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## HyperCard: Send Can't Be Trapped (7/92)

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Security: Everyone

HyperCard: "Send" Can't Be Trapped (7/92)

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TOPIC -----

Why can't the Send command be trapped?

DISCUSSION -----

Send isn't a command; it's a keyword, like if, do, etc., and the designers of HyperTalk didn't allow keywords to be trapped by handlers in the same way that commands can be trapped.

Perhaps the simplest way to explain the difference between keywords and commands is that keywords force the compiler to do something out of the ordinary. In the case of "send", the target for the message is potentially different from the default target, so the compiler has to do some extra work to figure out where to send the message.

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