to Queen Street railway station.

The Institute can be easily reached from Glasgow airport. There are hourly flights from London and the flight time is around 65 minutes. The drive into Glasgow takes 20 minutes.

The Turing Institute Ltd
36 North Hanover Street
Glasgow G1 2AD
Scotland

Turing Institute



Info

Done

Button Ideas



This stack contains template objects. When you click on the 'Install' button below the Objects on this stack will be added to the 'New' menu. This will allow you to copy the template objects of this stack into your own stack. Feel free to add your own customized objects to this stack.



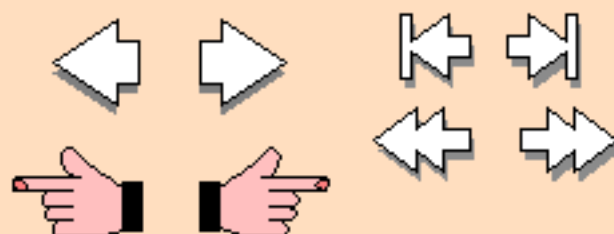
Install

Done

Button Ideas



Buttons to move around in stacks.



Install

Done

Button Ideas



Rotation direction.



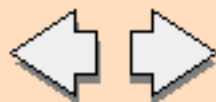
Install

Done

Button Ideas



Stack window components.



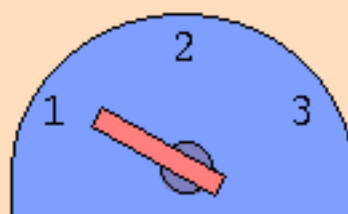
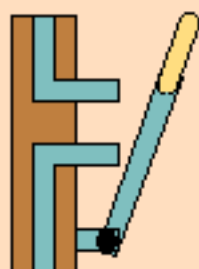
Install

Done

Button Ideas



Switches



Install

Done

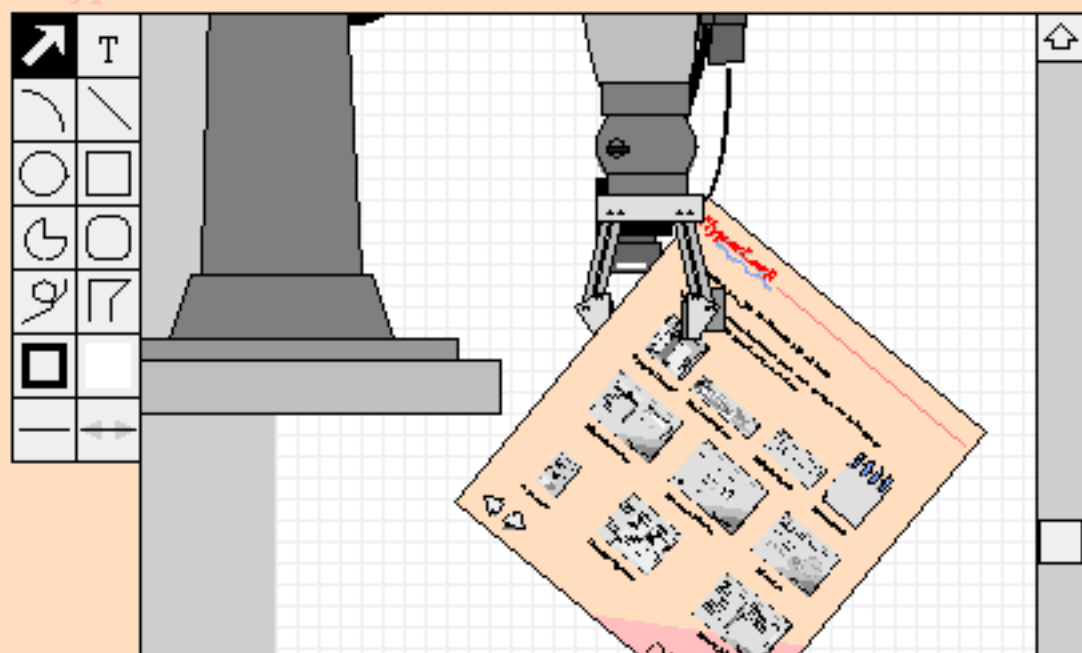
Clipboard

Type: Drawing

Page: 3

HyperDraw

- Untitled - (*)



Clocks



Some examples of Clocks. After clicking 'Install' you can copy them to your own stacks from the 'New' menu.

