

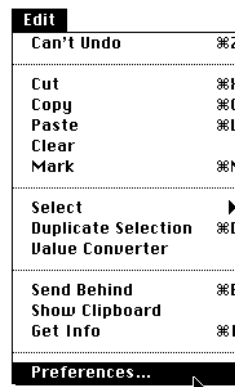
# PREFERENCES

## INTRODUCTION

This chapter explains the operation of Resorcerer's **Preferences** dialog, which lets you control various aspects of Resorcerer's user interface. The dialog is available to you whenever you choose **Preferences...** from the **Edit** menu.

Individual Editors, such as Resorcerer's Dialog Editor, may also maintain their own set of preferences, available to you via their own private **Preferences...** command. See the chapter documenting the individual Editor for more information on any Editor-specific preferences.

Resorcerer stores its saved preferences in its "Resorcerer® Preferences" file in the "Preferences" folder in your system folder. If this file is not found there, Resorcerer creates it and sets all preferences to their default settings.

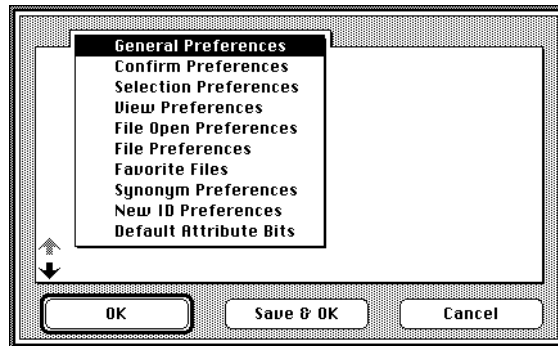


## TOPICS COVERED

- Setting preferences
- General preferences
- Selection preferences
- Confirmation preferences
- View preferences
- File open preferences
- File preferences
- Setting your favorite files
- Resource synonym preferences
- New resource ID preferences
- New resource attribute preferences
- Preferences preferences

## SETTING PREFERENCES

When you choose **Preferences...** from the **Edit** menu, Resorcerer displays a dialog that shows you groups of related preferences. Each group is viewed in an index card-like area whose title is printed in a tab at the top of the card. The tab contains a pop-up menu that lets you see the titles of all the different sections of the dialog.



The information contained in all these preferences is kept on disk, and is looked up and installed each time you run Resorcerer.

In the lower left corner of the preferences area are two arrows that let you sequentially go through the sections in the same order as their titles appear in the pop-up menu. The upper arrow takes you to the previous section; the lower arrow to the next one.

Below the preferences area are three buttons, labeled **OK**, **Save & OK**, and **Cancel**. They are placed below as an indication that they refer to the **Preferences** dialog as a whole (that is, all sections) and not to any one section in it.

### TEMPORARY PREFERENCES

The **OK** button temporarily installs the choices you have made in all preferences until you change them again, or until you quit the application. When you quit, your preference settings will revert to their last saved value on disk.

### SAVED PREFERENCES

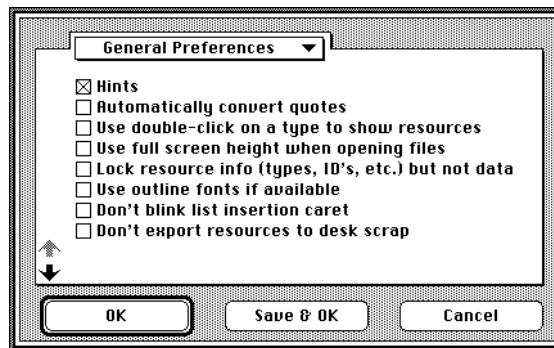
The **Save & OK** button installs the choices you have made in all preferences until you change them again, and also saves them to disk. This sets the current preferences so that they will be in effect every time you run the application.

## CANCELLING THE PREFERENCES DIALOG

The **Cancel** button discards any changes you've made to any of the preferences while the dialog has been showing, and reverts to what they were prior to choosing **Preferences...** from the **Edit** menu.

## GENERAL PREFERENCES

The **General Preferences** section lets you set miscellaneous interface options.



## HINTS

When **Hints** is checked, Resorcerer will provide you with a hint the first time you use a feature that is non-obvious, non-standard, or otherwise hidden and hard to remember. Typically, such situations arise when something works differently when the Option or Shift or ⌘ key is held down, or when there is a shortcut around a menu command. Once the hint is given, it is usually not given again while the program is running.

Individual resource Editors can check the value of this preference, and should behave accordingly. For example, the Dialog Editor will alert you to a keyboard shortcut for moving or growing a dialog window the first time you use the menu command to do it.

When **Hints** is unchecked, no automatic hint alerts will be raised. Each time **Hints** is rechecked, the hint mechanism is reset so that hints that have been raised once can be raised one more time.

