# Creating and Using Taxonomic Keys with HyperCard 

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The preparation and use of taxonomic keys is an essential part of the work of many biologists. However, the difficulty of collecting taxonomic information that is often dispersed in many hard-to-use and difficult-to-find references discourages the common use of taxonomy in the work of many ecologists. This manuscript describes the computer program Linnaeus, which was designed to solve this problem. Linnaeus was developed at the Institute of Marine Research in Bergen using the Macintosh computer and the program HyperCard. Linnaeus allows taxonomic keys for the identification of any type of organism to be created, and includes both pictures and text. Keys may be simply created, even by those without previous computer programming experience. The use of an example key for the identification of zooplankton is described and the creation of further keys specific to groups of species or geographical areas is discussed.

## Using Linnaeus "Zooplankton"

Linnaeus "zooplankton" is the first taxonomic key made with HyperCard. Linnaeus may be run on any Macintosh computer with at least 1 Mb of memory; a hard-disk drive is recommended. Linnaeus is designed as an introduction to the use of HyperCard for taxonomic work. As such, I have kept the programming examples very simple. Future keys
will include much more complicated examples of HyperCard programming.

To use the example key, copy the files from the Linnaeus disk to your hard-disk drive and click on the file "Read Me First." This file has complete instructions on the installation into your HyperCard Home stack. If you wish, you can print a copy of the instructions by choosing the "Print Instructions" button.

After you have installed Linnaeus, you can move to the program from your HyperCard Home card by clicking on the Linnaeus button on your Home card.

This will bring you to the Index card for Linnaeus.


The Index card has 3 main icons (the ones on the left side of the card). The first icon, named "Zooplankton Key", allows you to move to a binary-choice key for keying out the species in the program. The second icon, "Zooplankton Species", takes you directly to the species cards, which HyperCard Taxonomy
contain the pictures and description of each species in the key. The third icon, "Zooplankton Glossary", takes you to a set of cards that contain definitions of unfamiliar or technical terms in Linnaeus.

The Index card also includes the buttons "Species List", "References" and "Set User Mode". The Species List is a card with a list of all species in the present version of the key. To move directly to a species card, you need only click on its name. The References button moves to a card containing a list of the references used in the preparation of this version of the key.

User Mode:
OI want to use Linnaeus.
OImant to change linnoeus.
(2) I want to program Linneeus.

Set User Mode allows you to set the user level. The user level determines the extent to which you can change Linnaeus.

When set at "I want to use Linnaeus", you can browse through the existing key, but you can't make any changes to the text or pictures. "I want to change Linnaeus" lets you make changes to the text and pictures in the key, but does not allow you to create or delete cards, or to change the HyperTalk programs (scripts) that run the system. "I want to program Linnaeus" gives you complete access to the cards and scripts in the program, allowing you to make any changes you wish. Of course, it also allows you to accidentally destroy the key, so always work on a backup copy.

To start the identification process, click on the Zooplankton Key button. This will take you to the first card of the binary-choice key. You make choices in the key by clicking on the arrows at the lower-right of each small card containing the text for the choices.


As you make choices during identification, Linnaeus keeps track of a running taxonomic identification called the "Decision Map." The Decision Map is a list on the right-hand side of the choice cards that is updated each time a choice is made, so it always contains a record of the decisions you have made in your identification. To see how this process works, choose one or two alternatives in the key cards and watch the decisions being recorded in the Decision Map. You may also step backwards in the key, for example, if you find you have made an incorrect choice earlier in the key. This is done by choosing the Previous or First buttons on the bottom of the card. When stepping backwards, the Decision Map is updated by removal of the last item. When you have made a final identification, the Decision Map may be viewed by clicking on the Decision Map icon on the bottom of the species card. You may then compare the choices you have made with the final species description. From the species card you may go back to the key and try another identification by clicking on the curved arrow above the

Quit icon. Some species in the key have a second card, for example, a card with a detailed picture of a part of the species. In addition, some cards list related species, which may be viewed by clicking on their names.

Linnaeus includes a Help stack that can be viewed from any part of the program. The Help file explains the function of all parts of Linnaeus, and includes a button summary that guides new users to the program.


If you are using Linnaeus for the first time, the Help stack should guide you in learning the function of the program. In addition, a printout of the zooplankton species cards and key choices are included in Appendices 2 and 3. The rest of this manuscript describes the modification of Linnaeus and the creation of new taxonomic keys using HyperCard.

## Expanding Linnaeus

Starting with the basic "zooplankton" key, Linnaeus can be expanded into a key to any group or geographical region. The process of making a new key involves selection and digitization of species pictures, preparation of text for species card and keys, and creation of new cards. You should not attempt to change Linnaeus until you have at least a basic understanding of HyperCard and some knowledge of its programming language HyperTalk.

