

Additional facilities for developers

Developers may find it useful to specify a resource file that will be incorporated into the update application to customize it.

The following resources in the stand-alone applications can be replaced or added from your own file:

ALRT and DITL 1000, the Startup alert. This alert must have an OK button (item ID 1), and may also have a Cancel button (ID 2) if you find it useful.

ALRT and DITL 1100, the general error alert

ALRT and DITL 1103, the Completed alert

vers

1, the version resource

STR# 1004, various strings

STR 0 to 6,-34,-45,-47, and -108, the error messages

SIZE -1, the memory size resource

BNDL, FREF, and ICN# 128 which define the application type and icon. You may add appropriate icl4 and icl8 colour icon resources as well.

Notice that if you specify an application signature in the BNDL resource other than “A2Mh”, the application will acquire that signature and UpdateMaker will no longer be able to open and examine it.

UpdateMaker automatically computes an appropriate minimum memory size for the SIZE -1 resource based on its needs. If you add large PICT resources to the dialogs you may find it necessary to adjust the SIZE -1 for more space.

The following resources cannot be replaced:

CODE 0, 1, and 2

A2Mh 0

STR 1000, the update description string

DLOG and DITL 1102, the progress dialog

DLOG and DITL 1101 & 1104, the file selection dialog

Code Extensions

It is possible for developers to further extend UpdateMakers functionality by writing code extension resources which can operate on the old and new files as they are processed. Details of how to do this are available from ADI.