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## HyperCard: The Degree of Compacting Depends on Several Factors

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### TOPIC -----

How far can HyperCard compress a stack and how do different elements affect stack and card size (in bytes)?

### DISCUSSION -----

Compacting a stack with only one blank card results in no change (5K on disk, regardless of the card size). The amount of compression for a single card (a single blank card requires 64 bytes) depends on the complexity of the graphics, number of fields, and number of buttons. Adding a simple drawing to the card can bring compression to 45% to 50% (depending on the graphics used). However, the addition of a simple button or field can lower that to 40%.

The location of buttons and fields also has an effect. A button or field located on the background creates a smaller size stack. Therefore, the stack shows a smaller percentage of change after compacting because there are fewer objects and less data to be compacted.

HyperCard compression also depends on these factors:

- Graphics -- are they on the card or background?
- Buttons -- are they on the card or background?
- Fields -- are they on the card or background?
- The size of card, button, and field scripts.
- The size of the stack script.

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