Mon 12 Sep 1994 6:38

Mon 12 Sep 1994

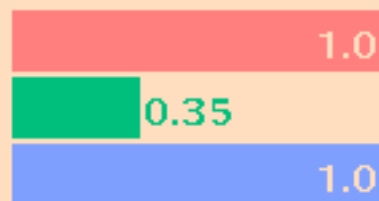
6:38



Install

Done

Color Pallet



DocBrowser

Class

GraphObject

3 SuperClasses

2 SubClasses

☐ Inherited

Documentation

Print Class

Print Subclasses

Variables

ClassHelpText

Height
HelpText
Matrix
MyStack
Width

Methods

GetHelpText

HelpInfo
InitMatrix
MyCanvas
OnMouse2
OnStackDeiconify
OnStackIconify
OnStackSize

===== Documentation for GraphObject =====
This is the graphical object class.

SuperClass: RootObject
SubClasses: Background CardObject

HyperLook

*Move the
press the*

Reques

Well done! You have managed to get help. Now you know how to get help on anything, by moving the mouse over it and pressing the Help key on the keyboard.

--

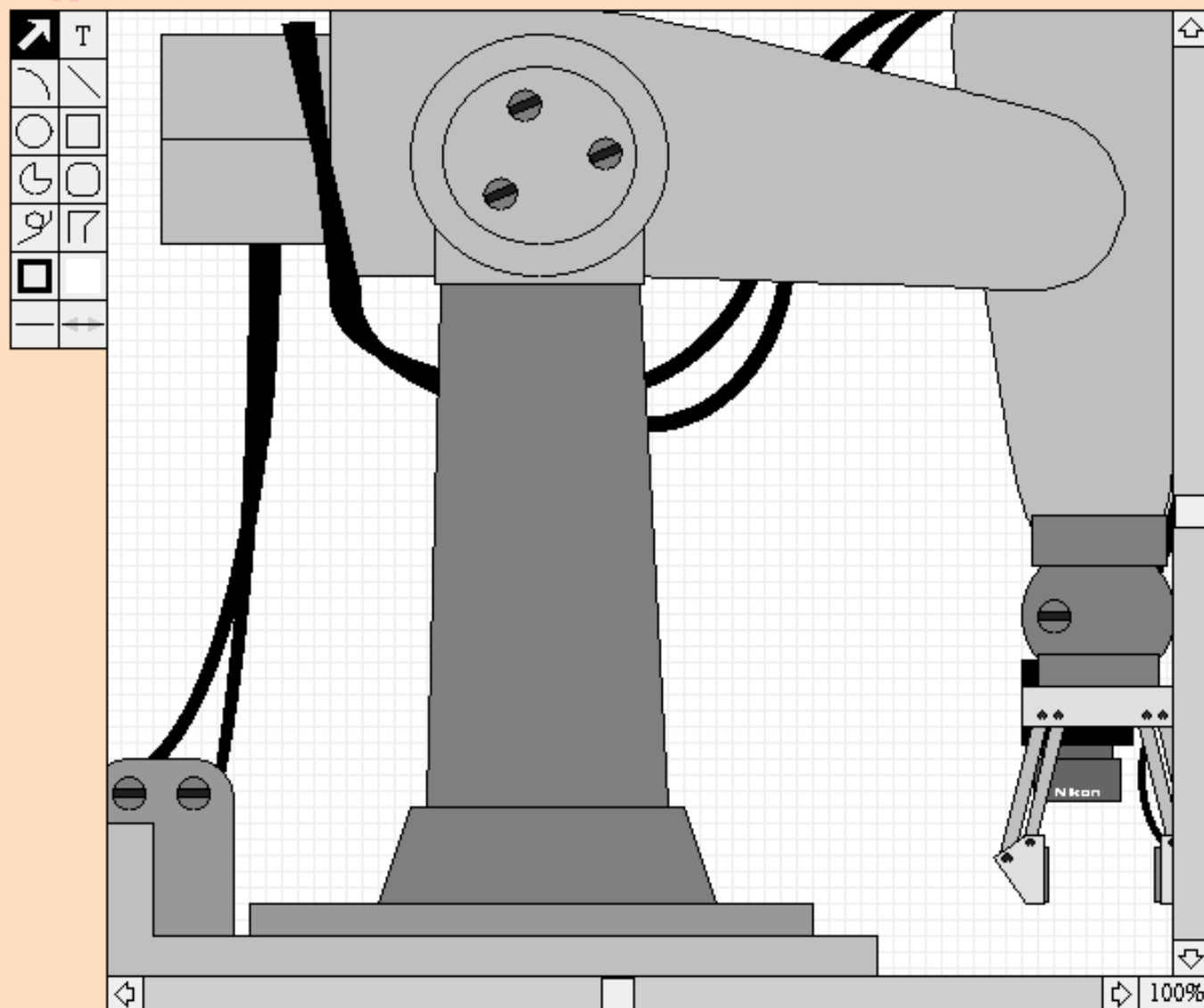
This is static text.
The text is left adjusted.
There are 2 lines of text.