### AUTOMATICALLY CONVERT QUOTES

When **Automatically convert quotes** is checked, Resorcerer will convert any ' or " characters you type into paired ‘ ’ or “ ” characters. This capability is sometimes known as *smart quotes*.

When this preference is unchecked, all ' and " characters are used as is.

**Note:** Individual Editors have the prerogative of turning this feature off. For instance, the Text Editor lets you turn smart quotes on or off regardless of the value of this preference.

**Sorcery:** If smart quotes are in effect, you can still type a ' or " by holding the ⌘ key down.

### USE DOUBLE-CLICK ON A TYPE TO SHOW RESOURCES

Normally, you need only click once on a type in a file's Types List to enter all resources of that type into the Resources List while the Types List stays the Active List. This is generally quite nice for browsing, but under certain circumstances may get in the way of what you want to do.

When **Use double-click on a type to show resources** is checked, you must double-click on a type to fill the Resources List with all resources of that type. Doing so makes the the Resources List the Active List.

Regardless of the setting of this preference, double-clicking on a type makes the Resources List the Active List. Resource data is displayed or not based on the setting of the **Show data** setting in the **View** menu.

### USE FULL SCREEN HEIGHT WHEN OPENING FILES

When Resorcerer creates a File Window on the desktop, the window is kept fairly small to conserve screen space on the standard Mac screen. If you are using a larger screen, however, you may want to check the **Use full screen height when opening files** preference, so that more types are visible at once in the File Window.

When you read a file, the File Window's height is computed so as to display all the resource types in the Types List. If this height is larger than the height of your main screen, then the screen height is used.

### **LOCK RESOURCE INFO BUT NOT DATA**

When this preference is checked, Resorcerer will not let you change any resource's type, ID number, name, or attribute bits. Resource data, however, remains editable. Resorcerer will complain if you attempt to change any resource information while this preference is set.

**Lock resource info but not data** provides an extra measure of protection while you edit an existing application's resources.

### **USE OUTLINE FONTS IF AVAILABLE**

When running under System 7 or greater, Resorcerer will give preference to existing system bitmap fonts over TrueType outline fonts unless this preference is set.

### **DON'T BLINK LIST INSERTION CARET**

Any Resorcerer list that is not automatically sorted has a special list insertion caret that shows precisely where you can create or paste items. Normally, the caret in active lists blinks, in an analogous manner to a text caret. If you find this distracting, you can turn blinking off with this preference.

### **DON'T EXPORT RESOURCES TO THE DESK SCRAP**

When you switch to another application, Resorcerer exports to the Macintosh clipboard file all selected resources from its private, accumulating Resource Scrap file. It treats each resource's data as a separate piece of scrap data using the resource type as the scrap type. In addition, it places all selected resources into a single piece of scrap that holds resource attributes, IDs, and names as well as the data, and exports that too (for more on this, see the "Scrap Types" section of the "Configuring Resorcerer" chapter).

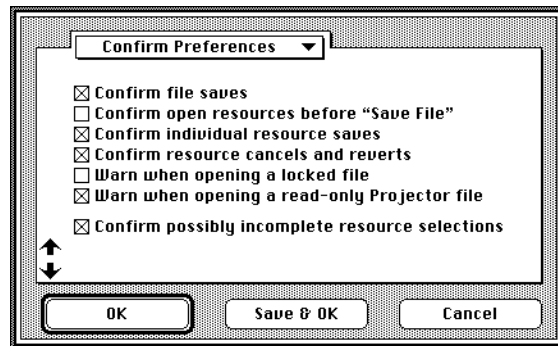
Since Resorcerer's private scrap file can accumulate many resources at once, it is possible for the above export to take a lot of time and waste a lot of space exporting two copies of every selected resource. The Mac's scrap mechanism can also have difficulty with large amounts of data.

When the **Don't export resources to the desk scrap** preference is set, resources in the private Resource Scrap file are not exported. We recommend that you leave this preference turned off, so that cutting

and pasting individual common resources, such as 'PICT's or 'snd 's, works as you would expect.

## CONFIRM PREFERENCES

The **Confirm Preferences** section lets you set how you want Resorcerer to confirm various situations where data or work might be lost.



### CONFIRM FILE SAVES

When you close a file that you have made changes to while it was open, Resorcerer will confirm with you whether you want to save the changes back to the disk. If this affronts your sense of confidence, you can uncheck the **Confirm file saves** preference here, in which case Resorcerer will automatically save your changes to disk without asking.

We recommend that most users keep **Confirm file saves** on.

### CONFIRM OPEN RESOURCES BEFORE "SAVE FILE"

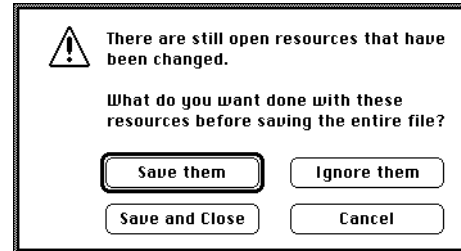
Normally, when you choose **Save File**, Resorcerer records on disk the changes you've made to your open file so far. If any resources are open for editing, their current values are saved.

