



Tech Info Library

HyperCard: Dealing with Memory Problems (11/92)

Revised: 3/25/94
Security: Everyone

HyperCard: Dealing with Memory Problems (11/92)

Article Created: 16 November 1990
Article Reviewed/Updated: 30 November 1992

TOPIC -----

Frequently, when I attempt to paint on a card, I get the message "not enough memory to use paint tools." Other times, when I use a script that opens another application, nothing happens. What should I do?

DISCUSSION -----

There are several things you can do to free up some memory in order to access the paint tools. Depending on your system configuration, any or all of these tips might help:

- 1) Turn off memory-hungry INITs and CDEVs. SoundMaster can take up a huge amount of memory if you are using large sound files. ColorDesk is another CDEV that can take up a large amount of RAM. After turning off or moving INITs and CDEVs out of the System folder, restart your computer; you should find that you have more memory now in which to work.
- 2) If you're using System software version 6, run HyperCard under Finder instead of MultiFinder.
- 3) Turn off the RAM cache via the Control Panel; HyperCard doesn't use it anyway. At the least, lessen the amount of the RAM cache.
- 4) Allocate more memory to HyperCard via the Finder: click on the HyperCard application (while it's not running), choose Get Info from the File menu, and increase the amount of the application memory size. The absolute minimum is 1000K; if you're having memory problems, try increasing the amount by 256K increments until you are able to use the paint tools. If your stack has a script that opens a large color PICT file, you may need to increase it up to 2000K. This will allow things within HyperCard to run more smoothly. Remember, if you're running

HyperCard with increased memory and you try to open another application under MultiFinder, you may not have enough to open the second program. If you open the second one from the desktop, you'll get a "Not enough memory" message. If you try and open a second one via a script, nothing will happen.

- 5) Remember to put "" (or empty) into large variables when you're done with them. This is more important for systems with 1MB of RAM. Also bear in mind that you needn't use many variables when one will do: rather than using variables called name, sex, and age, you can put all four into one variable like this:

```
put "Bob Jones" into line 1 of singleVariable
put "Male" into line 2 of singleVariable
put "04/13/63" into line 3 of singleVariable
```

You can then reference an item in the variable by referring to "line 2 of singleVariable".

- 6) Install more RAM in your system (if you do this, you can probably skip all of the above steps.)

This article is adapted from the Claris Tech Info database.
Support Information Services

Copyright 1994, Apple Computer, Inc.

Tech Info Library Article Number:14518