HyperCard Taxonomy

## Changing the Text

If you wish to change the text contained on any of the cards in Linnaeus, set the User Mode to "I want to change Linnaeus". To set the user mode, click the Set User Mode button on the Linnaeus Index card. You may now move to any of the Key or Species cards and make the changes you wish.

## Adding Cards

If you wish to expand the existing key, you need only add cards to the zooplankton key and zooplankton species stack. You must first choose "I want to program Linnaeus" on the User Mode card. Cards are added to the species stack by choosing New Card from the Edit Menu. HyperCard will create a blank species card on which you may paste a picture of the species. The species cards also contains fields where you may type the species name and species description. When you type the species description, you must "wrap" the text around the picture by pressing the return key at the end of each line.


New cards for the taxonomic key are created in the same way, but the process is a bit more complicated. After selecting New Card from the Edit menu, you are presented with a blank card containing fields "Choice1" and "Choice2" into which you enter binary choices from your key.


HyperCard Taxonomy

The field DecisionMap does not need to be filled, as this happens automatically as the key is used.

When you first create a card, the arrows on the choice cards do not lead anywhere, so clicking on them has no effect. In practice the best way to create a key is to first write the key in full on paper. It is best if the key is written in the traditional fashion, ie., with the choices numbered in numeric order 1a,1b,2a,2b... Next, create a number of cards equal to the number of binary choices in the key, and type the numbers and text into the cards you have created.


Button-Information Dialogue Bor

Now you can link the key cards you have made. To link the cards, go to the first card in the key and select the button tool in the tool palette. Now double-click the Choice 1 button to move to the button-information dialogue box. In the dialogue box, choose Link To...


Now move to the next binary choice indicated by choice 1 and click the "This Card" button in the dialog box. Repeat the same process for the "Choice1" and "Choice2" buttons of each card in the key.

## Creating Pictures

Pictures may be selected from any source and placed into the computer using any Macintosh scanner. For Linnaeus "zooplankton", we have used 2 digitizing systems, ThunderScan and the Apple Scanner.

For any scanner, the first step is to reduce or enlarge the original on a good-quality copy machine so it will fit on within the HyperCard window. It is easiest here to print a blank species card and take it with you to the copy machine. Select an appropriate magnification on the copy machine by comparing the result with the blank card.

When using a scanner, keep in mind the limitation of HyperCard to binary (black \& white) images. Though most scanners can digitize pictures as gray-scale images, HyperCard can only display images as black and white.

If you are using the Apple Scanner, you will probably want to use the program HyperScan. HyperScan scans images directly into HyperCard and is simpler to use than the AppleScan program.


If you are using the AppleScan program you should set Scan Control Panel to "Line Art" and "75 dots per inch".

This setting causes the Apple Scanner to scan images at screen resolution, ie., they will be scanned in black and white at the same resolution (and magnification) as the original. Drawings should be placed on the scanner and previewed first. Next select Scan from the Scan Control Panel. You will probably need to try several thresholds to get the correct setting before you have a good image from the scanner.


Scanned image showing digitization error

Once you have a scanned image, you can transfer it to the Scrapbook and later paste it into your HyperCard stack. No matter how good the original is, you will certainly need to re-edit the pictures after they are scanned. Images tend to be jagged, ie., they have mistakes due to digitization error that create extra or missing pixels. This is one of the most time-consuming parts of key preparation. The best place to edit the images is directly in HyperCard, though you may use any painting program.

Much of the editing work must be done in FatBits, the pixel-by-pixel magnification of the screen using the drawing tools in HyperCard or your drawing program. The image shown in these examples is from a good original and would require about 30 minutes to edit using FatBits, the exact time depending on the effect you wish to create.


Section of digitized image in FatBits


Section of image after editing

## Programming in HyperTalk

Because no part of Linnaeus is hidden from the user, the entire system can be changed by editing the HyperCard scripts that control the program. Before attempting to change the program (or attempting to understand this section), you should have some experience in HyperTalk programming. The books by Goodman $(1988,1989)$ and Shell $(1988)$ serve as good guides.

The HyperTalk code for Linnaeus is fairly straight-forward. All OpenStack handlers go to the index card in the Linnaeus stack, if the stack is the first-opened stack in this HyperCard session. This is accomplished through the handler GetLinnaeusLevel that checks the current user level and sets program attributes appropriately. OpenCard, CloseCard and CloseStack handlers for all stacks are, for the most part, concerned with keeping control over the decision map. The decision map must be added to or subtracted from, depending on which way you step in the program. Most stacks include handlers to disable menu commands. These are not invoked unless the user level is set at "I want to change Linnaeus", allowing free access to the menu commands if you are changing the program.

