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HyperCard: How It Loads and Calls Externals (8/93)

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TOPIC -----

This article is about how HyperCard loads and calls externals.

DISCUSSION -----

HyperCard 1.x

HyperCard 1.x loaded externals with a `GetNamedResource` call, then tried to make a copy of the external using `NewHandle/BlockMove`. If that failed, it used `DetachResource` to get the external away from the Resource Manager. It then moved the external high (`MoveHHi`), locked it on the heap (`HLock`), and jumped to it. The reason for making a copy or using `DetachResource` was to make sure the external stayed around even if the resource file it came from got closed.

HyperCard 2.x

HyperCard 2.x uses `Get1Resource` to read the external from a resource file, but it doesn't make a copy or detach the external -- it just moves it high, locks it, and jumps into it.

This method has a potential side-effect. With HyperCard 2.x, if an external somehow closes the resource file it came from while it is running, the block the resource is in will be marked purgeable (by the Resource Manager), and may be purged. Externals are usually pasted into a stack, so if an external does something to close the stack it came from, it could end up purging itself. An external could get purged simply by executing a callback that caused HyperCard to go to another stack.

This article is adapted from the Claris Tech Info database.
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