

# THE PATTERN LIST EDITOR

## INTRODUCTION

This chapter explains the operation of Resorcerer's Pattern List Editor, which lets you create and edit collections of black and white patterns, kept in resources of type 'PAT#'.

You should be familiar with general resource editing, as explained in the "Editing Resources" chapter earlier in the manual. The Pattern List Editor calls upon the Pattern Editor to edit individual patterns. The Pattern Editor is explained in the previous chapter.

## TOPICS COVERED

- Creating a new pattern list
- Opening a pattern list
- Operating the list
- The PatternList menu
- Cutting and pasting patterns
- Decompiling the pattern list
- Editing individual patterns
- Closing the pattern list

## CREATING A NEW PATTERN LIST

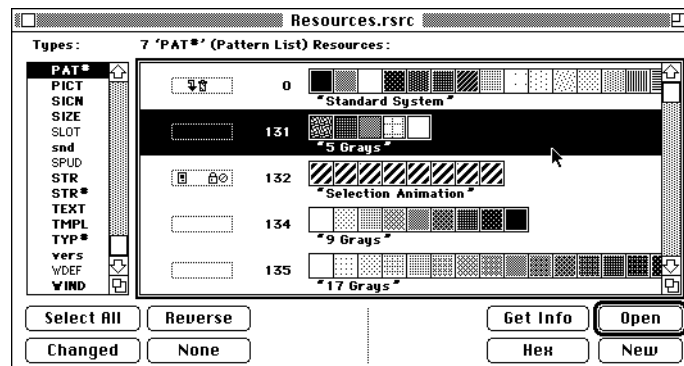
If you are viewing resources in Resorcerer's File Window, click on the **New** button or choose **New Resource** from the **File** menu. If the Types List is the Active List, Resorcerer will ask you to specify the resource ID prior to creating the resource; otherwise, it will use the next free resource ID available for 'PAT#' resources. The resource ID at which the search begins is specified in the **Resource ID Preferences** section of the **Preferences** dialog (for more on this, see the "Preferences" chapter later in this manual). Usually, the starting ID is 128.

If you are already viewing an open 'PAT#' resource, you can choose **New Resource** from the **Resource** menu. The next free ID is assigned automatically.

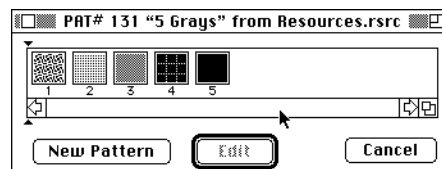
Once the new, empty resource has been created, the Editor opens it for editing so that you can add strings to it.

## OPENING A PATTERN LIST

Select the 'PAT#' resource you want to open in the Resources List of your File Window, and click in the **Open** button. Or double-click on the resource entry directly.



The Editor displays the resource's patterns in a horizontal list. Each pattern is labeled with its index into the list, from 1 to the number of patterns in the list. These are the indices with which the Toolbox routine, GetIndPattern, finds the individual strings.



## OPERATING THE LIST

The editing window's GoAway box saves any changes you've made into Resorcerer's in-memory copy of your file and closes the resource.

The ZoomBox on the right side of the window's drag bar grows the list in its dialog window to the size of the screen on which it finds itself; or if already zoomed, it restores the window size to what it was prior to zooming.

You can grow the list and the dialog that holds it to any size when you click and drag the list's grow box in the lower right corner of the list.

On the top and bottom of the list are two triangular handles. These indicate the position of the list insertion caret. If no patterns are selected, the caret will also display a blinking vertical line. To move the caret, click on either handle and drag it to the position you want. If you drag it to the right or left of the list edges, the list entries will scroll automatically.

Below the list the **New Pattern** button creates a new white pattern, inserts it into the list at the position of the list insertion caret, and opens the new pattern for editing in the Pattern Editor.

The **Edit** button opens all selected patterns in their own editing windows. Patterns that are open for editing are highlighted. The **Cancel** button throws away all changes you may have made to the list since you opened the resource, and closes the editing dialog.

To select a pattern in the list, click once on it. The current selection tracks the mouse if you drag it across different patterns, with automatic scrolling if necessary. You can also find commands affecting the current selection of patterns in the **Select** sub-menu of Resorcerer's **Edit** menu.

**Sorcery:** ⌘N is the keyboard equivalent of the **New Pattern** button.

Double-clicking on a list insertion caret handle is also equivalent to clicking on the **New Pattern** button.

The list insertion caret will jump to the position you want it to be in when you click at that position on either side of the list.

⌘A is the keyboard equivalent of **Select All** in the **Edit** menu's **Select** sub-menu.

Holding Shift while clicking on a pattern in the list extends the current selection of patterns.

Holding ⌘ while clicking on a pattern toggles its selection status.

The Right or Left Arrow cursor key collapses the current selection and selects the first pattern to the right or left of the former selection, respectively.

Since the **Edit** button is the default button, tapping Return or Enter will open all selected patterns for editing.