The most complicated handlers are for the Find and Export commands. The Find command runs through all of the cards in the stack collecting "hits", or cards with a word that matches the search word. When the hits are collected, the first card with the requested text is displayed and the Find Next button appears. Clicking the find next button moves to the next card in the hit list. Export takes text from the requested field(s) and places them into a variable (temp). When finished collecting text, the variable is written to a text file named with the short name of the stack and the time the file was created.

HyperTalk printouts of the most important handlers in the stack are included in Appendix 1 of this manuscript. If you have any questions or comments, please feel free to contact me.

Attributes and Acknowledgements
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Zooplankton key: L. Omli, A. Hassel, F. MacIntyre and F. Rey. Thanks are also due to A.J.W. Van Hertum for his helpful comments.

## References

Goodman, D. 1987. The Complete HyperCard Handbook. Bantam Books, New York, 720 pp.

Goodman, D. 1988. HyperCard Developer's Guide. Bantam Books, New York, 644 pp.

Shell, B. 1988. Concise Guide to HyperTalk. MIS: Press, Portland, 166 pp.

## Appendix 1 - HyperText Source Code Listing

## Scripts from the stack "Linnaeus"

```
-- SCRIPT OF STACK "LINNAEUS"
-- This is the main on start up script for Linnaeus,
-- and setting the userlevel
    global GlobalDecisionMap -- the variable that knows userlevel
    on startUp
        GetPaths
    end startup
    on arrowKey
        beep
    end arrowKey
    on help
        if the optionkey is down then
            go help
            exit help
        else
            click at the location of background button help
        end if
    end help
    on sort
    answer "You can't sort this part of Linnaeus." with "Cancel"
end sort
    -- MENU TRAPS
    -- This word traps the menu commands to do Linnaeus functions
    -- rather than the standard HyperCard stuff. Most are only
    active
    -- when the UserLevel is < 5.
    on domenu var -- var contains the text of the chosen menu
    command
    global LinnaeusLevel
    -- Disabling dangerous menu commands:
    if LinnaeusLevel < 5 then
        if var = "Next" orन
        var = "First" orन
        var = "Last" orन
        var = "Prev" orन
        var = "Back" orᄀ
        var = "Recent" orन
        var = "New Card" or马
        var = "Delete Card" orᄀ
        var = "Paste Card" orᄀ
        var = "Cut Card"
        then
                    StopIt
                exit doMenu
            end if
                pass doMenu
        end if
        pass doMenu -- if command is not in list above, do regular
    action
    end doMenu
```

```
on WaitClick
    set cursor to hand
    wait until the mouse is down
    wait until the mouse is up
end WaitClick
```

on GetLinnaeusLevel
global LinnaeusLevel
set cursor to watch
set lockscreen to true
go card "Index"
if LinnaeusLevel is empty then
get card field "Level"
put it into LinnaeusLevel
go to card "Intro"
set lockscreen to false
put "Click the mouse to continue." into card field "waitmes"
WaitClick
if LinnaeusLevel $=1$ then hide MenuBar else show menubar
set the userLevel to LinnaeusLevel
go to card "Index"
end if
end GetLinnaeusLevel
... Utilities
on GetPaths
global stacks, LinnaeusLevel
set lockScreen to true
set lockMessages to true
if LinnaeusLevel is empty then
push this card
go to card "User Preferences" of stack "Home"
put field "paths" of card "stacks" into stacks
pop card
end if
set lockScreen to false
set lockMessages to false
end GetPaths
-- SCRIPT OF BACKGROUND "SPECIES LIST" FROM STACK "LINNAEUS"
-- This is the main on start up script for Linnaeus,
-- and setting the userlevel

```
on flashnGo
    global TaxonReturn
    put the short name of the target into thisField
    put getline() into temp
    put line temp of background field thisField into selected
    if selected is empty then exit flashnGo
    if temp=1
    then get (number of chars in line 1 to temp-1 of bg fld
thisField)+2
    else get 1
    select char it to (it+length of selected) of bg fld thisField
    wait until the mouse is up
    if the mouseloc is not within the rect of bg fld thisField
then
            if the selection is not empty then select empty
            exit flashnGo
```

```
        else
            if not (getline()=temp) then
                if the selection is not empty then select empty
                exit flashnGo
            end if
            set cursor to watch
            put line temp of fld thisField into toHere
            if it is empty then exit to HyperCard
            set cursor to watch
            put the long name of this card into TaxonReturn
            visual iris open
            go card toHere in stack "ŻooplanktonSpecies"
            end if
end flashnGo
function getline
    return ((the mousev)-(top of the target)+(the scroll of the
target))
    div (the textheight of the target)+1
end getline
-- SCRIPT OF CARD "INDEX" IN STACK "LINNAEUS"
on mouseUp
    global CardMap,GlobalDecisionMap,TaxonReturn
    if the target contains "button" then
            set cursor to 4
            get long ID of this card
            put it into TaxonReturn -- remember where you came from
            put empty into cardMap
            put empty into GlobalDecisionMap
            visual effect zoom open
            get short name of the target
            go to it
    end if
end mouseUp
on closeCard
    hide card field "Who?"
    hide card field level
end closeCard
on OpenCard
    global LinnaeusLevel
    get LinnaeusLevel
    if it is empty then exit openCard
    put LinnaeusLevel into card field level
end OpenCard
```

