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HyperCard: Two Methods For Speeding Up New Sound Retrieval

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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.)

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