HyperCard: HyperTalk, Script, and Handler Defined (7/92)

Article Created: 15 November 1990
Article Reviewed/Updated: 23 July 1992

TOPIC --

What is HyperTalk?

DISCUSSION ---

HyperTalk is the HyperCard scripting language. It lets you write
English-like statements that respond to events (such as when the user
clicks a button or goes to a new card).

In HyperTalk, responding to an event is called handling the event. As a
scripter, you will write a specific handler for each event that you want
your stack to handle. A collection of handlers is called a script.

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Keywords: <None>

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19960215 11:05:19.00

Tech Info Library Article Number: 14086