Occasionally, you may want to do something special with resources that are open. With this preference set, Resorcerer will provide you with some choices as to what to do with your open resources.

We recommend that you leave this preference turned off.

### CONFIRM INDIVIDUAL RESOURCE SAVES

When you close an individual resource after editing, and you have made changes to that resource while it was open, and **Confirm individual resource saves** has been checked, Resorcerer will require confirmation that you want to save changes back to the *in-memory copy* of the file (which remains open and unsaved). The changes are held in memory until you save the entire file later.



We recommend that beginners keep the **Confirm resource saves** option on. However, more experienced users may eventually want to turn this feature off. Resources saved back to memory can still be reverted individually from the last saved version of the file on disk.

### CONFIRM RESOURCE CANCELS AND REVERTS

If you have made changes to a resource that is still open, and have asked to cancel or revert the editing session, and **Confirm resource cancels and reverts** has been checked, Resorcerer will require confirmation that you do indeed want to discard your changes.

Since you can cancel any resource editing session with ⌘ . (period), it is usually a good idea to keep this option checked.

### WARN WHEN OPENING A LOCKED FILE

With this preference set, Resorcerer puts up an alert whenever you open a locked file to warn you not to do any work on the in-memory copy, since it won't be saveable.

When browsing lots of locked files, such as might be found on a CD-ROM volume, you will want to turn this preference off.

### WARN WHEN OPENING A READ ONLY PROJECTOR FILE

With this preference set, Resorcerer alerts you whenever you open a Projector™ file that has been checked out read-only.

## CONFIRM POSSIBLE INCOMPLETE RESOURCE SELECTIONS

Every time you select a major resource, the possibility exists that there are minor resources related to it that you also want to select, so that they may be included in the operation you wish to do. For instance, when you cut a 'DLOG' resource to the clipboard, you invariably want to cut its related minor 'DITL' resource as well. The same goes for copying, pasting, etc..

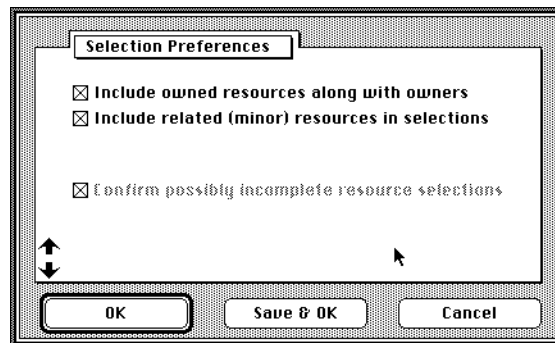
Resorcerer automatically selects owned and related minor resources if you have checked the two selection preferences to do so (see the next section, "Selection Preferences" for more on this). If, however, one of the two is unchecked, then you will probably want to be asked whether to complete a requested operation with its related resources, if there are any. If this is how you want to work, **Confirm possibly incomplete resource selections** will be enabled and you should check it.

Uncheck **Confirm possibly incomplete resource selections** if you do not want to be bothered by the confirmation.

This preference is disabled when both the selection preferences are checked (again, see the next section, both here in the manual and the next card in the **Preferences** dialog).

## SELECTION PREFERENCES

The **Selection Preferences** section lets you tell Resorcerer whether it should automatically extend selections of resources. Because Resorcerer only lets you view one type of resource at a time in its Resources List, you are likely to want to extend the selection of a major resource to include any minor ones that are not in view. Sometimes, though, you may prefer to operate solely on the selected resource in the Resources List.





### INCLUDE RELATED (MINOR) RESOURCES IN SELECTION

With **Include related (minor) resources in selection** checked, Resorcerer automatically includes a major resource's minor resources along with the major in various operations, such as cutting and pasting.

For example, when you select a 'MENU' for copying to the clipboard, and it has a related 'mctb' resource, you probably will want to copy the 'mctb' too. But it is not visible, since the Resources List is displaying 'MENU's, not 'mctb's. If this option is on, the 'mctb' with the same ID as the 'MENU' will be copied also (if it exists in the same file).

We recommend that the **Include related (minor) resources in selections** preferences be kept checked.

### INCLUDE OWNED RESOURCES ALONG WITH OWNERS

The relationship between owned and owner resources is similar to that between minor and major resources. Certain types of resources, such as 'DRVR's and various definition functions, can own other resources of different types that are not visible when you select the owner in the Resources List. With this preference checked, all owned resources will be included in a selection of just the owner resource.

We recommend that the **Include owned resources along with owners** preferences be kept checked.