Scripts from the stack "Zooplankton Key"
-- SCRIPT OF STACK "ZOOPLANKTON KEY"
on startup
getLinnaeusInfo
end startup
on resume
getLinnaeusInfo
end resume

```
on openStack
    global LinnaeusLevel,GlobalDecisionMap
    getPaths
    getLinnaeusInfo
    put globaldecisionmap into field decisionmap
end openStack
on closeStack
    global LinnaeusExit
    put empty into field "DecisionMap"
    put the long id of this card into LinnaeusExit
    hide background button "Find Next"
end closeStack
on opencard
    global GlobalDecisionMap
    put globaldecisionmap into field decisionmap
end opencard
on closecard
    global GlobalDecisionMap,TaxonReturn
    put empty into field decisionmap
    put long ID of this card into TaxonReturn
end closecard
-- MENU TRAPS
-- This word traps the menu commands to do Linnaeus functions
-- rather than the standard HyperCard stuff. Most are only
active
-- when the UserLevel is < 5.
on doMenu var -- var contains the text of the chosen menu
command
    global LinnaeusLevel
    -- Disabling dangerous menu commands:
    if LinnaeusLevel < 5 then
        if var = "Next" or
        var = "First" orm
        var = "Last" orन
        var = "Prev" orन
        var = "Back" orन
        var = "Recent" orन
        var = "New Card" orᄀ
        var = "Delete Card" orᄀ
        var = "Paste Card" or`
        var = "Cut Card"
        then
            beep
            exit domenu
    end if
    -- Trapping the Find command from the Menu:
    if var = "Find..." then
        click at the location of background button "Find"
        exit domenu
    end if
    -- Trapping the Print Commands from the Menu:
    if var = "Print Card" or-
    var = "Print Stack..." or\neg
    var = "Print Report..."
    then
```

```
            if the optionkey is down then
                    domenu "Page Setup..." else
                    click at the location of background button "Print"
            end if
            exit doMenu
        end if
        pass doMenu
    end if
    pass domenu -- if command is not in list above, do regular
action
end doMenu
on arrowkey
    global LinnaeusLevel
    if LinnaeusLevel < 5 then
        beep
        exit arrowkey
    end if
    pass arrowkey
end arrowkey
on help
    if the optionkey is down then
        go help
        exit help
    else
        click at the location of background button help
    end if
end help
```

The word tt is useful if you change the background of the choice cards, ie. if you move the card pictures and therefore have to move one or more of the buttons. Change the number of the button, and

```
the x,y location below to move all buttons in the stack so they
```

are in the same place.

```
on tt
    repeat for number of cards
        choose button tool
        drag from the location of card button "Choice1" to 306,136
        go to next card
    end repeat
end tt
on sortit
    sort by field "Choice1"
end sortit
-- SCRIPT OF BACKGROUND "MAIN" OF STACK "ZOOPLANKTON KEY"
on newCard
    set the cursor to 4
    set lockscreen to true
    go previous
    choose button tool
```