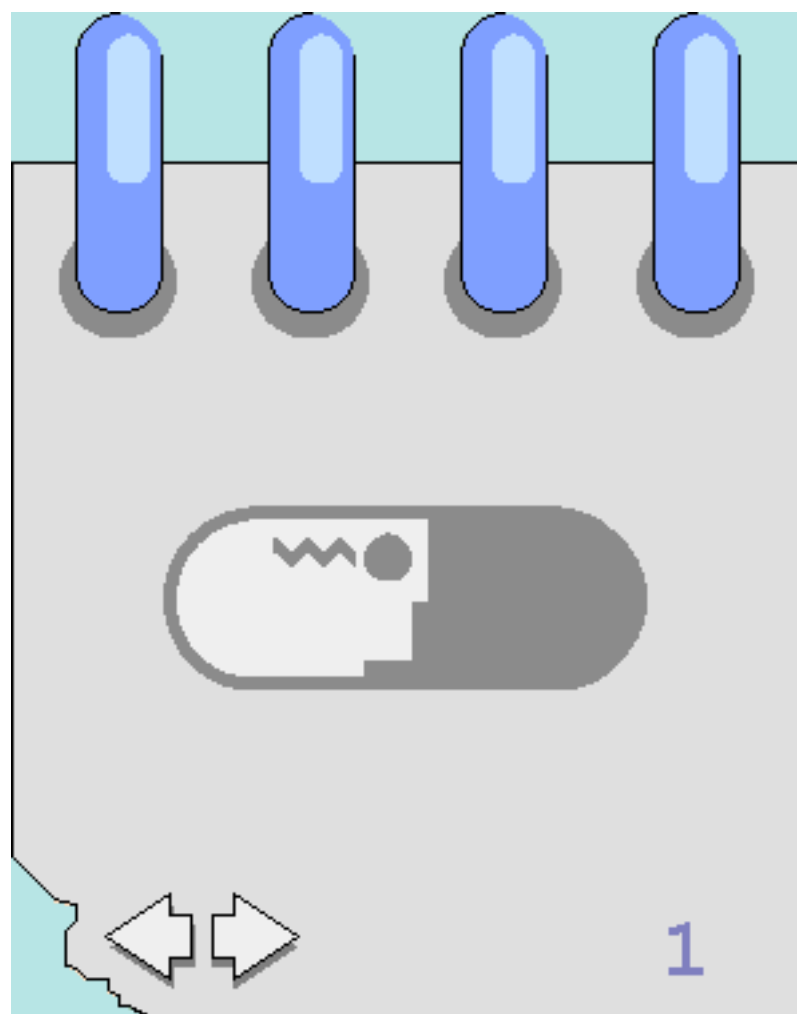
Info

Done

HyperDraw

/usr/ui/work/HyperLook/draw/puma1.draw





Stack Manager



Loaded

ButtonIdeas
Clipboard
ColorPallet
DocBrowser
HyperDraw-#1
HyperLookInfo
Notepad
OpenStack
StackMgr
SystemStatus
Warehouse
system



Trash

0.9 min -- Introduction
3.5 min -- Clocks
9.0 min -- TuringInfo



Really Zap

Done

Warehouse



This stack contains template objects. When you click on the 'Install' button below the Objects on this stack will be added to the 'New' menu. This will allow you to copy the template objects of this stack into your own stack. Feel free to add your own customized objects to this stack.

