

CUSTOMIZING AUTOMAC™ III

Many features of AutoMac™ III and MacroEditor can be customized to your liking and/or else "localized" for use in foreign countries. Instructions for changing each program are given below.

*** WARNING ***

All of the methods for customizing AutoMac III described below, except for the first one, require experience in programming. Do NOT attempt any changes to AutoMac III using the other methods, unless you consider yourself an experienced programmer. Be sure to keep a backup copy of AutoMac III in case a problem arises, and be sure to TEST the results with sample programs and data, before using the changed AutoMac III with your valuable data. To be perfectly safe, we recommend that you not use an altered version of AutoMac III unless you have complete and current backup copies of ALL of your programs and data.

There are four groups of items that you can customize within AutoMac III; each group is customized in a slightly different way.

(1) Customizing AutoMac III Keyboard Commands, Etc.

Click on the "Prefs" button in the main dialog box. You will see many items that can be changed, including key combinations for AutoMac III commands, amount of memory used by AutoMac III, etc. For most users this is all the customization that will ever be required, and in this case no programming is required. (See the AutoMac III manual for more information about this process.)

(2) Customizing AutoMac III Dialog Boxes

To conserve space, all dialog resources within AutoMac III (but not MacroEditor) have been "compressed," using a special method. If you examine the AutoMac III program with a resource editor such as "ResEdit", you will see that there are none of the typical "DLOG" and "DITL" resources. Instead, there are only two resources of type "DIAL" (#10 and #20). However, to enable you to change the appearance of the AutoMac III dialog boxes, we have enclosed a file called "Dialogs.rsrc" and a translator program called "DialTrans".

To change the dialogs you will need to use Apple's program "ResEdit", available from many sources. The steps to take are as follows:

- (a) Use ResEdit or a dialog editor of your choice to change the AutoMac™ III dialogs as desired, within the separate resource file, "Dialogs.rsrc".
- (b) Run the program "DialTrans". This program does nothing except convert the file "Dialogs.rsrc" to a new file, "Dialogs.cmpr". (Both Dialogs.rsrc and DialTrans should be on the same disk, and in the main disk window, not within any folders).
- (c) Use ResEdit to open the AutoMac III file and DELETE the two resources, DIAL #10 and DIAL #20. These are the old compressed dialog resources that will be replaced.
- (d) Use ResEdit to open the new file, "Dialogs.cmpr", and copy the two new DIAL resources to the clipboard. Close "Dialogs.cmpr" and open AutoMac III. Paste the new DIAL resources into the AutoMac III file.

(3) Customizing AutoMac III Text Strings

The messages seen in AutoMac III alert boxes, as well as several other miscellaneous strings used in AutoMac III, are all contained in one STR# resource (#10) in the AutoMac III file. Therefore, these strings can all be changed using ResEdit or a similar resource editor.

(4) Customizing Command Keys in Dialogs, Etc.

AutoMac III contains a special resource (CUST #10), that contains most of the information used for customization, including information that can be changed in the "Prefs" dialog. The RMaker source file for this resource has been included in the AutoMac™ III folder, to enable you to change information that is not changeable with the "Prefs" dialog. Most notably, this includes the command keys used in all of AutoMac's dialog boxes.

To use this method of customization, you must have Apple's resource compiler program, "RMaker", available from many sources. The steps required are described in the RMaker source file, "Customs.R".

CUSTOMIZING MACROEDITOR

(1) Customizing MacroEditor Dialog Boxes

Unlike AutoMac III, MacroEditor contains standard DLOG and DITL resources that can be changed directly using a resource editor such

as ResEdit. If you change the size of the editor window, you may need to change some other values as well (see below).

(2) Customizing MacroEditor Text Strings

The STR# resource in the MacroEditor file contains all special text strings, error messages, and words used in the editor. You can change these items using ResEdit. Note that you can even change the command words used in the editor, such as "Click", "MoveTo", etc.

(3) Customizing Font, Tab Interval, Etc.

MacroEditor contains a special resource (CUST #10), that contains most information used for customization, including type font and size used, tab stop interval, command keys, etc.. The RMaker source file for this resource has been included on the disk.

To customize these items, you must have Apple's resource compiler program, "RMaker", available from many sources. The steps required are described in the RMaker source file, "EdCustoms.R".

(4) Customizing the Help File

The help file, MacroEditor.help is a standard "TEXT" file, and may be edited with Microsoft Word, TeachText, or any word processor capable of editing text files.