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## HyperCard: Memory Requirements

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HyperCard is designed to run on a 1 MB Macintosh system (2 MB under System 7), but this does not ensure that you will have access to all of the tools all of the time. For example, it is possible to create a card on a 2 MB machine that cannot even be opened on a 1 MB machine. Also, HyperCard keeps track of new stacks and/or cards as they are opened. In time, this could use up enough memory to prevent the use of the painting tools. Setting the memory requirements down to 800K will make the problem worse, not better, if MultiFinder or System 7 is running; it will do nothing if running only the Finder under System 6.

Using the "Minimum System" and restricting INITs will reduce the total memory used by the system and may also prevent, or slow down, the above problem. It is hard to make recommendations, because there are many possible variations as to the contents or complexity of the stacks being used.

Some suggestions: - Load a single stack and don't switch to other stacks unnecessarily - Compact stacks on a regular basis - Don't use complex graphics on a 1 MB system unless absolutely necessary.

It may also be necessary to quit to the Finder on a regular basis and then relaunch HyperCard, as this will free the memory used by HyperCard to track the cards opened during the session.

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