tandard Resource Editor

The Resource Editor is the working environment which lets you apply the previously discussed tools to the images displayed in the Preview Window.   The graphical display in the upper-left corner is the actual set of pixels you will be altering to create or edit your opened color scheme. Like the Preview Window, the Resource Window has a variety of pop-up windows and additional controls which need to be explained.

esource Type
The resource type pop-up allows you to choose which type of resource will be displayed in the resource editor.   There are a variety of graphical resource types which need to be edited to create color schemes or icon sets.

Resource ID
The resource ID pop-up is used in conjunction with the resource type pop-up to select resources for editing.   Resources that are not used in the current file are shown as plain text.   Resources found in the file are displayed in bold text.

Icon Family
As discussed previously, all resources used in color schemes and icons have more that one color depth and, often, more than one size.   Underneath the drawing area in the resource editor is a small row, or cluster, of pictures representing the present resource in its various states.   Clicking on these miniature family members will activate that setting for editing.   Clicking and dragging one of these icons will allow you to copy the art of one into another, or into any other application supporting drag and drop. Again, make sure to edit all states and color depths to achieve uniformity in your scheme or icon.

Add Resource
The add resource button will become enabled if you choose to edit a resource type or ID that isn't in your file. Instead of a pixel box, you'll be presented with an alert indicating that the resource is not currently included in your file.   Should you think that you require an omitted resource, this button will add it to your file.   This is especially useful for creating Kaleidoscope 2.0 color schemes or collections of ppats or icons.

Revert Resource
This button reverts the displayed resource type and ID to its former saved state.   All changes that you have made to it since the file was last opened will be undone.

Delete Resource
Use the delete resource button to remove unwanted resources from your files.   Warning: Designer's Studio supports many levels of multiple undo for normal operations, but it cannot recover a deleted resource. Should you accidentally delete one, your only option is to click the revert resource button discussed above.

Other Resource Editors
There are two additional types of resource editors which appear in Designer's Studio.

Big Editor

One of these is the Big Editor which appears when you choose to open or edit a PICT clipping or StartupScreen.   Neither of these file types provides a preview window as discussed in Chapter 3 and the only non-standard tool used with either of these is the handy zoomer.   This slider allows you to set the magnification depth of the displayed picture.

ote: you can also use the Big Editor to edit any resource by calling it up from the Windows menu.   This will allow you to use the zoomer to enlarge the display to a size with which you are comfortable.

(To select the Big Editor using the keyboard, hit "command-b")

Simple Folder
The second non-standard resource editor appears when you choose to create or edit a single folder or file icon.   You are presented with a fairly standard, ResEdit-type window with a full

display of folder states at all bit depths and sizes.   There are no non-standard tools used with this type of editor.

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