

# Resource Stats

An OWL-based demonstration program by Steve Willer.

This program was born while I was playing around with learning programming under Windows. While I also use Turbo C++ for Windows, I find Turbo Pascal for Windows to be a much faster tool for prototype development and development of small applications like this one.

**Resource Stats** is an initial attempt at becoming familiar with the ObjectWindows library. Although I could have added a number of features (like icon-drawing options, timer length and a dialog box with further information on the separate GDI and USER resource areas), I decided to leave it as a very simple program. Certainly, if enough people ask me, I would be willing to add such features as those above, as well as a 'Keep in Front' option, or perhaps others. Since I included the source, though, you may wish to add these features yourself.

The reason such a program came to mind is that to me, the best feature of a GUI is the artistry brought to programming. To me, that is the most exciting. I've seen many resource programs out there, but none had the 3-D icon that James Seidman's wonderful **CPU Usage Meter** had. To me, this is very important, because it causes the icon to stand out more. So...after researching how to go about writing a resource meter like this, I found that none of the programs I found (Pascal or C) used ObjectWindows. At that point, my path was set. I personally am a big fan of OWL, since it makes code completion much faster and makes the code itself much easier to understand and edit.

And, that brings is here. It took me a while to figure out little things like how to make OWL initially iconize a window and there are a few kludgy solutions (I will leave you to find those), but it's done...at least, the first version.

Here's the limiting part. You may use the code for whatever you wish, including your own programs. I also have code for drawing the other types of 3-D boxes, all packaged nicely with only a (HDC, TRect) parameter declaration, if you want it. All you need do is ask. All that I ask of you is that if you do modify the code, keep my name and this documentation out of it. I don't want to be called about code that is buggy or otherwise that I didn't write. Thanks a lot.

If you have any questions, you can contact me on CompuServe at 70400,3667.

*Steve Willer*