get the location of card button "Choicel"
click at it
doMenu "Copy Button"
go next
doMenu "Paste Button"
put " on mouseup" \& return \& "Choice1" \& return \& " end
mouseup" \& return into scriptHolder
set the script of card button "Choice1" to scriptHolder
go previous
get the location of card button "Choice2"
click at it
doMenu "Copy Button"
go next
doMenu "Paste Button"
put " on mouseup" \& return \& "Choice2" \& return \& " end mouseup" \& return into scriptHolder
set the script of card button "Choice2" to scriptHolder
choose browse tool
set lockscreen to false
end newCard
on Choice1 -- action for "next" button of choice 1
global GlobalDecisionMap, CardMap
set cursor to 4
set LockScreen to true
put the long id of this card \& return after CardMap
put field "Choice1" \& return after field "DecisionMap"
put field "DecisionMap" into GlobalDecisionMap
end Choice1
on Choice2 . -- action for "next" button of choice 2
global GlobalDecisionMap, CardMap
set cursor to 4
set LockScreen to true
put the long id of this card \& return after CardMap
put field "Choice2" \& return after field "DecisionMap"
put field "DecisionMap" into GlobalDecisionMap
end Choice2
-- SCRIPT OF BUTTON "EXPORT" OF STACK "ZOOPLANKTON KEY"
on mouseup
answer "Export this key or decision map?" with $ᄀ$
"Map" or "Key" or "Cancel"
if it is empty or it is "Cancel" then exit mouseUp
if it is "map" then exportMap
exportStack
end mouseUp
on exportMap
global pathName
set cursor to 4
put the visible of the msg into visiBox
put "Exporting text..."
repeat with $i=2$ to 2 -- the specific fields to be exported put field i \& tab after temp
end repeat
put return after temp
get the value of word 2 of the long name of this stack
delete last word of it
put it \& ".map." \& mytime() into textFile
open file textFile

```
    write temp to file textFile
    close file textFile
    put empty into the msg
    set the visible of the msg to visiBox
    exit to HyperCard
end exportMap
on exportStack
    global pathName,HFS,textfile
    set cursor to busy
    put the visible of the msg into visiBox
    put return after temp
    repeat with i = 1 to the number of cards
        repeat with j = 1 to 2 -- the exported
fields
            set cursor to busy
            put "Reading card" && i
            put field j of card i after temp
            put return after temp -- return delimited
        end repeat
        put return after temp -- end of record
    nd
    getHFS -- get the path name
    put HFS & "Key." & mytime() into textFile
    put "Writing to disk..."
    open file textFile
    write temp to file textFile
    close file textFile
    put empty into the msg
    set the visible of the msg to visiBox
    exit to HyperCard
end exportStack
```


## Scripts from the stack "Zooplankton Species"

```
-- SCRIPT OF STACK "ZOOPLANKTON SPECIES"
on startUp
    getLinnaeusInfo
end startUp
on openStack
    global LinnaeusLevel,GlobalDecisionMap
    getLinnaeusInfo
    put globaldecisionmap into field decisionmap
end openStack
-- CloseStack takes care of the decision map stuff, so the
-- map will be maintained properly whether we go Home
-- or backwards in the key
on closeStack
    global GlobalDecisionMap,CardMap,TaxonReturn
    put bkgnd field "DecisionMap" into GlobalDecisionMap
    delete last line of GlobalDecisionMap
    delete last line of CardMap
    put empty into bkgnd field "DecisionMap"
    hide field "DecisionMap"
    hide background button "Find Next"
end closeStack
```

```
on closecard
    HideMap
end closecard
```


## Handlers shared by several stacks

```
function collectAllHits text, fieldName
    repeat with i = 1 to 10000 --" large number
        find string text in field fieldName
        if the result is "not found" then
            --couldn't find it at all
            return empty
        else
            --found it at least once
            if i = 1 then
                    --first time found
                    put the id of this card into firstFind
                    put firstFind into result
            else
                    --found it some more times
                    if the id of this card is firstFind then
                        --have come around to first find card
                        return result
                    else
                    --add card id to the result
                    put "," & the id of this card after result
                    end if
                end if
        end if
        go next card --start looking from next card
        set cursor to busy
    end repeat
end collectAllHits
on GlossaryFind
    global lastFind, findNextList, GlossaryReturn
    get the optionKey
    put it into optionWas
    get long ID of this card
    put it into GlossaryReturn -- remember where you came from
    ask "Text to find" with lastFind
    if it is not empty then
        hide bg btn "Find Next"
        set cursor to busy
        lock screen
        if optionWas is down then
            go to "ZooplanktonGlossary" -- find in glossary, if op
key dwn
        end if
        put collectAllHits(it, "title") into hits
        if hits is empty then
            put it into lastFind
            answer "r" & lastFind & "' not found."
            go to glossaryreturn
            unlock screen
        else
            puit it into lastFind
```

```
            get item 1 of hits
            go card it
            if the number of items in hits > 1 then
                    put "1," & lastFind & "," & hits into findNextList
                    show bg btn "Find Next"
            end if
            select empty
            unlock screen
        end if
    end if
end GlossaryFind
on findNext
    global findNextList
    lock screen
    put the number of items of findNextList - 2 into max
    put item 1 of findNextList into N
    put item 2 of findNextList into text
    if N}=\mathrm{ max then
        put 1 into N
    else
        add 1 to N
    end if
    get item N + 2 of findNextList
    hide bg btn "Find Next".
    set cursor to watch
    go it
    show bg btn "Find Next"
    find string text in field "title"
    unlock screen
    put N into item 1 of findNextlist
end findNext
on GetPaths
    global stacks, LinnaeusLevel
    set lockScreen to true
    set lockMessages to true
    if LinnaeusLevel is empty then
        push this card
        go to card "User Preferences" of stack "Home"
        put field "paths" of card "stacks" into stacks
        pop card
    end if
    set lockScreen to false
    set lockMessages to false
end GetPaths
on getLinnaeusInfo
    global LinnaeusLevel
    if LinnaeusLevel = empty then
        put "Click the mouse to continue"
        set lockScreen to true
        push this card
        go Linnaeus
        pop card
        set userlevel to LinnaeusLevel
        set lockScreen to false
        set lockMessages to false
        hide message
    end if
    if LinnaeusLevel = 1 then hide MenuBar else show menubar
end getLinnaeusInfo
```

```
function mytime var -- returns the current time with . instead
of :
    put word one of the long time into mytime
    repeat with x=1 to the number of chars in mytime
        if char x of mytime = ":" then
            put "." into char x of mytime
        end if
    end repeat
    return mytime
end mytime
```


