

# New Technical Notes

Macintosh



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Developer Support

## ResEdit Q&As

Platforms & Tools

M.PT.ResEdit.Q&As

Revised by: Developer Support Center

October 1992

Written by: Developer Support Center

October 1990

This Technical Note contains a collection of Q&As relating to a specific topic—questions you've sent the Developer Support Center (DSC) along with answers from the DSC engineers. While DSC engineers have checked the Q&A content for accuracy, the Q&A Technical Notes don't have the editing and organization of other Technical Notes. The Q&A function is to get new technical information and updates to you quickly, saving the polish for when the information migrates into reference manuals.

Q&As are now included with Technical Notes to make access to technical updates easier for you. If you have comments or suggestions about Q&A content or distribution, please let us know by sending an AppleLink to DEVFEEDBACK. Apple Partners may send technical questions about Q&A content to DEVSUPPORT for resolution.

|New Q&As and Q&As revised this month are marked with a bar in the side margin.

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## ResEdit can display Kanji and English at the same time

Written: 11/21/90

Last reviewed: 2/20/91

How do I get ResEdit to display English and Kanji at the same time, to make a Japanese version of our software? Can ResEdit even display Kanji?

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The simple answer is yes, ResEdit can display Kanji and English at the same time. The first thing you'll need to do is install KanjiTalk on your system. (Note: Installing \_on top\_ of a U.S. version of the system software won't work; everything gets scrambled.) All you need to do (after ensuring that you have the latest releases of both KanjiTalk system software and ResEdit; check your latest Developer CD, the Developer Services folder on AppleLink, or APDA) is open up your old and your new resources at the same time and voila! you'll be able to translate and see both at the same time because KanjiTalk will use the Japanese font but will display ASCII characters in Roman fonts as you would expect.

(FYI: This is how Apple translates system software.)

## **ResEditFixer no longer required**

Written: 12/6/90

Last reviewed: 2/20/91

ResEditFixer makes all the disk-switch alerts use the name of the startup disk (inserting the needed disk works, if you can figure out which it is). Is ResEditFixer still required with ResEdit 2.1?

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ResEditFixer is not necessary with 2.1 and in fact can cause problems.

### **Creating fixed fractional width fonts with ResEdit**

Written: 5/6/91

Last reviewed: 9/16/91

How do we create a “fixed fractional width” font using ResEdit 2.1. I tried setting FontInfo fields such as ascent and widMax with fractional numbers, but ResEdit refused all noninteger numbers.

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ResEdit doesn't know how to take fixed-point numbers as input, so it assumes the number you enter for a value like WidMax is the integer representation of the fixed-point number. In other words, ResEdit displays a 16-bit fixed-point number as an integer with 256 times the value of the fixed number actually used by the Font Manager.

To enter the numbers with ResEdit, you'll need to do the conversion yourself. Take a 8.8 fixed number and multiply by 256 to get the integer to type in, or take a 4.12 fixed number and multiply by 4096 to get the integer.

This rigamarole occurs because ResEdit wasn't really designed to build fonts from scratch. You may find that certain third-party tools, such as Fontographer (from Altsys) or FontStudio (from Letraset), which are specifically designed to this task, may be easier for you. The time you save in building your width table may be worth the cost of the program.

### **Macintosh ResEdit 'RMAP' resource documentation**

Written: 1/8/91

Last reviewed: 7/15/92

The ResEdit 2.0 resource 'RMAP' allows me to map a type of resource to another 'TMPL', but it is not clear what the Exceptions mean and what the Editor field means.

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I forwarded your question to a friend who writes the ResEdit manuals. He gave me his blurb on 'RMAP' out of his next version of the manual. Note that this is written in specific for the 'ICN#' resource, but it is actually more general, as you are already aware. Here 'tis:

“If you have Color QuickDraw, but you want to be able to open the 'ICN#' editor by double-clicking a resource of type 'ICN#' (rather than opening the Finder icon family editor), you can make a resource of type 'RMAP' in the ResEdit Preferences file. (This resource should look like the one shown in Figure 6-1 in the book, which should be out around the beginning of March, we hope.) Notice that the name of the 'RMAP' resource is the name of the resource you will be opening, and the MapTo field contains the name of the editor you want to invoke.

Set the name of the 'RMAP' resource as usual, with the Get Resource Info command from the Resource menu. If you set Editor Only? to 1, the 'RMAP' is used for the editor but not for the template, if one exists.”

Note that this answers your question about the “editor” field. I think you must be using an older version (like 2.0β2, maybe), because the names of the fields have changed. I don’t actually remember what the ‘exception count’ field is for. It looks like you are thinking of the 'RMAP' as a way to map a resource over to a different 'TMPL'. That’s interesting—I was thinking of it as a way to map the resource to a different editor. Thanks, though, for mentioning it in that particular way.