Button

Button

☐ CheckBox

☐ Check Box



Install

Done

Warehouse



Label:

Label:

Editable text



The quick brown fox
jumped over the lazy dog.

card 2 of 3
Warehouse



Install

Done

Warehouse



Times

Times

ZapfDingbats

Helvetica

Courier

Symbol

-

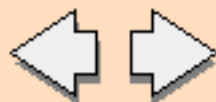
AvantGarde

Bembo



14

Color:



Install

Done

Happy



Sad

Neutral

Happy



Object Properties

Happy: Face

Layer:

Card

Glue: ☐ N ☐ E ☐ S ☐ W

Pos: 140

100

Size: 210 205

☒ Visible

Font:

LucidaSans

14

B

Stroke:



Fill:



Sad

Neutral

Happy

-0.9

Eye Color:



Script

Help

Reset

Apply

Done

Happy



Sad

Neutral

Happy

0.5

HyperLook



This is a preview
press "Apply".

--
This is a sad face

NeatClocks

These are customizable clocks.
Point the mouse at a clock and press
the "Props" key to edit it.

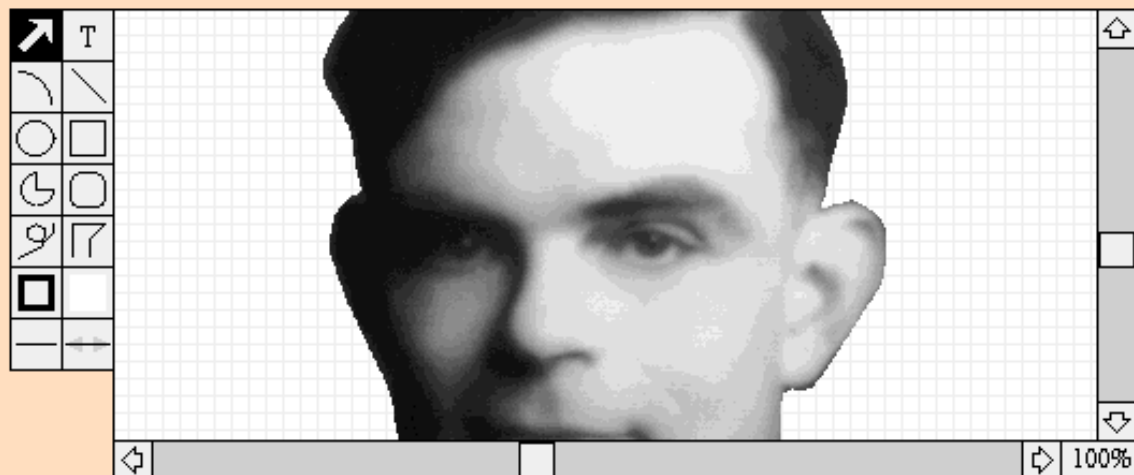


Install

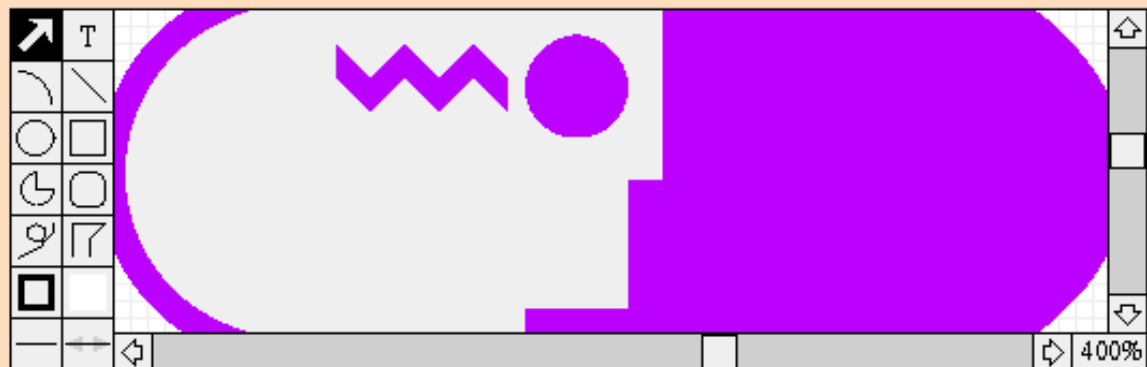
Done

Clock Editor

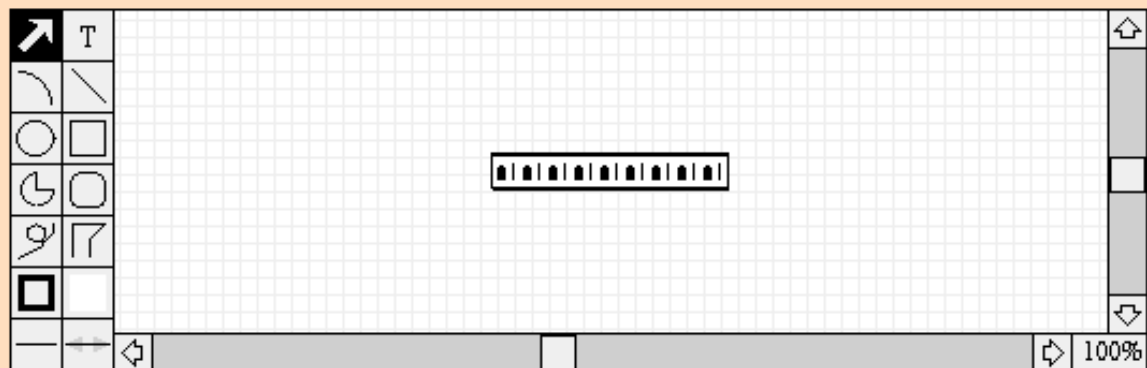
Face:



Hour Hand:



Minute Hand:



Reset

Apply

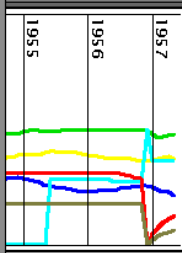
Done

MONSTER ATTACK!