### CONFIRM POSSIBLY INCOMPLETE RESOURCE SELECTIONS

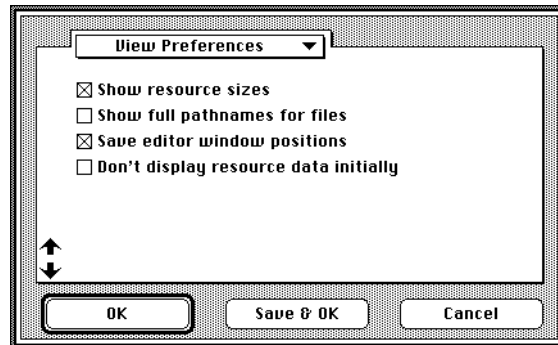
Normally, when both the **Include related (minor) resources in selections** and the **Include owned resources along with owners** preferences are checked, the **Confirm possibly incomplete resource selections** preference is disabled.

If one of the first two preferences is not checked, however, the **Confirm possibly incomplete resource selections** preference is enabled, since you will probably want Resorcerer to remind you that, for instance, you are copying an 'ALRT' resource without including the minor resource(s) related to it that are also in the file.

The **Confirm possibly incomplete resource selections** preference is also available in the previous **Confirm Preferences** section.

## VIEW PREFERENCES

The **View Preferences** section of the **Preferences** dialog lets you set various options pertaining to Resorcerer's window displays.



### SHOW RESOURCE SIZES

When this preference is set, Resorcerer displays the size in bytes of each resource in the Resources List of a File Window.

### SHOW FULL PATHNAMES FOR FILES

Normally, Resorcerer only displays a file's name in the File Window. When you check **Show full pathnames for files**, however, the File Window will display the full pathname of the file (that is, the name of every folder that contains the folder that contains the folder that contains ... the file, starting with the volume the file is found on).

Usually, you will know which files you have opened are which. However, sometimes you may have two files open that have the same name but are in different folders, and setting this option is necessary for telling them apart.

### SAVE EDITOR WINDOW POSITIONS

Each individual editor can save and restore window positions when this preference is set. Window positions are only maintained by each resource editor's main window; positions of sub-windows or item windows are not stored in the preferences file. The WYSIWYG Dialog Editor, however, continues to open windows based on the actual resource data. If an editor, such as the Data or Code/Hex Editor, is

responsible for editing more than one resource type, window positions are remembered on a resource type by type basis.

### DON'T SHOW RESOURCE DATA INITIALLY

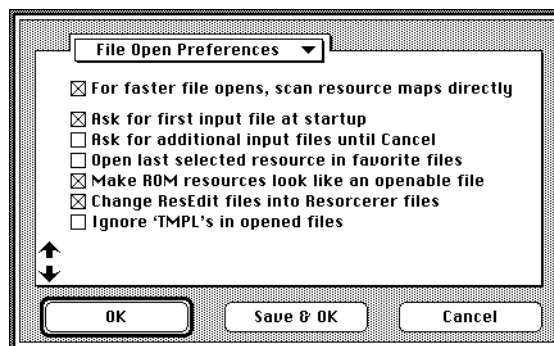
Normally, Resorcerer tries to show some or all of a resource's data when you click on a type to fill the Resource List. If a resource's data is corrupted or otherwise wildly different from its standard form, the 'SHOW' code resource that Resorcerer calls upon to draw the value may not be robust enough to deal with the corrupt data. This is particularly acute for 'PICT' resources that have been compressed with third-party compression utilities that unfortunately are non-standardized and usually leave no trace of their secret work. Attempting to show a corrupted or compressed 'PICT' resource, which will be passed to the toolbox's `DrawPicture()`, will very likely crash Resorcerer.

When this preference is set, Resorcerer sets every resource type in any file you open to hide data when displaying resources of that type in the Resources List. This lets you browse through a file of compressed resources without having to worry about which ones are going to cause problems. For more information on how to show and hide resource data, see the "Editing Files" chapter.

We recommend that you leave this preference off.

## FILE OPEN PREFERENCES

The **File Open Preferences** section of the **Preferences** dialog lets you set various options concerning how Resorcerer opens files or how it treats opened files.



### FOR FASTER FILE OPENS, SCAN RESOURCE MAPS DIRECTLY

With this preference set, Resorcerer uses a much faster method of reading in all of a file's resource information during opening. It does this by directly scanning a data structure called the file's *resource map*, which is the resource file's internal table of contents.

However, it is possible that in future Macintosh systems Apple will change the format of resource maps, in which case Resorcerer's faster scanning algorithm will almost certainly break. If this happens, you should turn this preference off, and Resorcerer will use the standard Resource Manager routines to read your file. Although this latter method can be much slower than direct scanning, at least it will still work. In any case, if Apple does change the internal format, it will probably do so precisely to speed up the standard Resource Manager routines.

