

UnBundle



Unlock the mysteries of your desktop!

Users Manual and Release Information

Documentation for version 1.0

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UnBundle is shareware! If you like it, please send \$10 to:

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Sending your shareware fee in will allow you to get notices of future versions of UnBundle (if any).

INTRODUCTION TO UNBUNDLE

What Is UnBundle?

UnBundle is a small application that searches the Desktop file for a certain application's icons. When a match is found, the icons are drawn and their resource IDs are listed beside them. Along with this information, UnBundle also lists the the type of file each icon is associated with and the resource id of the file reference resource (FREF) for the application. You should note that all resource id's that are returned are the resource id's in the Desktop file, not the application's resource file.

What Is The Desktop File?

The Desktop file is an invisible file contained on all Macintosh disks that hold information about all applications, cdevs, INITs, etc. on that disk. The information that is contained in the Desktop file is:

1. Location (folder) of all applications.
2. All the BNDL resources of all files that contain BNDL resources.
3. All the ICN# resources of all files that contain ICN# resources
4. All the FREF resources of all files that contain FREF resources.

Why Bother With The Desktop?

The main reason why I wrote UnBundle was to change icons of some applications on my hard disk. If you've ever tried changing an application's icon, you know that simply changing the ICN# resource in the application will not work. The reason is that the finder looks in the Desktop file to draw all it's icons, not the application's resource file. The ICN# resources of all files are loaded into the Desktop file the first time a disk with that application is mounted, and there they stay for eternity (or rebuild your Desktop, whichever comes first). The icon will not change even if you erase the application from your disk, change the icon, and copy it back onto your disk. You have two ways to change the icon:

1. Run UnBundle to find the Desktop resource id's of the icon(s) you wish to edit.
Open ResEdit (or your favorite resource/icon editor) with the Desktop file. Find the resource id of the icon.
Edit it.
2. Run UnBundle to find the Desktop resource id's of the icon(s) and the BNDL resource(s) for that application.
Open ResEdit with the Desktop file.
Find the icons and erase them
Find the BNDL resources and erase them
Find the resource type that is the same as the creator of the application you're editing and erase it.
Copy the application with the edited icon back onto the startup disk.

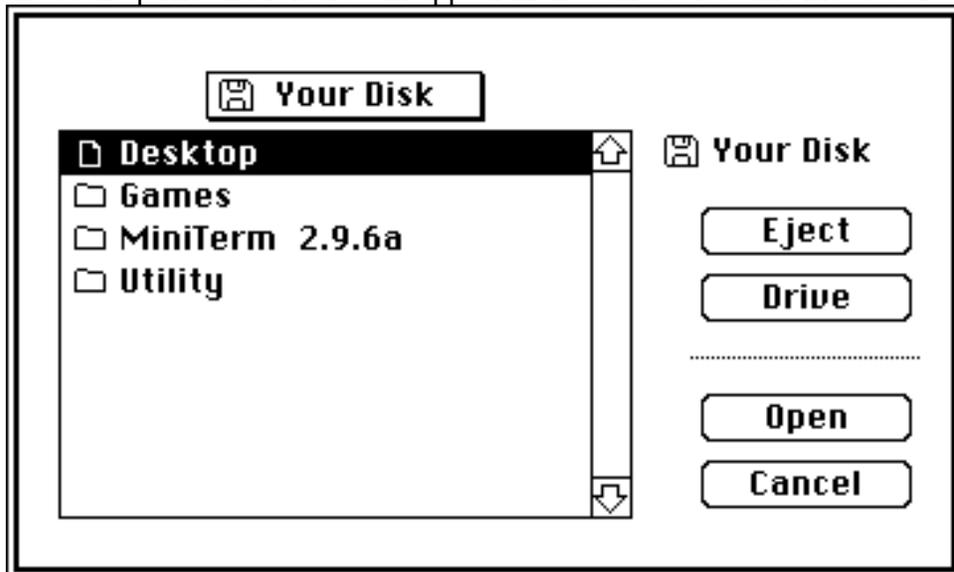
Use whichever method you feel most comfortable with. Before you actually do this, heed this warning: **Never, never, never make changes to the only copy you have of a file. Always make a copy of any files you edit with ResEdit (or any other resource editor). This includes the Desktop file!!!! Before attempting to erase or modify ICN# or BNDL resources, make a backup copy of the Desktop file (and name it something other than 'Desktop'). It doesn't matter which copy you edit, as long as you have a backup, and the Desktop file you want the finder to use is called 'Desktop'.**

