

If you are familiar with ResEdit, you can customize some of CTB's features. All the resources described below are accessed through their IDs, so change the contents not the IDs.

- you can change the sounds played during the game. Their type is 'wave' (created by SoundWave).

- you can change the patterns used to display the blocks. The pattern list used is (PAT#, 256).

- you can change the small icons used to display the Buzz, their type is 'SICN' and their IDs are 256 (for free Buzz) and 257 (for caught Buzz). If these resources don't exist the program will use the patterns defined above.