



Tech Info Library

HyperCard: Two Methods For Speeding Up New Sound Retrieval

This article last reviewed: 27 January 1988

If you want to load new sound resources into memory so that they can be accessed quickly on HyperCard -- normal drive response takes several seconds, which may be too long a delay for certain projects -- try one of these two methods:

- store the sounds on a small RAM disk

or

- use a resource editor such as ResEdit to PRELOAD the sound resources that you wish to speed up.

There are limitations to this preloading method: the initial stack launch time is slowed, and some sounds may be too large to reside in memory.

(NOTE: Make sure you back up your original stack before attempting this.)
Copyright 1989 Apple Computer, Inc.

Keywords: <None>

=====
This information is from the Apple Technical Information Library.

19960215 11:05:19.00

Tech Info Library Article Number: 2549