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HyperCard: Variable Space

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HyperCard 1.1 limits the programmer to 255 global variables. When writing complex stacks, you can run out of variable space. This does not mean you've used your allotted 255 variables. It can mean that the amount of data you've put into the variables exceeds available memory. If you run into this problem, you three things you can do:

First, rethink your use of variables. Can you redesign so that you don't need so many?

Second, you can put empty into a global variable and increase space for other global variables.

Third, if you really need more than 255 global variables, there is a workaround. The following script demonstrates how you can reduce the number of global variables by treat a variable as two-dimensional array:

```
on mouseUp
  global globalVar
  put "Test" into item 32 of line 1000 of globalVar
  put " it worked!!" into item 1 of line 1 of globalVar
  put item 32 of line 1000 of globalVar into item 1 of localVar
  put item 1 of line 1 of globalVar into item 2 of localVar
  put line 1 of localVar into msg
end mouseUp
```

This example, which creates a global variable, "globalVar," having 32,000 elements, shows a more economical handling of variables. Note: A variable can contain only 32,767 characters.
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