Because of the possibility that Apple will change resource maps in the future, each time Resorcerer notices that you have upgraded to a new Macintosh system, it will ask you if you want to continue using faster scanning. This lets you leave faster scanning on without having to worry about this possible future problem sneaking up on you.

### ASK FOR FIRST INPUT FILE AT STARTUP

When Resorcerer first starts up, you will usually want it immediately to ask you which file to open. However, you may want to use your preset Quick Open favorite file list instead (see the next section for more on this), bypassing the initial Get Input File dialog altogether.

To do so, uncheck the **Ask for first input file as startup** preference.

### ASK FOR ADDITIONAL INPUT FILES UNTIL CANCEL

Occasionally, you have to open many files at once. If you want Resorcerer to automatically continue asking you for files, so that you don't, for instance, have to re-issue the **Open File...** command to get each file, then check this preference. Resorcerer continues to request a file specification until you click in the **Cancel** button of the dialog requesting the file name.

You will generally want this option turned off.

### OPEN LAST SELECTED RESOURCE IN FAVORITE FILES

Resorcerer usually restores the selection state of the File Window for any file you open with your Favorite Files menu. If you find yourself constantly re-opening a favorite file, and then re-opening one particular resource, you can set this preference so that the last opened resource gets opened for editing when you re-open the file. This is helpful, for instance, during debugging when you have to close a project resource file in order to run a test of your application from THINK C.

Usually, you will want to keep this preference turned off.

### MAKE ROM RESOURCES LOOK LIKE AN OPENABLE FILE

With this preference set, Resorcerer creates a standard, empty file with the title "System ROM Resources" in your System folder (if one isn't there already). When you open this file, Resorcerer ignores resources that might be in it (typically there are none), and instead pretends that only those resources found in your Macintosh ROM are in it. The file is marked locked, since you can't save any changes back to ROM.

If this preference is turned off, Resorcerer will treat the file the same as any other file, in which case it scans the file's own resources.

This lets you open, browse, or copy some important resources that otherwise remain hidden, such as the Color Quickdraw standard 'clut's.

This feature only works when you have the **Scan resource maps directly** preference also turned on.

The name of the ROM file is configurable, since it is kept in one of Resorcerer's own 'STR#' resources. If you open your Mac's ROM often, you can add the file to your Favorite Files list in the same way you would any other file.

We recommend that you leave this preference set.

### CHANGE RESEDIT FILES INTO RESORCERER FILES

Resorcerer can open the files of any other application. For this reason, Resorcerer never assigns its own icon to any existing file you open and change with it, unless you explicitly change the file's Finder type code.

Resource files created with ResEdit, like any other file, are openable with Resorcerer; but not if you double-click on them in the Finder. If you would prefer to have Resorcerer open them when you double-click on one, you have to change the file into a Resorcerer file.

When this preference is set, Resorcerer will explicitly change the file type of any ResEdit-created file so that the Finder will display it as a Resorcerer file. This occurs automatically and immediately when you open the file, and does not cause any confirmation alert later on when you close the file (Resorcerer will let you know about the change as it makes it).

The **Resorcerer's only** file filtering setting in the **Open File** dialog will include ResEdit-created files as well when this preference is on.

Naturally, we *strongly* recommend that you leave this preference permanently on!

### IGNORE 'TMPL'S IN OPENED FILES

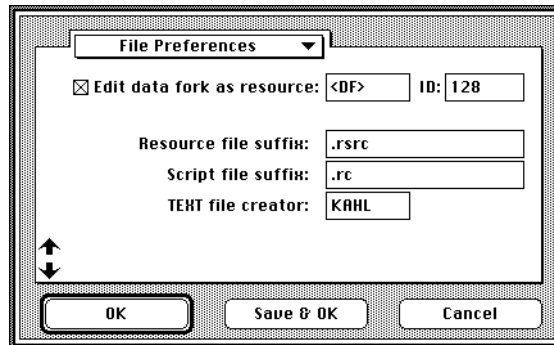
When opening a custom resource with a template, Resorcerer will normally give precedence to a template ('TMPL') in the same file as the custom resource. Sometimes, though, you may prefer to use a template in your "Private Templates" folder regardless of any templates in the file you are editing. In this case, you should turn this preference on.

This situation occurs when you want to ship a file with a minimal resource editing template in it, but you still want to edit resources with your own full-featured template. For instance, you may only want to document or allow your users to edit certain parts of a custom resource.

We recommend that you leave this preference turned off.

## FILE PREFERENCES

The **File Preferences** section of the **Preferences** dialog lets you set options concerning files.



### EDIT DATA FORK AS RESOURCE

With this preference set, Resorcerer treats the data fork of any resource file it opens as a pseudo-resource of the given type and ID. This lets you use Resorcerer's Hex Editor, Data Editor, and other tools to edit, parse, or analyze any data fork as easily as any other resource.