A large reptilian creature has been spotted in the water. It seems to be attracted to areas of high pollution.

There is a trail of destruction wherever it goes. As a very last resort, you might try calling on ウルトラ警備隊.

Other than that, wait till he leaves then rebuild from the rubble.



City Evaluation 1957

PUBLIC OPINION

Is the mayor doing a good job?

62% Yes
38% No

What are the worst problems?

10% TAXES
6% POLLUTION
3% HOUSING COSTS
2% CRIME

STATISTICS

Population: 113100
Net Migration: 113100
(last year)
Assessed Value: \$80,565,000
Category: METROPOLIS Easy

Overall City Score
(0 - 1000)

current score	annual change
684	184

A Monster has been sighted !!



SIMCITY

Tokyo

Priority

Windows

been sighted !!



SIMCITY

THE CITY SIMULATOR from MAXIS DUX™
HyperLook Edition by DUX Software

Unix & User Interface: Don Hopkins, DUX Software
HyperLook: Arthur van Hoff, The Turing Institute Ltd.
Original Concept and Design: Will Wright, MAXIS Software

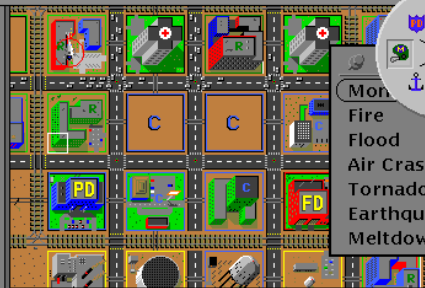
SimCity Version 1.0: © 1992 MAXIS, DUX Software
HyperLook Version 1.5: © 1992 The Turing Institute Ltd.

