esource Types

The following is a list of the most common types of resources you will encounter when using a resource editor to alter the appearance of graphics files such as icons, pictures, desktop patterns or color schemes. Note that this is not an exhaustive list nor is it intended as a guide to creating color schemes. It is simply intended to give the novice a vocabulary and set of concepts to better assist with understanding the "behind-the-scenes" work of Designer's Studio and other resource editors.

actb - Alert Color Table - defines the text and background colors of alerts.

cicn - Color Icon - the most commonly used resource in color schemes, used to create everything from windows, buttons and scroll bars to alert icons, disclosure triangles and bevel buttons. Standard cicn resources allow 8 bit color. Designer's Studio allows 16 bit.

cinf - Control Information - a necessary K2-format resource used to define the display and function of various cicn resources in K2 color schemes.

clut - Color Look Up Table - a collection of defined colors to be used for a variety of purposes. Color schemes use them to convey color information to Kaleidoscope-savvy applications.

Colr - a color scheme resource used for identifying the minimum version number of Kaleidoscope that is necessary to use the color scheme. Also allows the setting of accent resources, and others, in color schemes.

crsr - Color Cursor - used to create replacements for the standard Mac OS cursors.

dctb - Dialog Color Table - defines the text and background colors of system dialogs.

DITL - Dialog Item List - storage resource for items used in dialogs.

DLOG - Dialog - used to define the layout of windows which appear and require user interaction.

icl4 - 4 bit, 32x32 pixel icons; part of the complete icon family.

icl8 - 8 bit, 32x32 pixel icons; part of the complete icon family.

ICN# - B/W, 32x32 pixel icons; includes the mask which defines the displayed parts of the entire 32x32 part of the icon family.

ics# - B/W, 16x16 pixel icons; includes the mask which defines the displayed parts of the entire 16x16 part of the icon family.

ics4 - 4 bit, 16x16 pixel icons; part of the complete icon family.

ics8 - 8 bit, 16x16 pixel icons; part of the complete icon family.

PICT - Picture - allows for the storage of pictures within a resource document.

ppat - Pattern - used to store repeating graphic patterns for using as desktop patterns, Finder window patterns or in other assorted color scheme resources.

snd   - Sound - used in color schemes to replace the standard window shade up/down sounds.

STR - Text String - a collection of text characters to be displayed for some purpose.   Color schemes use them to give information about the scheme when double-clicked.   Obsolete with the Kaleidoscope Extension installed.

STR# - Text Strings - a collection of related text strings used, in the K2-format, in a similar way to the STR resource.

TMPL - Template - not used on its own, this resource allows easier editing of others, such as the Colr resource.

vers - Version - used to define the information accessible from the Get Info window in the Finder.

WDEF - Window Definition - a non-editable resource which holds information about the size and shape of Finder windows.   This resource is present in non-standard color schemes which use, among others, the Be-style window.

wnd# - Window Parts List - a K2-format resource used to define the areas of a K2 cicn which are to be used as close boxes, window shades, drag thumbs, etc.

Further Resource Help
There have been a number of helpful guides created for people learning to create color schemes. Most of them take you, step-by-step, through the creation process and explain how and why one does what one does to construct a scheme.   The following is a list of some of the most important guides and utilities.   Make sure to check them out if you are experiencing any difficulties

understanding the scheme-creation process.

A Kaleidoscope Scheme Editing Primer
http://www.kaleidoscope.net/schemes/ksep.sit
James LeDuc has created a monumental tome of color scheme editing information in .pdf format for easy printing.   A very exhaustive and very clear guide to the resources found in a Kaleidoscope color scheme.

Kaleidoscope Scheme Guide
http://tuscola.net/home/gandolf/gtg/resources/pages/ksg.html
Brian Hagler's Apple Guide for resource editors. Accessible information for intermediate to advanced authors.

Problem Solving For Kaleidoscope
http://cwt.railfan.net/knpsg/knpsg1.html
Jim Herzman has embarked upon a constantly updated series of tutorials dealing with unique and specific difficulties scheme designers may run across.

The K-Files
http://www6.zdnet.com/cgi-bin/texis/swlib/mac/infomac.html?fcode=MC15021
Jan Peter Bode's in-depth guide on editing Kaleidoscope color scheme files is aimed at new authors with little resource experience.   Fully illustrated.

Kaleidoscope For Idiots
http://www.plinet.com/~hill/kaleidoscope/KFI/kfi.html
Quentin Hill's SimpleText guide to Kaleidoscope contains a full listing of all Kaleidoscope resources with accompanying graphical diagrams.

K2 (wnd# and cinf) Help
http://www.stealth.net/~asimov/k2help/
Scott Naness has done an extremely thorough report on the new K2 wnd# and cinf resources. Explained in "normal" language, with accompanying diagrams, this will have you creating K2 schemes in no time.

Pink Elephants
http://artsci.wustl.edu/~mgrobine/pinkElephant/
Michael Robinette has put together a very spiffy helper application which allows those of us who are resourcefully challenged to easily calculate the proper numbers for the new K2-style wnd# and cinf resources.

K2 Point Finder
http://macatawa.org/~chiper/software/K2pf.html
Jarvis Badgely is on the road to creating a graphical method of editing the point data needed to create new K2 color scheme files.   Instead of having to measure in a paint program, simply choose your widget areas and K2pf will do the calculating for you.

BeEdit
http://www.geocities.com/SiliconValley/Peaks/4921/beedit.html
Patrick Bores has created a very easy-to-use utility for visually editing the tricky BeBox WDEF, allowing authors to create customized color schemes without the standard Apple Platinum title bar look.

ResEdit 2.1.3
ftp://ftphqx.info.apple.com/Apple_Support_Area/Apple_Software_Updates/US/Macintosh/ Utilities/ResEdit_2.1.3.sea.hqx
The standard old-world Kaleidoscope editor from Apple.

SchemeChecker
http://www.geocities.com/SiliconValley/Pines/9346/scinfo.html
Sven Berg Ryen's HyperCard stack is quickly turning into a must-have for color scheme authors. It quickly checks multiple schemes to insure that all resources are correctly included and set.

Pop-up Windows / Bevel Buttons
http://users.netmatters.co.uk/neil.green/tabs/tabsplat.html
http://users.netmatters.co.uk/neil.green/bevel/bevel.html
Two areas giving people troubles when designing Kaleidoscope 1.8-compatible schemes.   Neil Green and his aardvarks have come up with two simple, clear pages to help out the lost souls.

The Kaleidoscope Beginner's Guide
http://www.download.com/Mac/EdFeature/CurrentFeature/0,15,0-819-1,00.html
Jim Stanley of CNET has put together a wonderful new online guide to Kaleidoscope color scheme editing directed specifically at beginners to the art.

Designer's Studio 1.5
© 1997 - 1998 Akamai Design
Tom Connolly and Dorian Weisel