When this option is on, newly created files always have one resource in them, the data fork resource. If you make a change to the data in this resource, the entire data fork is overwritten with the new data when you save the file.

If you change the type or ID of the data fork resource, this is equivalent to copying all the data fork's data into a newly created (real) resource of the new type and/or ID, and *deleting* all the data in the data fork when you save the file.

We recommend that you leave this preference turned off.

**Note:** Resorcerer does not perform any complex disk-swapping or other buffering schemes when treating your data fork like other resources. If the entire data fork cannot fit into memory, along with a backup copy if you open and close it more than once, you won't be able to edit large data forks. For instance, you may not be able to search an entire resource file that has a large data fork.

## RESOURCE FILE SUFFIX

When you create a new resource file, Resorcerer will ask you to name the file before you can save it. Typically, you have a favorite suffix that you add to the name of the file to let yourself know that it is a file of resources. You should enter that suffix in the **Resource file suffix** field, so that Resorcerer can automatically place it in the edit box of the Standard Output File dialog for you.

Newly shipped copies of Resorcerer have this field set to “.rsrc”.

## SCRIPT FILE SUFFIX

Resorcerer recognizes text script files by looking at their name's suffix. You can set the suffix to whatever you want using this preference.

Newly shipped copies of Resorcerer have this field set to “.rc” to distinguish Resorcerer scripts from Rez source files.

## TEXT FILE CREATOR

This field lets you declare the 4-character creator type of any TEXT files that Resorcerer might make, such as prototype code that the Dialog Editor creates. The new file can then be opened by the application whose creator code you have entered here.

Resorcerer is shipped with this field set to 'KAHL', the creator code for Symantec's THINK C™ development environment. If you use a different development system, you will probably prefer to use its creator code.

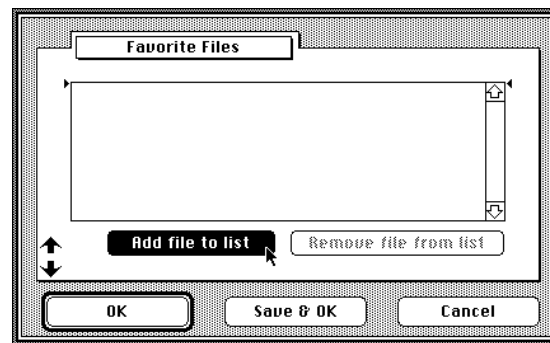
To determine another system's creator type, open one of its text files, such as a source code file, with Resorcerer (it will likely have no resources in it, since the text is kept in the data fork). Choose **Finder Info** in the **File** menu to view the file's Finder information, which includes the creator code for that file.



## FAVORITE FILES

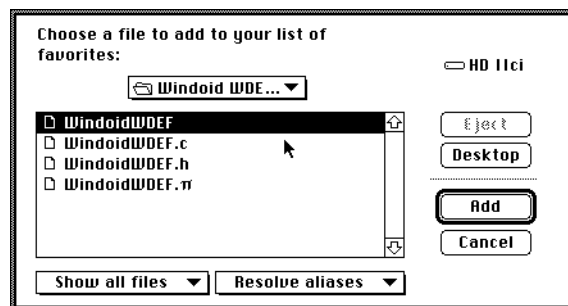
Resorcerer lets you keep a list of your favorite or most commonly opened files directly in its **File** menu. The list appears as a hierarchical menu under the **File** menu's **Quick Open** command. In order to change it, you must edit it here in the **Preferences** dialog.

Typically, you will want to keep the names of the resource files of the various projects you're currently working on in this list. Since the projects you're working on will usually be in different folders, the favorite files list can be quite handy when it comes to re-opening them.

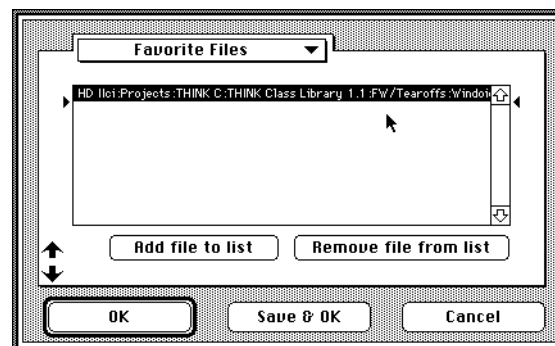


### ADDING A FILE TO THE LIST

The list is empty initially and displays a blinking caret at its top to indicate where a new entry will be inserted. To add a favorite file to the list, click in the **Add file to list** button. You will be asked to specify a file in a folder using the standard Get Input File dialog.



Once you've chosen a favorite file, click in the **Add** button of the Get Input File dialog. The full pathname of the file is entered into the list at the position indicated by the list insertion caret. After adding the entry,



the caret is advanced, and the new entry is selected.

