HyperCard 2.1: Sending Apple Events to Claris Resolve (11/92)

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TOPIC ----------

You can send almost any Claris Resolve Script command from HyperCard 2.1 to Claris Resolve using Apple Events. Claris Resolve, however, has a 254 character limit for each "dosc" event (the event which HyperCard sends with the HyperTalk "Send" command.

You will generally receive a -1708 error as theResult of your Send command if you exceed this limit.

The following handler will allow you to send scripts of any length from HyperCard to Claris Resolve in the most efficient manner possible. It sends as many lines as possible within the 254 character limit.

DISCUSSION ----------

```
on mouseUp
  put empty into scriptChunk
  put 0 into counter
  put 1 into i
  repeat until i > the number of lines in field "Script"
    add ( the number of chars in line i of field "Script" + 1 ) to counter
    if counter > 254 then
      send scriptChunk to program "Claris Resolve"
      If the result is not empty then
        answer the result
        exit mouseUp
      end if
      put empty into scriptChunk
      put 0 into counter
    else
      put ( line i of field "Script" & space ) after scriptChunk
      add 1 to i
    end if
  end repeat
  send scriptChunk to program "Claris Resolve"
  answer "Your script is complete!"
end mouseUp
```

Where:

- Field "Script" is a field containing the Claris Resolve script you wish to send (you may need to specify it as a card field if it is not a background field).
- It is assumed in this example that Claris Resolve is already running on the same machine.
- Modifications to this script are required if you wish it to launch Claris Resolve or if it resides on a different machine. In the second case, you need to specify the full network pathname of the application.
- This method does not allow for logical structures such as For loops or IF statements. Logical structures must be sent in one complete chunk or errors will occur.

You can also create a simple loop that sends the commands one line at a time. This method, however, will be slower - especially when sending events across a network.

Keywords: <None>

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