

# Adam's Ultimate NoCD Patch Kit

## The Template)

The Applescript titled *Template* includes every scenario I've run into over the years and can be modified to handle the following:

- 1. Apps in OSX** that will run off of img/iso/dmg images. (This is how it is configured currently). These do not need any special handling of Classic, Screen Resolutions or The Dock. These will mount the image, start the app/game and then unmount the image after the app/game is done being run.
- 2. Classic Apps.** These Need Classic to be started before the app/game is launched to avoid the image being prematurely unmounted.
- 3. Special Screen Modes.** These are unique as them must be saved as an app-bundle and the included *Cscreen* executable must be placed in the "Resources" folder within that bundle. These will change the screen to, for example, 640x480 at 256 colors, or perhaps 800x600 at "Thousands of Colors (16-bit). The screen will be changed back to normal once operation has ceased. This can also be very helpful for Flash based games in OSX that run slow at full screen resolution.
- 4. Dock Hiding.** Some apps/games (often Classic at low resolution) will not adequately raise their z-value to 'float' above all desktop items like the dock. This can be very distracting to see items on the dock react as the mouse gets too close. This part of the process when activated hides the dock and also unhides it after operation is finished.
- 5. On-Image App/Game Launch.** An alternate line of code that allows games that cannot be installed but will run, to be launched directly off the mounted image.

**Any combination of the above can occur and the modules of "Template" can be commented in and out to make use of whatever functions are needed.**

**Toast Images)** Some apps/games cannot be fooled by mounting a normal disk image and require help from Toast. A small secondary app is included called *gmMntr* that uses a 3rd party app called *ToastMount* to borrow parts of Toast to seamlessly mount Toast images as though they were actual CDs/DVDs. As is often the case, locking the images is usually required, or Toast will see them as a CD-R/DVD-R. If the Template is calling gmMntr, it is first necessary to edit its "main.scpt" file within /Contents/Resources/Scripts and put the name of the image and save (Don't overwrite the bundle itself, or it will break functionality!). gmMntr should then be placed inside the folder with both the NoCD launcher, app/game and disk image. NOTE: sometimes it is not necessary to have an actual 'Toast' image to use Toast's functionality. This will often work also with ISOs.

**Helpful Apps Included)** are:

**FastIcns:** Very good for quickly making custom icons for NoCD launchers. The actual app/game can either be used to create a file-fork icon, or an actual icns file if a Cscreen app-bundle is being made.

**JuhOS X:** Very handy for making disk-images and original apps/games invisible so only the launcher can be seen in the folder (for the sake of neatness).