If want to add a script file to your list, make sure the file type popup is set to **“.rc” scripts only** so that Resorcerer will run the script instead of opening it.

**Sorcery:** You can double-click on either side of the list insertion caret to add a file to the list.

### REMOVING A FILE FROM THE LIST

Select the file pathname in the list that you want to delete. Then click the **Remove file from list** button to cut it from the list.

**Sorcery:** ⌘X is the keyboard equivalent of **Remove file from list**

### REARRANGING YOUR FAVORITE FILES LIST

The **Preferences** dialog is a modal dialog, so you cannot get at the standard editing commands in the **Edit** menu. However, their command key equivalents are still available.

If you want to reorder the files in the list to suit your tastes, you can use ⌘X to **Cut** the file pathname from the list, then ⌘V to **Paste** it back in wherever the list insertion caret is placed.

The **Undo** command is also available via its usual key equivalent, ⌘Z.

### SETTING THE KEYBOARD EQUIVALENT FOR ONE FAVORITE FILE

Normally, there is one file in your favorite files list that you are currently working with, and the act of opening it via the **Quick Open** favorite file menu assigns a keyboard equivalent ⌘L (for Last file) to it.

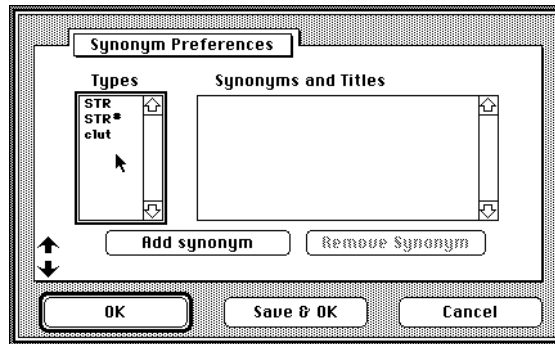
You can assign the keyboard equivalent character to any file in the list without opening the file by selecting it in the Favorite Files card of the Preferences dialog. When you click either **OK** or **Save & OK** in the Preferences dialog, the selected favorite file in the **Quick Open** sub-menu is assigned the key equivalent.

If no file in the list remains selected, then no file name in the menu will be assigned the command key.

## SYNONYM PREFERENCES

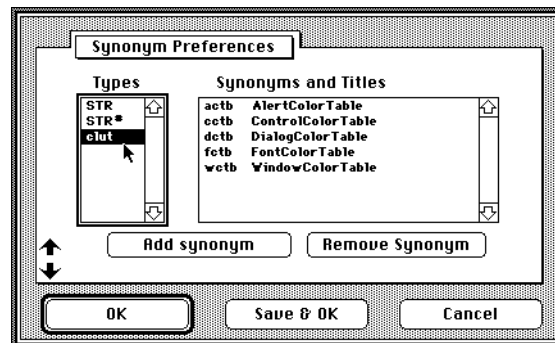
The **Synonym Preferences** section lets you declare which resource types Resorcerer should treat as synonyms of other, existing, resource types.

A number of standard Macintosh resource types are synonyms of each other, and these synonyms are already installed in your lists. On the left side of the dialog you will see the list of original resource types. The right side contains a list of all synonyms of any given selected type in the left side. Only one entry in either list may be selected at one time.



### VIEWING ALL SYNONYMS OF A GIVEN TYPE

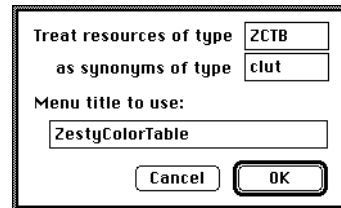
When you click on any one type in your types list, the right-hand list is filled with all the synonyms of that type. In addition, each synonym type can have a descriptive title string associated with it which is displayed next to it.



One or the other of these lists is considered the active list with respect to editing operations; and the active list, like other situations in Resorcerer where pairs of lists exist in the same view, is indicated by a bold border around it.

## ADDING SYNONYMS TO THE LIST

Regardless of which list is active, you can add a synonym to the collection by clicking in the **Add synonym** button. This brings up a small dialog that lets you specify the original type and the new synonym type, as well as descriptive title string to use.



Treat resources of type   
as synonyms of type   
Menu title to use:

## REMOVING SYNONYMS FROM THE LIST

Select either an original type, or a specific synonym of an original type. Doing so makes either the original types list or the synonyms list the active list. Then click on the **Remove synonym** button.

If the original types list is active, then the type and all synonyms of that type are removed. If the synonyms list is active, then only that synonym of the original type is removed.

If you remove the last synonym of an original type from the synonyms list, then the entry for the type will be removed from the originals list.