 HyperLook™

City Map: Comprehensive



Zoom
IN
OUT
RESET



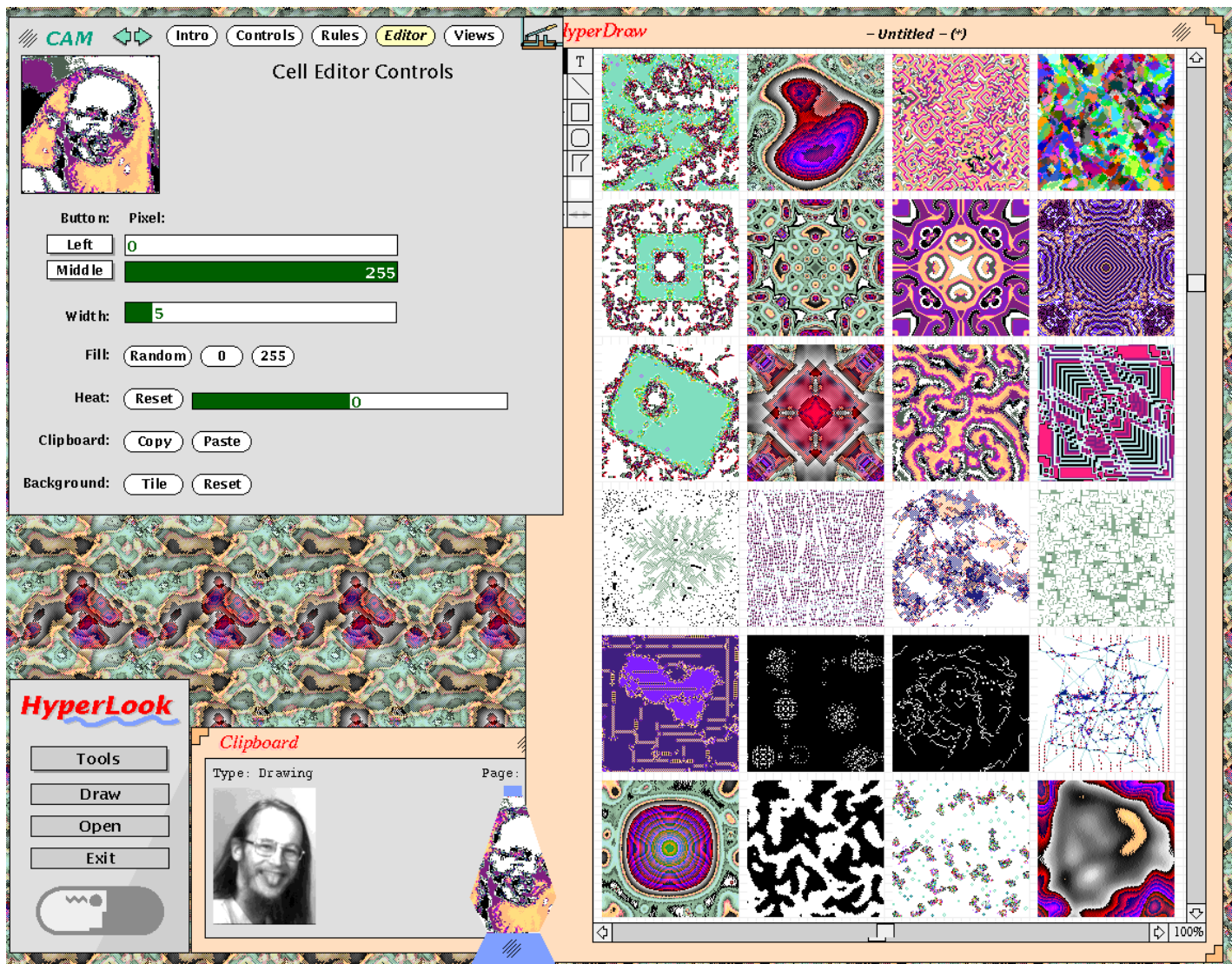
Bulldoze Area: \$1



Mon
Fire
Flood
Air Crash
Tornado
Earthqua
Melt-down

Time
Slow
Medium
Fast
Faster
Even Faster
Hyper Turbo
Like an Arrow

Priority
Snore Snore
Putter Putter
Chug Chug
Tick Tock
Buzz Buzz
Zoom Zoom
Flat Out!