## THE PATTERN LIST MENU

The **PatternList** menu is active whenever a window created by the Editor (either a pattern list editing dialog or an individual pattern editing dialog) is in front. The menu contains a variety of commands, only four of which are available when the pattern list window is in front. These commands are:

PatternList	
New Pattern	⌘N
Build Gray Ramp	
Reorder...	
<hr/>	
Erase	
Invert	⌘
Rotate	
Mirror	
Copy from Screen...	⌘m
<hr/>	
Clear Snapshots	
<hr/>	
Animate All	

### New Pattern

This command is equivalent to clicking on the **New Pattern** button in the Editor window. It creates a new white pattern, inserts it at the current position of the list insertion caret, and opens an editing window for the new pattern.

### Build Gray Ramp

The **Build Gray Ramp** command inserts 65 patterns at the position of the list insertion caret. The first pattern is white, the last pattern is black, and the intermediate patterns are the intermediate dithered gray levels. The maximum number of gray levels that an 8-by-8 pixel black and white pattern can support is 65.

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### Reorder...

If the current selection in the pattern list contains 2 or more *adjacent* patterns, you can reorder them in the list without cutting and pasting when you choose **Reorder...**. The index of each selected pattern is replaced with **??** to indicate that its position in the list is still in question. We say its index has been *invalidated*. While reordering, a check appears next to the **Reorder...** command in the menu.

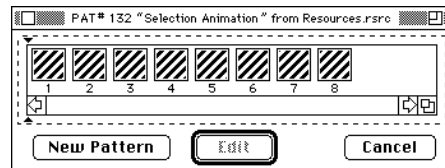
When you click on a pattern with an invalid index, the pattern is cut from the list, inserted in front of the first pattern with an invalid index, assigned a valid index, and deselected. If there are only two patterns left to reorder, the Editor finishes the job for the last one automatically, since the last one must be in its final position in the list.

**Note:** An invalid index is only a reminder to you that you haven't yet repositioned the string in your new ordering. If you close the resource while some patterns have invalid indices, the Editor saves the patterns in display order.

Should you want to stop reordering prior to clicking on all the patterns with invalid indices, choose **Reorder...** again from the **PatternList** menu. All patterns with invalid indices are reassigned indices corresponding to their current position in the list.

### Animate All

One use of pattern lists is to design a sequence of patterns used to implement animated selection rectangles ("marching ants"). The **Animate All** command surrounds the list in its window with a sample animated selection rectangle based on all the patterns in the list. You can continue editing while this setting is in effect.



**Sorcery:** The best sequence of patterns for doing marching ants is a series of 8 patterns that cycle through 8 shifted diagonal barber pole stripes.

### CUTTING AND PASTING PATTERNS

To copy one or more patterns from a pattern list into the Macintosh clipboard, select them and choose **Copy** from the **Edit** menu. The selection can be any set of patterns in the list.

To cut the selected patterns from the list, choose **Cut** from the **Edit** menu.

To clear the selected patterns from the list without copying them to the clipboard, choose **Clear** from the **Edit** menu.

When copying or cutting all selected patterns, they are assembled into the same format as a 'PAT#' resource and placed in the clipboard as a piece of scrap with type 'PAT#'.

To paste a set of patterns that has been cut from a patterns list, place the list insertion caret between the two patterns in the list where you want the new ones to appear, and choose **Paste** from the **Edit** menu. All indices of subsequent patterns are reassigned the proper numbers to reflect their patterns' new positions in the list.

### DECOMPILING THE PATTERN LIST

The PatternList Editor will decompile the list of patterns into a Rez language declaration. The text is placed directly in the clipboard so that you can switch to your development system's text editor and paste the declaration into your Rez file.

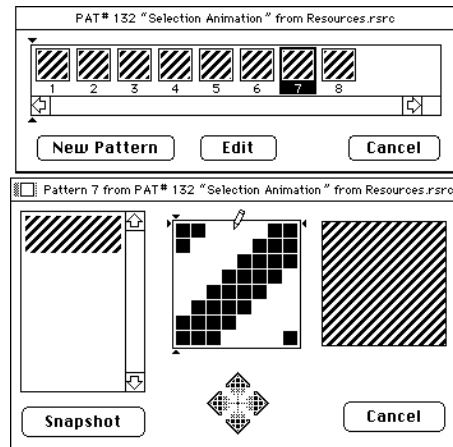
To do this, first ensure that no pattern is currently selected in the list. Then choose **Copy** from the **Edit** menu to decompile the entire list to the clipboard.

If any patterns are selected, they are copied to the clipboard as a graphic pattern list, not as Rez source text.

## EDITING INDIVIDUAL PATTERNS

To edit one or more individual patterns from a pattern list, select the patterns first and then click in the **Edit** button. For each selected pattern, this opens an editing dialog in which you can make your changes. When a pattern is open for editing it is highlighted in the list. For more on editing individual patterns, see the “Pattern Editor” chapter before this one.

When you are finished editing the pattern, click in the window’s GoAway box to close it, or choose **Close Resource Item** from the **Resource** menu.



To discard any changes you’ve made, click in the **Cancel** button. This re-installs the string as it was prior to opening it for editing.

## CLOSING THE PATTERN LIST

When you have finished editing a pattern list, click in the editing dialog’s GoAway box to close it and save the changes you have made to the resource. If you have made any changes, and if your **Confirm resource saves** preference is set (for more on this, see the “Preferences” chapter later in the manual), Resorcerer will ask you to confirm saving the changes.

Any individual patterns opened for editing will be saved in the list first.

The changes you save when closing the resource will be saved to disk when you save or close the open file later on.

