CompRes

by Mike Darweesh

CompRes is a Shareware Programmer's tool which allows nearly transparent run-time resource decompression.

With CompRes, you can compress and decompress your resources using the LZSS compression technology. This application is only part of the package. With the program included, you can compress your resources and see how well this compression technique will do for you. I'm sure you'll find that if you're compressing PICT or animation resources, you'll achieve very close to a 50% savings in disk space. Run-time Decompression is quite quick and the whole compression scheme can save plenty of disk space, especially for graphics.

If you decide that you like how much your resources are compressed, you can acquire the necessary tool and instructions to decompress the resources at run-time. Your source code will not have to be changed in a drastic way; just add a couple lines and a resource to your resource file, but more on that later.

To compress some resources, put the desired items into a separate resource file (probably using ResEdit) and make sure you have a backup copy (just in case). Now, just run the CompRes application and select the "Compress…" item from the File Menu. Choose the file of resources that you just created and CompRes will compress them. Be patient, compression takes a while in some cases (don't worry, decompression is *much* faster). Now, if you check-out the compressed file, you'll see your resources, but in compressed format. Notice that the types of each resource are prefixed with a "Ç". This signifies that the resource is compressed.

If you'd like to uncompress a compressed file of resources, just use the "Decompress…" item in the File Menu. The resources will regain their original type, id, name and size.

This exact method is used in my Macintosh game: Bonk. The color version decompresses all of its color PICTs at run-time and , if you try Bonk, you'll find that the process is nearly transparent…and I save over 50% for all of my PICTs.

For more information or to send for your complete CompRes kit, contact me (comments & suggestions are welcome too):

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History:
1.0   Original Release