



# Tech Info Library

## HyperCard 2.x, HyperCard Player: Error Code List (12/93)

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TOPIC -----

What error information does HyperCard 2.x and the HyperCard Player report?

DISCUSSION -----

Both HyperCard 2.x and the HyperCard Player use a similar format for reporting errors. While HyperCard 2.x delivers an error number and explanation, the HyperCard Player simply reports the error number.

HyperCard Player Error Message Details

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HyperCard Player Error Messages are reported in the following format:

"Error number <errorNumber> occurred"

In this format, errorNumber is a string consisting of two parts:

- (1) The letter code indicating which error string list to refer to.
- (2) The string number within that resource to refer to. The letter codes for the string resources are:

Letter -- String Resource

- e -- Error Strings
- t -- Talk Errors
- s -- Script Strings
- d -- Dialog Strings

For example, an error message might state:

"Error number t100 occurred"

In this example, the "t" refers to the string resource "Talk Errors" and "100 is string number 100 within that resource" ("Handler Too Long"). Another example might state:

"Failed to Compact Stack. Error number e55 occurred."

In this example, HyperCard couldn't compact a stack, because some resources were still in use. The "e" refers to string resource "Error

Strings" and "55 refers to string number 55" ("Resources are in use").

For a complete listing of Error Strings, Script Strings, HyperTalk Errors and Dialog Strings, see the appropriate portion of this article.

(Errors marked with asterisks (\*) are not included in the HyperCard Player)

Error Strings - string #140

- 
- 1--This version of HyperCard requires System 6.0.5 or later.
  - 2--HyperCard does not have enough memory to continue.
  - 3--That tool is not available at the current user level.
  - 4\*--Couldn't edit script of that object.
  - 5\*--Can't open script editor.
  - 6\*--Can't open Message Watcher window.
  - 7\*--Can't open Variable Watcher window.
  - 8\*--Failed to open icon editor. Couldn't read resource file.
  - 9\*--Can't use that ID. The ID must be a number in the range 128 to 32767.
  - 10--Passwords don't match.
  - 11--Can't save changes to text.
  - 12--Can't save changes to picture.
  - 13--Nothing to copy. Try background.
  - 14--Can't modify this stack.
  - 15--This stack is read only.
  - 16--This stack has not been converted. It must be converted before it can be modified.
  - 17--Failed to copy picture.
  - 18--Failed to create new card.
  - 19--Failed to copy card.
  - 20--Failed to paste card.
  - 21--The clipboard is too big to paste.
  - 22--Picture too big to cut or copy. Try copying in sections.
  - 23--Can't delete last card. Use delete stack instead.
  - 24--Can't delete protected card.
  - 25--Can't delete last card of protected background.
  - 26\*--Can't find the Home stack.
  - 27--Can't open stack "^0".
  - 28--Not enough memory to ^0.
  - 29--import paint
  - 30--export paint
  - 31--delete stack
  - 32--rename stack
  - 33--copy stack
  - 34--create stack
  - 35--compact stack
  - 36\*--edit icon
  - 37\*--continue debugging
  - 38--complete that command
  - 39--use the painting tools
  - 40--show the recent cards
  - 41--display the card picture
  - 42--display the background picture

43--copy the selection to the Clipboard  
44--Failed to ^0. ^1  
45--Can't open stack "^0". ^1  
46--File system error ^2.  
47--Disk is full.  
48--Too many files open.  
49--File is busy.  
50--File is locked.  
51--File access denied.  
52--Existing file is not a HyperCard stack.  
53--Existing file is not a MacPaint document.  
54--Can't replace an existing file.  
55\*--Resources are in use.  
56--Stack may be corrupted.  
57--Stack is protected.  
58\*--It is the current Home stack.  
59--Colon not allowed in name.  
60--Return not allowed in name.  
61--Bad data in MacPaint file.  
62--File system error ^0 while ^1 the disk.  
63--reading from  
64--writing to  
65--New file format requires new version of HyperCard.  
66--Old file format.  
67--The file is not a HyperCard stack.  
68--Can't type more than 30,000 characters into a field.  
69--Not enough memory to display the text for this field. Try compacting  
the stack.  
70--HyperCard needs more memory to run at this color setting. Please set  
the monitor back to Black & White.  
71--HyperCard needs more memory to run at this color setting.  
72--No more windows can be opened.  
73--The first character of a stack name can't be a period.  
74--Can't edit scripts while debugging.  
75\*--Can't choose from HyperCard's menus here.  
76\*--You can choose only from the Debugger menu while debugging.  
77  
78--Can't replace an existing file that's of a different type.  
79--replace

