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HyperCard Player: Some Stacks Don't Work with It (9/93)

Revised: 12/8/93
Security: Everyone

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Article Created: 2 September 1993

TOPIC -----

This article describes conditions under which a HyperCard stack cannot work with the HyperCard Player.

DISCUSSION -----

A stack with an interface and features that depend on running at userlevel 4 or 5 will not function properly with the HyperCard Player because the Player's userLevel is set to 3 on idle. For use with the Player, level 4 and 5 actions have to be scripted by the developer, so the stack would need to be rewritten.

Some of the XCMDs that are included with the HyperCard Development Kit are not included with the Player: message watcher and variable watcher, script editor, etc. If the stack developer has scripted anything related to these XCMDs, the Player generates an error. It is common practice, for example, for developers to call "hide window" for both the variable and message watchers to make sure they are not open when the stack is first opened. Calling a hide window on a window that does not exist, however, will result in an error. While there is no damage in getting the error, pressing OK, and returning to using the stack, it is inconvenient to get frequent errors.

When using the Developer's Licensing Kit tools to merge the Player with a stack to create a standalone application, developers must keep in mind that the housekeeping duties normally handled by the Home card will not be built in automatically, because the embedded stack effectively becomes the Home stack. Chores such as saving and restoring search paths, therefore, need to be added to the stack script of the embedded stack.

This article is adapted from the Claris Tech Info database.

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Tech Info Library Article Number:14108