



# Tech Info Library

## Apple Media Tool: Project Fails to Compile or Run (8/95)

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TOPIC -----

I am having two problems with the Apple Media Tool. First, a project created in Apple Media Tool and saved as text will not compile using the runtime maker. Various errors occur, usually indicating an out-of-memory condition. Other times, a project created in Apple Media Tool and compiled with the Runtime Maker will not run. It quits immediately after opening.

DISCUSSION -----

The project may be too large to compile without the use of the Apple Media Tool Programming Environment. First try standard troubleshooting techniques, including:

- 1) Turn off all extensions except for QuickTime (and QuickTime Power Plug if using a Power Macintosh)
- 2) Remove, then reinstall the Apple Media Tool and Runtime Maker.
- 3) Allocate more memory to the Runtime Maker Application. It is not recommended to use virtual memory.

If none of the above methods correct the problem, check how many screens and media elements are contained in the project. If there are more than 200 screens and/or more than 1000 media elements, your project may be too large for the Runtime Maker to compile. These numbers are not "fixed", and may vary depending on the individual project.

The workaround is to decrease the number of screens or media elements used in the project.

The Apple Media Tool Programming Environment provides the ability to compile larger projects. The Apple Media Tool Programming Environment is available from APDA.

The Tech Info Library article titled "Locating Vendor Information" can help you search for a particular vendor's address and phone number.

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