Resource Editor -- A comprehensive User's Guide By Ali Baba

The Finder:

ResEdit, Resource Editor, should have an icon depicting a Mac with a Jack in the Box jumping out of it, (Note: If his hat curls down, then you have the current version, if it is like a dunce cap, then this is apparently an earlier version).

Starting Up:

Double-Click the icon as normal. After a few moments, you will be presented with what looks like the example program File with a document full of file names. Note: all windows with lists, or series' have vertical scroll bars. This window is the disk window, you may have two showning if two disks are inserted, or if you a hard disk. The close box will eject the disk with the title displayed on the window.

File Level:

Select a file, either by double-clicking or selecting and opening. Note: all this simplicity is tiring me, so from now, on unless otherwise specified, the windows are like that of the mini-finder, except you cannot type letters to jump around. The file will open with a list of four-letter resource types showning. Note: this part is just like RMover, so if familiar, please bear with me.

Type Level:

These types are codes as to what resources they contain. These resources can be icons, code, fonts, or something else. Scan through the list and pick out something neat, like FONT. After you open FONT, you will be presented with a list of the fonts on that disk, open one, Chicago12, for example.

Font Editing Level:

You will be presented with a FatBits standard editor. The box in the upper-right has full TextEdit features, so you can change what is says. The dotted box in the lower-right shows the currently selected character. Below that is the ASCII code. to jump around, you can type a charater, and it will jump to it, or you can click on the character to the left or right of the current character. The triangles allow you to widen your character. Note: Don't widen it all the way, you will lose one of the triangles, and not get it back. The menu on top allows you to set the ascent and descent heights of the characters.

Cursor Editing Level:

Try selecting resourse type CURS, and open one of the cursors. The editing window shows you: Cursor, Mask, Hotspot. design your cursor on the left, then select Data->Mask from the menu. then fill in all but the border of the middle FatBits area. Then select a Hotspot by clicking at it's location at the right. The other menu selections are apparent.

ICON Editing Level:

Open a ICON resource and open and icon. What you get it again FatBits, but it shows you the icon normal size on the right.

ICN# Editing Level:

Do as above, but open ICN#. Again you get FatBits, but you have a mask like the cursors. It shows the various possibilities below the edit area. It uses the current desk pattern from System.

PAT Editing Level:

Just like editing a pattern in MacPaint.

PAT# Editing Level:

Just like editing a pattern in MacPaint.

MENU Editing Level:

Like Menu Editor. You set the menus the way you like.

STR Editing Level:

TextEdit windows, very obvious.

STR# Editing Level:

Again obvious.

INTL Editing Level:

Like MENU, but deal with the handling of international date styles and such.

BNDL, FREF Editing Level:

Easy to use if you know how they are linked to icons and file types.

ALRT, DLOG Editing Level:

Uses numbers to show borders and titles of Alerts and Dialogs.

DITL Editing Level:

Various push, radio, and check buttons, along with text and edit boxes.

PICT Editing Level:

Just a list of pictures, graphically, but no editing features.

WIND, PACK, DRVR, CNTL, etc. Editing Level:

Supported windows and editing features, but useless unless you know how to desing one. Note: DRVR types are like desk accessories and other such stuff.

Other Editing Level:

No real support. Resource is displayed as a list of hex bytes. Easy to use, but no disassembly, so confusing.

Other Information:

Selecting Get Info, command I, will tell you other info, such as name, ID, size, purgable, and other such.

File Menu:

New will create one of the following, depending on level: a File, a Type, or a singular resource.

Edit Menu:

Full edit features are present. Duplicate duplicates the selected resource and adds it in the list, with a different ID.

ADEditor:

For editing Alerts and Dialogs, Alert/Dialog Editor is simpler to use, but wont tell you exact positions.

Other Bugs:

Crashing a Sytem file is easy, so, hey, be careful out there!