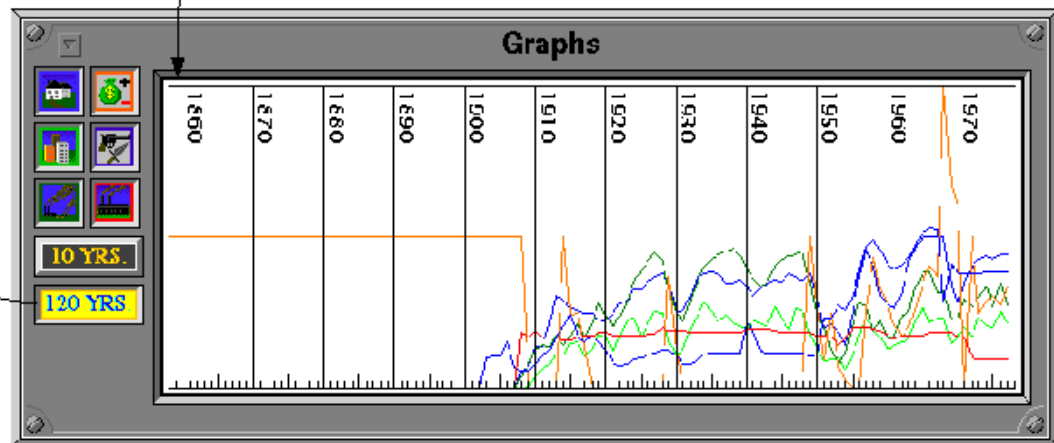


High Level Interface Between the Client and User Interface

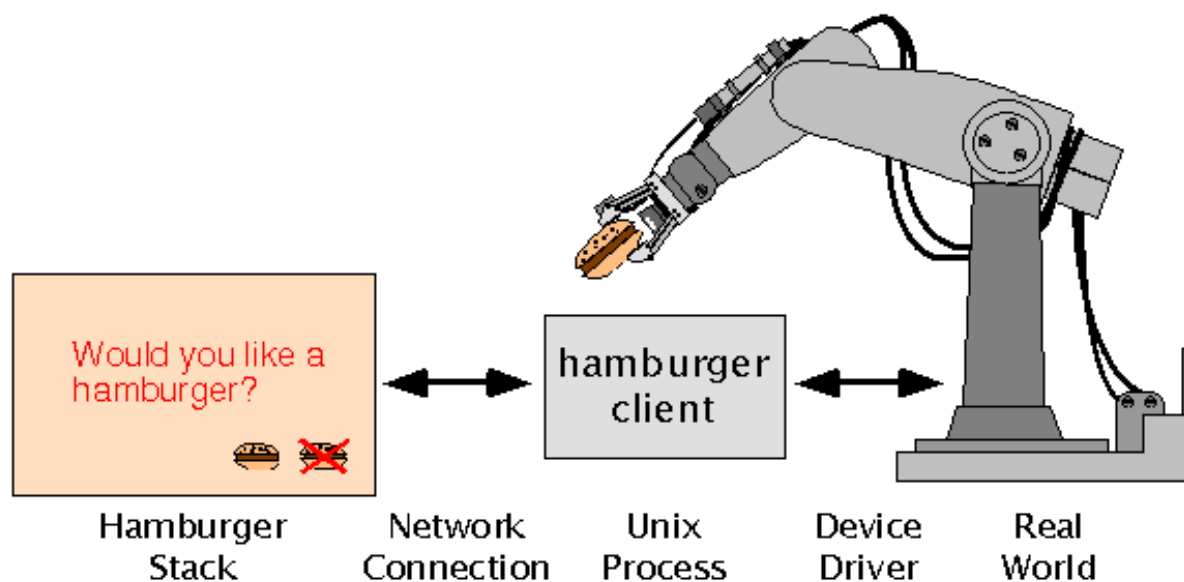
SimCity Client

```
hl_register(set_graph_range, ANY, "SetGraphRange");  
  
set_graph_range(msg = SetGraphRange,  
               argc = 1,  
               argv = [120]);  
  
hl_send0(target = SimCityGraph:GraphPlot,  
         message = SetGraph  
         args = [ GraphRange, theYear, theMonth,  
                 res, com, ind, money, crime, pollution ]);
```