Script Strings - string #135

-----  
1\*--on mouseUp  
end mouseUp  
2\*--Not enough memory to print.  
3\*--Selection too large.  
4\*--Not enough memory to open script editor.  
5\*--Can't modify this script.  
6\*--Not enough memory to format script.  
7\*--Failed to save script.  
8\*--Got error ^0 when trying to open script editor.  
9\*--Can't set more than 16 checkpoints in a script.  
10\*--Set Checkpoint

11\*--Clear Checkpoint  
12\*--Clear All Checkpoints  
13\*--Print Script  
14\*--Print Selection  
15\*--Close Script  
16\*--Close All Scripts  
17\*--  
18\*--Not enough memory to use the Message Watcher.  
19\*--Not enough memory to use the Variable Watcher.  
20\*--Not enough memory to use Script Editor.  
21--Oh yeah?  
22\*--The changes to your script will not be saved because the stack can't be  
modified (unlock the stack if you want to save the changes).  
23\*--Not enough memory to edit that variable.  
24\*--Save changes to ^0?  
25\*--Failed to revert changes.  
26\*--Do you really want to discard changes to ^0?  
27\*--Hide unused messages  
28\*--Hide idle  
29\*--This script has been changed since it was last saved. Do you wish to  
continue?  
30--button  
31--Display what picture?  
32--

Talk Errors - string #132

-----  
1\*--No such stack.  
2\*--No such card.  
3\*--Can't access fields or buttons in other stacks. Use "go".  
4\*--Can't DIV by zero.  
5\*--Can't MOD by zero.  
6\*--Destination does not contain a number.  
7\*--No open file named "^0".  
8\*--Can't find menu item "^0".  
9\*--Translator failed to translate the message box into English.  
10\*--Can't find "^0".  
11\*--Can't open any more files.  
12\*--Can't close that window.  
13\*--Got error ^0 while trying to open file "^1".  
14\*--There is no ^0 ^1 number ^2.  
15\*--Not enough memory to read from file.  
16\*--Got file system error ^0.  
17\*--No such button or field.  
18\*--Can't set that ^0 property.  
19\*--There is no ^0 ^1 id ^2.  
20--button  
21--field  
22--card  
23--bkgnd  
24--stack  
25--HyperCard  
26--window

27\*--Not a scrolling field.  
28\*--Can't set properties of that object.  
29\*--Sort by what?  
30\*--Not enough memory to sort this stack.  
31\*--Error writing to file "^0".  
32\*--Translator failed to indent.  
33\*--Fields can't hold more than 30000 characters.  
34\*--Couldn't set that field.  
35\*--Couldn't load external command.  
36\*--Too much recursion.  
37--Out of memory.  
38--HyperCard Help  
39\*--Can't find icon named "^0".  
40\*--Script of  
41\*--Expected ")" but found "^0".  
42\*--Expected ")".  
43\*--Too many nested repeats.  
44\*--Can't understand that message.  
45\*--Only fields, buttons, cards, and backgrounds have numbers.  
46\*--Can't take the value of that expression.  
47\*--Can't get that property.  
48--Can't understand arguments of "^0".  
49\*--Found "exit repeat" outside a repeat loop.  
50\*--Already have a local variable named ^0.  
51\*--Too many pending messages.  
52\*--"^0" is not an application.  
53\*--There is no ^0 ^1 named "^2".  
54\*--There isn't any selection.  
55\*--Too many nested blocks.  
56\*--end of line  
57\*--Found "next repeat" outside a repeat loop.  
58\*--Translator failed to translate indent strings.  
59\*--Translator failed to initialize itself.  
60\*--Can't load that translator.  
61\*--Can't find a translator for that language.  
62\*--Old translator failed on quit.  
63\*--Can't understand "^0".  
64--Script too silly to execute.  
65\*--Failed to sort this stack.  
66\*--User level is too low to edit scripts.  
67\*--Can't edit script of HyperCard.  
68\*--Couldn't edit script of that object.  
69\*--Only cards and backgrounds have pictures.  
70\*--^0 was not a valid expression for any card.  
71\*--Can't have more than 16 parameters for an external command.  
72\*--Only start and stop using can change the stacksInUse.  
73\*--Can't modify that menu.  
74\*--That ^0 name is too long.  
75\*--File "^0" is already open.  
76\*--Too many types.  
77\*--Too many responses.  
78\*--No such bkgnd.  
79\*--Can't create that file.

