#15 INT4 Resource

Written by: Samir Arora   October 5, 1987
                                                     Apple Computer, Inc.

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This note describes the INT4 resource in 4D.

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In the 4th Dimension program there is a resource of type "INT4" with ID number = 0 that contains a number of parameters that 4D uses. These parameters can be modified using ResEdit, or MPW Derez and Rez.

The structure of INT4 is:

INT4 = Record

DefaultFontNum:	INTEGER;
LargeFontSize:	INTEGER;
SmallFontSize:	INTEGER;
MessageFontNum:	INTEGER;
MessageFontSize:	INTEGER;
ProcedureEdEval:	INTEGER;
ProcedureEdFontNum:	INTEGER;
ProcedureEdFontSize:	INTEGER;
DefaultLaserPrinterFont:	INTEGER;
MenuEdFontNum:	INTEGER;
MenuEdFontSize:	INTEGER;
MenuEdItemsFontNum:	INTEGER;
MenuEdItemsFontSize:	INTEGER;
TextType:	INTEGER;
NumeralsASCIIstart:	INTEGER;
Numerals2ASCIIstart:	INTEGER;
Numerals3ASCIIstart:	INTEGER;

   end;

1. DefaultFontNum: Font used in most places.

2. LargeFontSize: Default font used in most places.

3. SmallFontSize: Default font used in most places.

4. MessageFontNum: Font used in Message Window.

5. MessageFontSize: Message Window font size.

6. ProcedureEdEval: 0 or 1. Set to 0 for Normal use, evaluation every line or Enter. Set to   1 for Script Manager Use, evaluation only when procedure is closed or   Cmd-Enter is entered.

7. ProcedureEdFontNum: Font used in the Procedure Editor.

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8. ProcedureEdFontSize: Procedure Editor font size.

9. DefaultLaserPrinterFont: Font number of default Laser Printer font.

10. MenuEdFontNum: Font used in the Menu Editor.

11. MenuEdFontSize: Menu Editor font size.

12. MenuEdItemsFontNum: Font used in Menu Editor Items.

13. MenuEdItemsFontSize: Items font size.

14. TextType: 0 or 1. Set to 0 for Plain text in Debugger and printing. Set to 1 for   Bold.

15. NumeralsASCIIstart: ASCII value of 1st numeral set. Is 32 for Roman.

16. Numerals2ASCIIstart: ASCII value of 2nd set of numerals. (Only in some Script Systems)

17. Numerals3ASCIIstart: ASCII value of 2nd set of numerals. (Only in some Script Systems)

Installing INIT4 TMPL in ResEdit

There is a resource template for INT4 that you can copy into ResEdit, that allows you to open INT4 in ResEdit. To install the template do the following:

1.   Launch ResEdit.
2.   Open the "4D TMPLs" file.
3.   Open TMPL in the "4D TMPLs" file.
4.   Copy the "INT4" TMPL from the file.
5.   Open ResEdit.
6.   Paste the INT4 TMPL in ResEdit.
7.   Close ResEdit and Save it.

Now , in ResEdit, you can Open the 4D program, and open INT4 resource with ID = 0 and modify it.

The second way to modify INT4 is to use the external procedures GetIntegerRes and SetIntegerRes. To use these, Launch 4D External Mover, and copy these external procedures into a Proc.ext file in your System Boot disk, or into the database.res file of the database you want to use them in.

The procedures have the following format:

```
GetIntegerRes (  <-ResType:            STRING[4];
                 <-ResID:              INTEGER;
                 <-WhichInteger:INTEGER;
                 ->Value:              INTEGER )

SetIntegerRes (  <-ResType:            STRING[4];
                 <-ResID:              INTEGER;
                 <-WhichInteger:INTEGER;
                 <-Value:              INTEGER )
```

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GetIntegerRes returns the value of the integer in the WhichInteger position, in the resource of type ResType with ID = ResID.

For example:

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GetIntegerRes("INT4";0;1;vDefaultFont) will return the value of the 1st integer in vDefaultFont from the INT4 resource with ID = 0. For INT4 this returns the font number of the Default Font.

SetIntegerRes sets the value of the integer in the WhichInteger position, in the resource of type ResType with ID = ResID.

For example:

SetIntegerRes("INT4";0;2;14) will set the value of the 2nd integer in the INT4 resource with ID = 0 to 14. This sets the DefaultLargeFont to 14 point size.

REQUIRES:

1. "4D TMPLS" file containing ResEdit Templates for 4th Dimensions.

2. External procedures Note on resource manipulation and "Proc.ext" containing **GetIntegerRes** and **SetIntegerRes**.

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