[120] /SetGraphRange MyStack Send



Interfacing HyperLook to the Real World



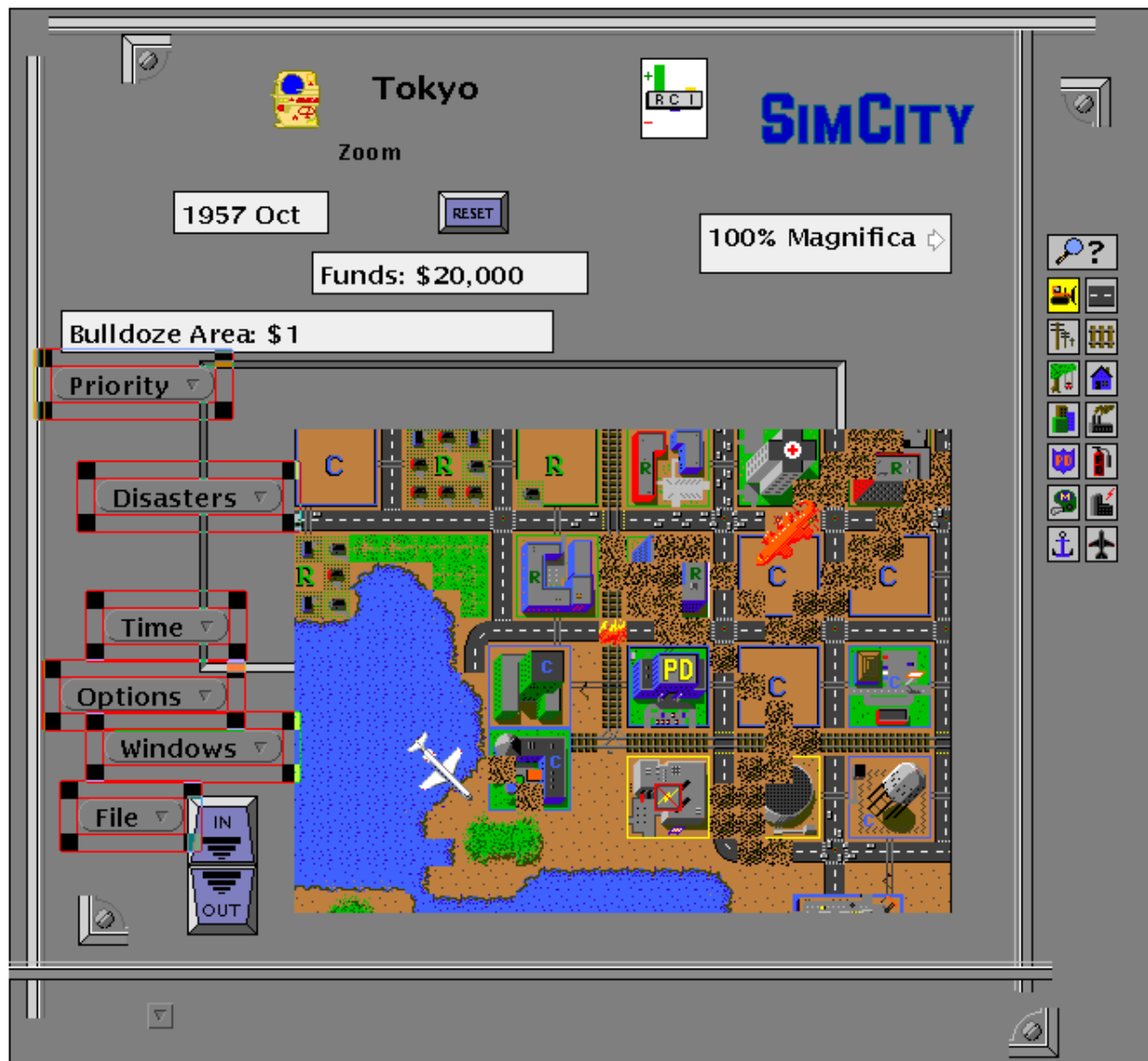
The HyperLook Interface to SimCity



HyperLook Stacks with Open Look, Graphics, and Text



Why We Need a Runtime System



Multiple Views of Raster Animation