Disclaimer: I cannot be held responsible for any damage caused by, or information provided by UnBundle. To the best of my knowledge, this application works correctly, and the editing methods mentioned here work properly (I've used them on my own disk and they appear to work).

USING UNBUNDLE

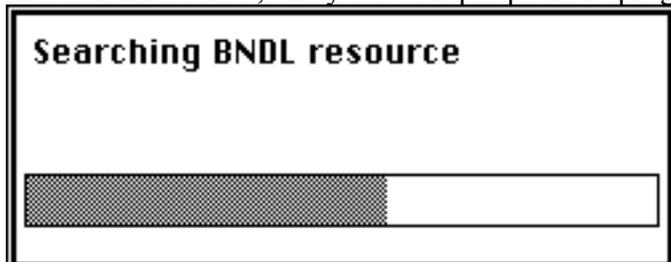
Starting Up

After launching the application, a standard file dialog box will appear. You need to select the Desktop file you wish to search. The desktop file is always at the root (uppermost) directory of the disk. Only the desktop file and folders will appear in the box. Select this file to start the program:



Warning: Because the way files are filtered to be shown in this dialog box, the Finder file will also appear along with the Desktop file. **Do not select the finder as the Desktop file!** You will not be very happy with the results.

After selecting the Desktop file, you need to select the file that has the icons you wish to search for. Click on the button labeled 'Get Applicaton File...', and a box just like the one pictured above will be drawn. Only the files that are eligible to have entries in the Desktop file (and folders) are shown in this box. This doesn't mean that the files shown will have ICN# resources, however. Once a file is selected, the search is started, and you are kept up on the progress of the search by a diagog box:



When the search has finished, the icons are drawn, and the file type and resource ID's of the icon and file reference resource are listed:

Icon	Icon ID	File type	FREF ID
	24166	APPL	22690
	28572	DMPA	12478
	5898	DMPP	16728
	31368	MPST	3112
	14724	OBJ	6387
	6505	TEXT	11779

This example was produced by using MPW (Macintosh Programmers Worksp) as the search file. The first row contains the icon of the application (in most searches, the first row will be the application's icon), the ID of that icon in the desktop file, the file type is application, and the ID of the FREF resource.

If there had been no matches, a dialog box would appear telling you so.

Using Another Desktop File

If you have more than one startup disk mounted in your system, you can change the desktop file that is being searched by selecting the 'New Desktop File...' item in the File menu.



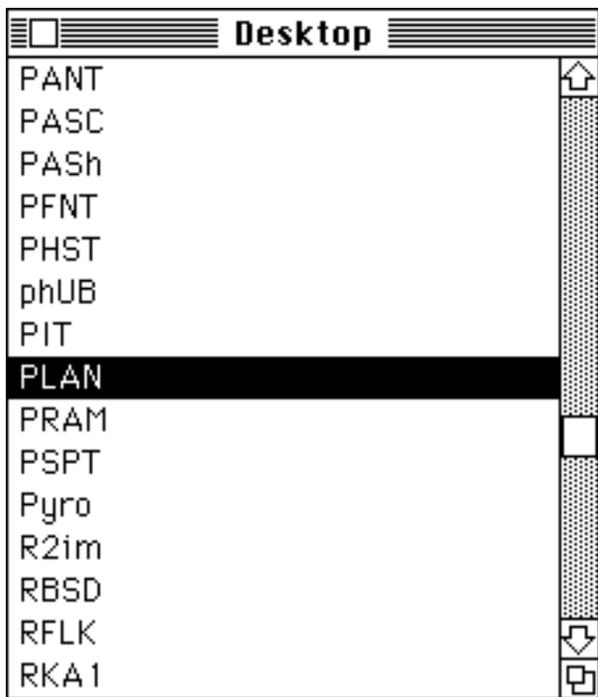
This menu item brings up the same dialog box mentioned in the previous section. Either double-click on the new Desktop file or select the Desktop file and click on the open button to set the new Desktop file.