## Appendix 2-Linnaeus "Zooplankton" Species Cards







The body is fusiform and the coudal rami are approximately as lang as they are broad. The first segment of the thorax is fused with the head. The setoe of the furcal rami are nearly as long as the body but in M. rosea they are at lesst twice the length of the body. M. norvegica is a widespread pelagic species occurring in temperete and tropleal seas.
(Drawing after Newell \& Newell)
队 $\Rightarrow$





This copepod has a brosd throox which becomes grodually slender at the posterior end. The oflen hove 2 egg secs. Females are $0.7-1.3 \mathrm{~mm}$ in length, males 0.8 mm .

## Phylum Arthropode <br> Class Crustacea

$\left.\begin{array}{l}\begin{array}{l}\text { lase } \\ \text { Subcloss Mraxillopoda } \\ \text { Class Copepode }\end{array}\end{array}\right\rangle\rangle$









## Appendix 3 - Linnaeus "Zooplankton" Key

01b. Body not segmented. $\rightarrow 03$
01a. Body segmented. $\rightarrow 02$
02b. Not typically worm-like. Body covered by a more or less rigid exoskeleton, consisting of chitinous plates (segments) connected by flexible joints. In some cases most of the animal may be hidden between two plates. Phylum Arthropoda. -> 08
02a. Body worm-like, divided externally into a number of rings, typically bearing muscular processes with bundles of bristles. Mostly bottom living, larvae pelagic. Phylum Annelida. $\rightarrow 07$

03b. Body not gelatinous. $->05$
03a. Body gelatinous and transparent, colourless or sometimes lightly coloured. Shape roundish. -> 04
04b. Radial symmetry with bellshaped or diskshaped body. Nemotocysts (stinging cells) in ectoderm. Underside of body with a varying number of tentacles. Phylum Cnidaria. -> 32
04a. Bilaterialy symetrical with flattened, roundish, ellipsoidal body, surrounded by eight rows of ciliated plates (combs) for the purpose of locomotion and food collection. Phylum Ctenophora. $->38$

05b. Shell lacking. $->06$
05a. Body covered by thin twisted shell, 2 lateral shells (shells sometimes not visible). Locomotion by flattened wing-like structures. Phylum Mollusca. -> 40

06b. Body elongated or round, brownish with a transparent ribbonlike tail. Phylum Chordata. $->31$
06a. Body transparent or semitransparent, elongated and with practically invisible fins along body and at tail.
Strong visible jaws. Phylum Chaetognatha. $\rightarrow>27$
07b. Body with bristles. -> Polynoid larvae
07a. Parapodia are paddle-like and lacking bristles. -> Tomopteris septentrionalis
08b. Body lacking a carapace. -> 17
08a. Body with a carapace. -> 09
09b. Carapace otherwise. -> 12
09a. Body with a bivalved carapace. $->10$
10b. Carapace fused to two or more thoracic segments, leaving the head free. Hinge not presnet. 4-6 trunk appendages. A singie compound eye. Dorsal cavity serving as brood pouch for eggs. Large antenna with plumose bristles as main locomotory organ. Order Cladocera. $\rightarrow$ Evadne nordmanni
10a. Carapace with a hinge and adductormuscle and enclosing the entire animal. Body unsegmented or indistinctly segmented. $\rightarrow 11$

11b. Dorsal margin of carapace curved, 6 trunk appendages. One compound eye. Cypris stage of baranacles. Order Cirripedia. $\rightarrow$ Balanus balanoides
11a. Dorsal margin of carapace is straight, body $1.5-2-5 \mathrm{~mm}$. No more than 4 trunk appendages. Second antenna strong swimming organ. A simple median nauplius eye present. Subclass Ostracoda. $->$ Conchoecia elegans