80\*--The sort key  
81\*--Stack not in use.  
82\*--Expected "of" after this function.  
83\*--Can't understand arguments to this function.  
84\*--Can't understand arguments to this keyword.  
85\*--Can have "else" only after "then".  
86\*--Can't have "end" here.  
87\*--Too many "exit repeats".  
88\*--Expected "end if" after "then".  
89\*--Expected end of line after "end if".  
90\*--Can't duplicate stack.  
91\*--Expected "end if" after "if".  
92\*--Expected "end if" after "else".  
93\*--"On" can appear only once per handler.  
94\*--Expected "end" after "on".  
95\*--Expected "end ^0"  
96\*--Extra statements after end of handler.  
97\*-- Expected "end repeat" after "repeat".  
98\* --Expected end of line after "end repeat".  
99\*-- Can have "then" only after "if".  
100\*--Handler too long.  
101\*--Can't get scroll of that window.  
102\*--Expected a variable name but found ^0  
103\*--Can't set scroll of that window.  
104\*--Can't set rectangle of that window.  
105\*--Can't set that property.  
106\*--String too long.  
107\*--No such menu item.  
108\*--Menus don't have that property.  
109\*--menu  
110\*--No such menu.  
111\*--Too many menus with messages.  
112\*--That button or field has been deleted.  
113\*--Expected ^0 here.  
114\*--Expected stack here.  
115\*--Already have a menu named ^0.  
116\*--Expected a field here but found a button.  
117\*--Expected a button or field here.  
118\*--Expected a point but found ^0.  
119\*--Expected a rectangle but found ^0.  
120\*--No such card or bkgnd.  
121\*--Can't start using that stack.  
122\*--Can't start using home.  
123\*--Too many stacks in use.  
124\*--The translator failed to translate that script into English.  
125\*--Not handled by target program.  
126\*--Expected "true" or "false" here but found ^0.  
127\*--Number of menu messages must be equal to number of menu items.  
128\*--Couldn't send to that window.  
129\*--Don't know how to tell if something is a ^0.  
130\*--Can't open the Message Watcher named ^0.  
131\*--Can't open the Variable Watcher named ^0.  
132\*--Can't load that external.

133\*--Expression too complicated.  
134\*--Can't open stack  
135\*--Can't open stack's resource fork.  
136\*--Couldn't open that application.  
137\*--Couldn't import paint.  
138\*--Couldn't export paint.  
139\*--Invalid date.  
140\*--Invalid expression.  
141\*--Couldn't create stack.  
142\*--Can't find that icon.  
143\*--No such window.  
144\*--number  
145\*--integer  
146\*--true or false  
147\*--Can't understand this.  
148\*--No current Apple@ event.  
149\*--Too many windows open.  
150\*--Can't modify this stack.  
151\*--Not supported by this version of the system.  
152\*--No such program.  
153\*--Expected a number between 1 and 255 here.  
154\*--Expected a single character here.  
155  
156--An error occurred (^0).  
157--Script error (^0).

Dialog Strings - string #129

-----  
1\*--^0 out of ^1  
2\*--Card  
3\*--Bkgnd  
4--Where is ^0?  
5--What's the password?  
6--New stack name:  
7--Save a copy of stack as:  
8--Copy of ^0  
9--Save Paint document as:  
10--Import Paint from...  
11--Display what picture?  
12--Button Text Style  
13--Paint Text Style  
14--Selected Text Style  
15--Sample  
16--button  
17--buttons  
18--field  
19--fields  
20--card  
21--cards  
22--background  
23--backgrounds  
24\*--Icon ID: ^0^1 ^2  
25\*--(none)

26\*--"^0"  
27\*--from "^0"  
28--Small  
29--Standard 9"  
30--Mac II 12"  
31--MacPaint  
32--Window  
33--Screen  
34--Custom  
35\*--Effect for ^0 button id ^1:  
36\*--Script of ^0^1  
37\*--card  
38\*--bkgnd  
39\*--^1 button id ^0  
40\*--^1 field id ^0  
41\*--card id ^0  
42\*--background id ^0  
43\*--stack ^0  
44\*--= "^0"  
45\*--Global Variables  
46\*--^0 of ^1  
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