



ChocolateWare written by
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PICMeUp

is a tiny (<10K) application that reads a file from any mounted disk and displays the file's 'PICT' resource with ID=0 in a window. If the file also has a 'snd' resource with ID=12345, the sound is played. Mac II startup screen files have a 'PICT' resource with ID=0.

We use **PICMeUp** to get messages to all our students from a single file stored on our AppleShare Server. Graphics screens with optional sound were chosen over plain text because people don't notice things unless you put it in headlines, include some cartoons, and make a lot of noise. Like a TV ad...

PICMeUp is set to be the startup application. **PICMeUp** easily fits on the 800K Startup Floppies used to access our student server. The student's disks have their Finder modified to disable the **Set Startup...** menu item. The file **Finder Startup** is also locked and made invisible.

How PICMeUp Works

PICMeUp reads its 'STR' resource named 'PICT File Pathname' to find the pathname to the message file. Any mounted disk can be used (typically AppleShare Servers). This file must have a 'PICT' resource with ID=0. If the file or the resource is not found, **PICMeUp** quits before its window and menu bar are displayed (saving the user from some arcane error message...). If the file is busy, several attempts are made to read it before giving up.

PICMeUp reads its 'STR' resource named 'Default Window Title' for the default name of the window. If **PICMeUp** finds a 'STR' resource with ID=12345 in the message file, that name will be substituted for the default name. This allows the window title to be changed without changing every user's copy of **PICMeUp**.

PICMeUp also looks for a 'snd' sound resource with ID=12345. If found, the sound is played after the PICT is displayed and a **Sound** menu is added with the item **Replay Sound**.

The PICT is then displayed in a window. The PICT is centered in the window and the window is centered in the screen. If the PICT is too big for the screen, the edges will not be seen (since it is centered). Make sure your screens fit all Macs running **PICMeUp**!

User View of PICMeUp

The user can print the screen. The standard **File** menu **Page Setup** and **Print** dialog boxes are used. The **Edit** menu **Copy** command can be used to copy the PICT to the Clipboard.


If present, the **Sound** menu has a single command **Replay Sound** that will replay the sound. No, I'm not convinced that this is a good idea...

The screen is displayed until the user clicks the close box, drags the **File** menu to **Quit**, or types ⌘Q.

How to Configure PICMeUp

1. If you make mistakes like I do, duplicate PICMeUp before modifying it.
2. Using ResEdit®, open the PICMeUp application.
3. Change the 'STR ' resource named 'PICT File Pathname' to your message file's pathname. For example ->
Server Hard Disk:Message Folder:StartupMessage
4. Change the 'STR ' resource named 'Default Window Title'. For example ->
Undergraduate AppleShare Server Messages
5. Close the PICMeUp application and Quit ResEdit.

How to Make a Message File

A sample **StartupMessage** file (icon = ) has been included. This file has a PICT resource with ID=0, a STR resource with ID=12345, and a snd resource with ID=12345. This file's resources can be edited using ResEdit, or you can create your own files. It is not necessary to change the creator of your files, any file with the proper resource(s) is recognized by PICMeUp..

1. Use a PICT manipulating application (MacDraw®, SuperPaint®, etc.) to create your message. Use fonts that are in the user's Systems.
- 2a. If the application can save the message as a Mac II Startup Screen (PICT with resource ID=0), do so. Go to step 3.
- 2b. If the application cannot save the message as a PICT with resource ID=0, do this: **Select All** and then **Copy**. Go into ResEdit and either **Open** the message file or **New** to create a new file. **Paste** - a PICT resource will appear. Double-click the PICT icon. Use **Get Resource Info** to change the PICT's resource ID to 0. **Save** and **Close** the file.
3. If desired, use ResEdit to add a 'STR ' resource with ID=12345 to the message file.
4. If desired, use ResEdit to add a 'snd ' resource with ID=12345 to the message file. Keep it small if its moving over LocalTalk.
5. If desired, change the message file's creator to 'Pme^' and its type to 'rsrc'.

How to be a Good Administrator

Make sure your modified **PICMeUp** and your message file both work on all style Macs **before** you give it to your users! I recommend against using obscene sounds to alert the users (although they may deserve it on occasion...).

The Drivel... (Keeping Lawyers Employed)

PICMeUp was written in Think Pascal, and portions of the code are copywritten by Symatec. PICMeUp is provided as-is, no warranty is expressed or implied. If you are hard up enough to attempt to decompile the code and steal my simple algorithms, please seek psychiatric help asap...

PICMeUp can be distributed freely, provided that the software and the documentation are included as is - you can't change it! PICMeUP may not be offered for sale under any circumstances. Distributors of freeware, shareware, beerware, etc. may charge buyers only for the cost of distribution media (eg-> buyer pays for the floppy).

How to Reach the Author

If you use PICMeUp, send me chocolate, preferably bittersweet (Ghiradelli, Toblerone, Lindt...). OK, I'll diet, send me E-Mail telling me how you use PICMeUp and how I can make it better.

Comments, bug reports, etc. ->

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- Preferred
- If you have to...


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- Please enclose 2¢ and
- the wrappers from four
- chocolate bars...

Oh yeah. The name **PICMeUp** just came to me in a vision after a long day of staring at the screen... It started as "PICT me up", sort of like "beam me up". The

 icon is a takeoff on "pick me up". Funny, I don't drink coffee...



PICMeUp