12b. Animal otherwise $->13$
12a. First three pairs of the eight thoracic limgs are modified to form maxillipeds. Long antennula, prominent rostrum, flexed abodomen. Larvae of decapods form a very diverse group of plankton, some recognizable by presence of long spines. Order Decapoda. -> Carcinus maenas (larvae)

13b. Carapace fused with all thoracic segments dorsally. Biramous, unspecialized thoracic limbs. Light organs at the base of some thoracic limbs, and on ventral side of the first four abdominal segments. Order Euphausiacea. -> 14
13a. Carapace covering most of the thorax, fused with first 3 segments. Staiked eyes, statocyst in each enodpodite of the uropod. Biramous thoracic limbs, first pair specialized as maxillipeds. Order Mycidacea. -> Praunus flexosis

14b. Ventral margin of carapace without spines. $->16$
14a. Ventral margin of carapace with a small spine. -> 15
15b. Without reflexed leaflet on first antennular segment. Eyes nearly shperical. $->$ Thysanoressa raschii 15a. Frist antennular segment with a reflexed leaflet. Large species, up to 50 mm in length. $\rightarrow$
Meganyctiphanes norwegica

16b. Second thoracic leg not elongate and thickned. Last abdominal segment with dorsal spine. -> Thysanoessa inermis
16a. Second pair of thoracic limbs elongate and thickened. Eyes distinctly bilobate. -> Thysanoessa longicaudata

17b. Body laterally compressed. Abdominal appendages present. First thoracic limbs are modified to maxillipeds, second and third thoracic limbs modified to gnathodpod (prehensile organs). Eyes complex. Order Amphipoda. -> 29
17a. Body elongated and distinctly segmented. Divisible into head, thorax and abdomen. Head and throax merging smoothly into the cephalothorax. Abdomen tail-like and without appendages, but provided with a pair of caudal styles. Thorax with 5-6 pairs of limbs, the last 4 (5) biramous. Atntennula well developed for swimming. Paired eyes absent. Order Copepoda. $\rightarrow 18$

18b. 3 or 4 segments present behind the head. $->20$
18a. 5 segments present behind the head. $->19$
19b. Body with marked shoulders and a rather truncate anterior end. End of metasome produced into points, asymmetrical in males. Front of head pointed. Long antennae. $\rightarrow$ Centropages sp.
19a. Body parallel-sided and sausage shaped. Right and left antennules alike in both sexes. Large copepod, about 4 mm long. Two long plumose setae at the end of the antennules. Abdomen in the male with five segments, and the first segment of the antennules are prolonged and thickenned. $\rightarrow$ Calanus sp.

20b. 4 segments present behind the head. $->21$
20a. 3 segments present behind the head. $->26$
21b. Adult length greater than $2.5 \mathrm{~mm} .->25$
21a. Adult length $0.7-1.5 \mathrm{~mm}$. $->22$
22b. Body broader at the anterior end than at the posterior end. The caudal furcae are long and narrow. Suborder Calanoida. -> Temora sp.
22a. Body broader at the centre than at either end.
-> 23
23b. Urosome otherwise. $\rightarrow>24$
23a. Urosome about half the length of the metasome. Prominent black eye. Setae on caudal rami spread out in a fan shape. $\rightarrow$ Acartia longiremis

24b. Back part of the animal slim, the second thoracic segment has a hump on the dorsal side. Adult lengih 0.7-1.3mm. -> Oncaea sp.

24a. Small, transparent copepod with setae on the last segment of the urosome. Adult length about 0.9 mm . $>$ Oithona sp.

25b. Toothed antennules. Abdomen in the male consists of five segments. Adult length up to 4.3 mm . -> Metridia sp.
25a. Body terminating in a acute rostrum. Adult length about 5 mm . Maxillipeds projecting. One of the setae on the caudal furcae is as long as the body. Compound bristles on the tail. $->$ Parenchaeta norwegica

26b. Body otherwise. $->28$
26a. Body fusiform, caudal rami are approximately as long as they are broad and cephalothorax is not wider than the abdomen. There is no natural division between the cephalothorax and abdomen. Adult length usually less than $1 \mathrm{~mm} . \rightarrow$ Microstella

27b. 2 pairs of lateral fins. Eyes visible. -> Sagitta elegans
27a. Body with one pair of elongated lateral fins. Eyes unpigmented. Length to 45 mm . $\rightarrow$ Eukrohnia hamata
28b. Body twice as long as broad. Adult length about 0.5 mm . $->$ Microcalanus sp .
28a. Female with 4 pair of legs. The fifth pair of legs in the male is assymetric. Adult length: 1.1-1.6mm. $\rightarrow$ Pseudocalanus elongatus

