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HyperCard: The Message-Passing Order (7/92)

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TOPIC -----

What is meant by HyperCard's "message-passing order"?

DISCUSSION -----

The order in which HyperCard passes a message to objects is called the message-passing order.

Initially, HyperCard sends messages to a specific button or field or to the current card. If a button or field doesn't handle the message, it goes on to the current card. From the current card, the message goes to the following objects, in this order:

- the current background
- the current stack
- the stack script of the Home stack
- HyperCard itself

What happens if an object that receives a message doesn't handle it?

In this case, HyperCard passes the message to other objects and searches their scripts for a message handler that matches the current message.

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