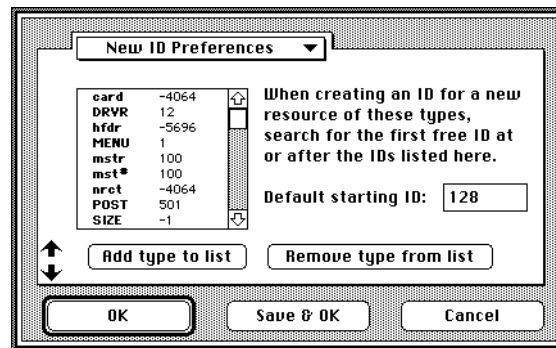
**Sorcery:**   ⌘Z or ⌘V will undo the previous **Remove synonym**.  
              ⌘C is the keyboard equivalent of **Remove synonym**.

**Note:**       Resorcerer only resolves one level of synonyms. You cannot declare a synonym to be a synonym of some other synonym. If you do, Resorcerer will not recognize the second reference, and thus may only let you edit it using the Hex Editor.

## NEW RESOURCE ID PREFERENCES

This section of the **Preferences** dialog lets you tell Resorcerer how you want it to allocate resource IDs when creating new resources of any given type.

There are two reasons for wanting to do this. The first reason is that certain resources are required by convention to have certain resource IDs. For example, 'nrcr' resources representing Control Panel dialogs should have an ID of -4064; 'vers' resources an ID of 1 or 2; 'SIZE' resources an ID of -1. Standard application resources generally should have IDs greater than or equal to 128.



The second is that many programmers prefer to organize ID ranges above 128 according to type. In particular, you might want all your 'DLOG' resources (and their 'DITL's, etc.) to have IDs starting at 200; all 'ALRT' resources (and their 'DITL's, etc.) to have IDs starting at 500; and so forth.

When you ask Resorcerer to create a new resource, it in turn may ask you to specify the type and other attributes of the new resource. A resource ID is then allocated as an initial choice for that resource type. The file to which the new resource is being added is then searched for any existing resource of the same type whose ID may conflict with the initial choice. If there is a conflict, the initial choice is incremented by 1 and the search continues until a free ID for that type is found. This ID is then assigned to the new resource.

The initial choice for a given type is determined by the list on this card of the Preferences dialog. If a type is not in the list, then the initial choice is taken from the **Default starting ID** field, which should usually be set to 128.

For more on the process of allocating new IDs, see the discussion of creating new resources in the previous chapter, "Editing Resources".

## ADDING A NEW ID TO THE LIST

To add a new type and starting ID to the list, click in the **Add type to list** button. A dialog asks you to fill in the appropriate fields and the entry is added to the list.

## REMOVING AN ID PREFERENCE FROM THE LIST

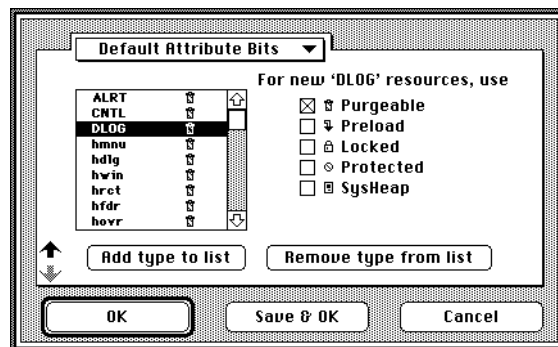
To remove an entry from the list, first select it by clicking on it, and then click on the **Remove type from list** button.

**Sorcery:** ⌘X is the key equivalent of **Remove type from list**.  
 ⌘V or ⌘Z puts the last removed entry back into the list.

## NEW RESOURCE ATTRIBUTE PREFERENCES

This section of the **Preferences** dialog lets you tell Resorcerer what resource attributes you want it to assign when creating new resources of any selected type.

The most common default attribute is the purgeable bit, which you can use for a variety of standard Mac resources, such as dialog and alert templates ('DLOG's and 'ALRT's), balloon help, etc.



To add a new type and its attributes to the list, click in the **Add type to list** button, and enter the new type.

To remove an entry from the list, first select it by clicking on it, and then click on the **Remove type from list** button.

**Sorcery:** ⌘X is the key equivalent of **Remove type from list**.  
 ⌘V or ⌘Z puts the last removed entry back into the list.

## PREFERENCES PREFERENCES

Resorcerer's **Preferences** dialog is designed in such a way that adding preferences to later versions of the program can be done easily without any disruptive change in the way you interact with it.

When you leave the **Preferences** dialog via the **OK** or **Save & OK** buttons, the section you were in is remembered so that the next time you enter the dialog, Resorcerer can place you back in the same place. This position is also saved on disk when you choose the **Save & OK** button.

Thus, if you wish the **Preferences** dialog to always come up in a favorite section, go to that section by choosing it from the pop-up menu of section titles, and click in the **Save & OK** button.







