

If you are making schemes, you have probably heard somebody saying: “Make sure to set the bits in your schemes correctly”. If you are not an scheme author and haven’t been using programs like ResEdit very much, you are probably wondering what “bits” we are talking about, and what they do.

The bits are check marks which give your mac certain information about a resource. (Pretty much the same way as the “Locked” check box in a file’s Finder info window tell the mac the file is locked and can not be edited). Resources have several bits which can be set. The only bits important when making color schemes are the “System heap” and “purgeable” bits.

The “system heap” bit must be set for all resources Kaleidoscope uses to draw windows, buttons, dialogs, etc. This bit simply tells: “This resource should be loaded into the system heap in the RAM, and not into the application heap.”.

The other important bit is the “purgeable” bit. This bit helps out in low-memory situations, and should be set for nearly all resources in your scheme. The only resources which should **never** be marked as “purgeable” are WDEF resources.

Clicking the “View” button to display the list of resources with bits set incorrectly bring up three buttons:

- **Fix bits**: Sets the resource bits correctly for all the resources in the list.

**Note**: You are not able to fix locked schemes or schemes with locked resources.

When you select a resource in the list, information on what the resource is used for will appear to the right of the list.