Help!

I have attempted to add some on-line help, although the program is pretty much self-explanatory. To get help, select the Help menu item. After the item is selected, the cursor turns into a question mark (?). Click on the area you want information on, and a dialog box will appear with the information.

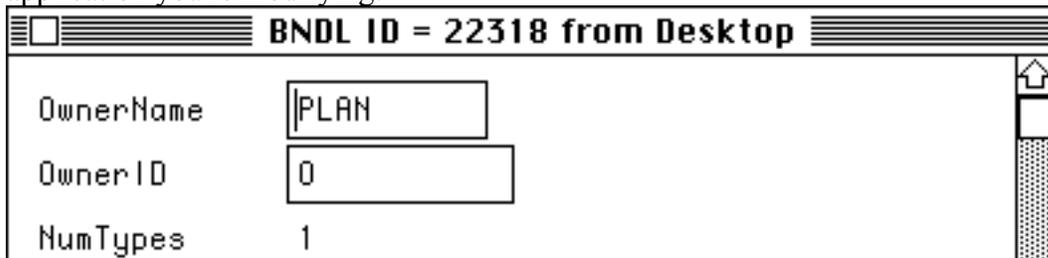
CHANGING ICONS: An Example

Here's an example of changing the icon of an application (although the same method could be used for cdevs, INITs and RDEVs). The first thing to do is to copy the application that you are going to be editing onto another disk. Next, launch UnBundle and select the file you are going to be editing (not the copy, but the original!!!). Make a note of the BNDL resource ID and creator that is given to the right of the icon information, then write down the icon and file reference resource ID. Next, drag the application on the startup disk to the trash. Launch ResEdit and open the copy of the application on the other disk, then edit the icon. Note that the changes will not take place on the other disk's desktop. While still in ResEdit, open the Desktop file on the original startup disk, and look for a resource type that matches the application's creator. For example, if you were modifying the icon for Multiplan, which has a creator of PLAN, look for the 'PLAN' resource in the desktop file:



Once you find the matching resource type, erase it (this can be done by pressing the backspace key or by choosing 'Clear' from the Edit menu).

The next step is to erase the bundle resource. You made a note of the resource ID when you ran UnBundle (didn't you?), so now open the BNDL resource and look for the same ID number. When you find a match, erase it. If you want to double-check your find, you can open the BNDL resource and look at the box labeled 'Owner name'. The contents of this box should be the same as the creator of the application you're modifying:



Next, find all the ICN# resources that belong to the application. **A hint for finding icons:** When opening the ICN# resource, press the option key on the keyboard. This makes ResEdit list the icons by resource ID, instead of the default graphical listing. All the resources should be contiguous. Do the same with all the FREF resources. Now you're finished with ResEdit, so quit.

The last step is to copy the application from the newly-created disk to the startup disk, and just like magic, the new icon appears. Happy hacking!

Trademark and other information:

ResEdit, System and Finder are trademarks of Apple Computer. ResEdit is available from many users groups, as well as from APDA.

Multiplan is (or was) a trademark of Microsoft.

Good bye Opus, Milo, Binkley, Steve, Cutter John, Bill (or Donald), Rosebud & family, Hodge Podge & the rest of the gang. I'm gonna miss ya.