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HyperCard: Varying Script Speed to Match Processor Speed (4/93)

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TOPIC -----

Because the various Macintosh models operate at different clock speeds, some HyperTalk scripts may not execute correctly.

This is especially true regarding visual effects, animated icons, animations in general, searches, going to various cards, etc. And with each new Macintosh varying in speed and performance, the art of writing a "universal" HyperCard script that execute at various speeds depending on the CPU is getting trickier.

This article provides a handler that varies the execution of HyperTalk scripts depending on the CPU.

DISCUSSION -----

```
on determineTiming
  global fastCPU
  put the ticks into startTicks
  repeat with i = 1 to 50
    put i into tempCounter
  end repeat
  put the ticks into endTicks
  if endTicks - startTicks < 40 then
    put true into fastCPU
  else
    put false into fastCPU
  end if
end determineTiming
```

You can also add a line such as:
if CPUSpeed then wait 10 ticks

This will delay the execution of the script for 1/6 second. Remember to declare the fastCPU global in any handlers that use it.

This article is adapted from the Claris Tech Info database.

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