HyperCard: Reacting to AM and PM in the Time (7/92)

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TOPIC ---

How can HyperCard be taught to respond differently, depending on whether
it's morning or afternoon?

DISCUSSION --

Here's a handler that, when its stack is opened, says either "Good Morning" or
"Good Afternoon", whichever is appropriate:

```
On OpenStack
  global openfirst
  if openfirst <> "yes" then
    get the time
    if it contains "PM" then
      play SoundName --plays "Good afternoon sound" if it is PM
    else
      if it contains "AM" then
       play soundName --plays "Good afternoon sound" if it is PM
      end if
    end if
    put "yes" into openfirst
  end if
end OpenStack
```

The reason you declare you "global" up front (in addition to the fact that
in all programming you must declare your globals first before using them)
is so that when the user leaves the stack and re-enters it, it won't
execute the script "from scratch" all over again.

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