4. Where do they live?

Being resource-based means that FaceWare modules can be put in any resource file in use by a calling program.   During development, most programmers keep modules in the "FaceWare" file where they can be shared by multiple programs without needing to be repeatedly linked to the main program.   When finished with development, just the resources used by the program can then be moved to the program file to create a stand-alone application.

FaceWare provides a special application called MoveIt which can be used to move FaceWare modules from file to file.   MoveIt understands which resources belong to each module, and can move all such resources at once from one file to another.   This makes it easy for programmers to add or remove FaceWare modules to/from existing files.

Modules are either shipped as part of the "FaceWare" file, in special files having the extension ".FCMD", or within other resource files from which they can be moved using MoveIt.   The default FaceWare file contains just FaceIt, ViewIt, and the basic control driving modules included with ViewIt, but MoveIt can be used to add other modules to this file.   (Note that the FaceWare file on the FaceWare Utilities disk shipped with purchased modules is smaller than that shipped with ViewIt since it does not contain any on-line help and editing-related resources.)