29b. Eyes large, covering most of the head. Family Hyperiidae. -> 30
29a. Eyes small, covering only a minor part of the head. Family Gammaridae. $\rightarrow$ Gammerus wilkitzki
30b. Thoracic limbs five to seven of approximately the same length. Dark purple coloured, length $9-20 \mathrm{~mm} .->$ Parathemisto libellula
30a. The fifth thoracic leg distinctly longer than the sixth and seventh leg. The seventh segment of the fifth leg with small spines. Purple coloured, length $45-60 \mathrm{~mm} . \rightarrow$ Parathemisto abyssonum

31b. Trunk long and narrow, being drawing out post-anally to accomodate the testis and ovary. Length of trunk $1 \mathrm{~mm} . \rightarrow$ Fritillaria borealis
31a. Trunk ovoid, length to 2.4 mm . Numerous large subchordal cells near the tip of the tail. $->$ Oikopleura dioica

32b. Both sessile - hydroid - and planktonic -medusa - stages known. -> 33
32a. Holoplanktonic hydrozoans of polymorphic colonies built up of several kinds of hydroids and medusoidlike zooids. (Intact colonies not found in net-samples). Class Hydrozoa, Order Siphonophora. -> Diphyes arctica

33b. Medusae with velum which partly closes the marginal opening of the bell. Class Hydrozoa. $->34$ 33a. Mostly large, thick-walled medusa without velum. Tentacle-like entodermal filaments upon the subumbrella-floor of the stomach cavity: True jellyfishes. Class Scypoza. -> Cyanea capillata

34b. More than 4 tentacles present. -> 35
34a. 4 tentacles present. $->36$
35b. 16 well-developed tentacies $2-4$ times the length of the bell when extended, and 48 short tentacles.
Bell 25 mm high, 12 mm wide, with a large solid apical projection. Gonads swollen with transverse folds and corrugations. Manubrium and tentacular-bulbs cinnamon-brown, gonads somewhat darker. Ocelli dark red. -> Catablema vesicarium
35a. 200-300 short tentacles. Bell $20-30 \mathrm{~mm}$ wide, $10-15 \mathrm{~mm}$ high, thick gelatinous walls, 8 marginal sense organs (ocelli). Colour of gonads, stomach and bell-margin dull yellow, ocelli and tentacle-bulbs red. -> Tiaropsis multicirrata

36b. Bell elongated, conical or oval. Tentacles at the margin of the bell. $->37$
36a. Bell hemispherical, $15-25 \mathrm{~mm}$ wide. Tentacles project from the sides of the bell with lenght 1-2 times that of the bell diameter. Colour translucent bluish or faint red. $\rightarrow$ Ageinopsis laurentii

37b. Bell oval, 12 mm high, 7 mm wide. Tentacle bulbs without ocelli. Manubrium thick, conical $2 / 3$ as long as bell cavity. Stomach and tentacle bulbs light fiery-red or orange. $\rightarrow$ Euphysa flammea
37a. Bell conical with an apical projection, 25-40 mm high, 15 mm wide. Tentacles long ( $3-4$ times the bell height) and contractile, with clusters of nematocysts. Manubrium long, protuding $1 / 3$ of its length below the velar opening. Tentacle-bulbs and manubrium purple, ocelli black. $->$ Sarsia princeps

38b. Tentacles are present. Subclass Tentaculata. $->39$
38a. Body naked without tentacles. Mouth opening large, gullet occupies the greater part of the interior of the body. Grows up to 16 cm in length. Subclass Nuda. $->$ Beröe cucumis

39b. Numerous non-retractile, lateral tentacles contained in a grove. Body compressed in the lateral plane, and is produced into two large oral lobes. -> Bolinopsis infudibulum
39a. Two tentacles, retractile into sheaths. Body laterally compressed. Up to 55 mm in length. $\rightarrow$ Mertensia ovum

40b. Body with shell. $->42$
40a. Body without external shell. $->41$
41b. Body elongated and semitransparent, orange-red at head and tail. Foot is drawn out into lobes by which the animal swims. Total length ca. 4 cm . Class gastropoda, suborder Gymnosomata. $->$ Clione lemacina 41a. 8-10 tentacles. Well developed eyes. Class Cephlapoda. $\rightarrow$ Todarodes sagittatus

42b. Body enclosed within two oval shells. $\rightarrow$ Class Bivalvia (larvae of).
42a. Body enclosed within a thin, twisted shell. Lateral lobes of the body are used for swimming. Colour blueish-brown. Class Gastropoda, Suborder Thecosomata. -> 43

43b. Shell up to 5 mm long, spine more flattened. -> Spiratella helicina
43 a . Shell up to 2.8 mm long and with five whorls, spine of whorls elongated. -> Spiratella retroversa

