

THE TEXT EDITOR

INTRODUCTION

This chapter describes Resorcerer's Text Editor, which lets you create and edit a variety of resources containing either plain or styled and colored text.

These types include

'TEXT' and 'styl'	Pure TextEdit styled text
'STR '	Single Pascal string
'WSTR'	Text preceded by a length word
'LSTR'	Text preceded by a long length word

and their synonyms. The Editor is also sponisible for editing application autograph resources, which it treats as synonyms of 'STR ' resources (for more on this, see the "Bundle Editor" chapter).

The Editor can also create compact, text-based 'PICT' resources for showing formatted or colored text in balloon help messages or other situations.

Note: Because Resorcerer relies on the Macintosh's TextEdit Manager, the Editor can only successfully edit text resources of up to 32767 characters.

'TEXT' and 'styl' resources are edited simultaneously. The 'TEXT' resource is treated as the major resource and the 'styl' as its minor resource.

As always, if you are not already familiar with general resource editing, you may want to read the "Editing Resources" chapter earlier in this manual.

TOPICS COVERED

- Creating a new text resource
- Editing an existing text resource
- Creating a text-only 'PICT' resource
- Closing the text resource

CREATING A NEW TEXT RESOURCE

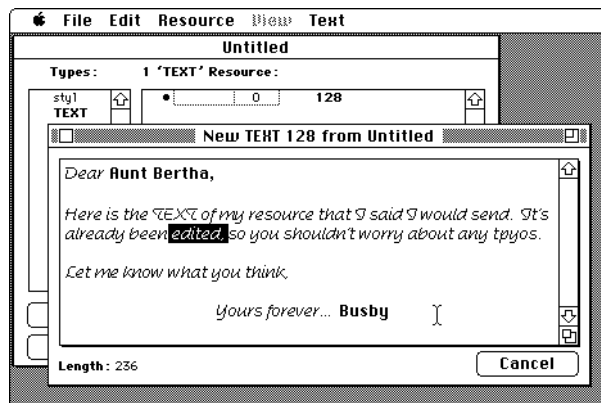
If you are viewing resources in Resorcerer's File Window, or if you are already viewing a text resource (or a synonym), choose **New Resource** from the **Resource** menu.

The Editor creates a new, empty text resource, adds it to your current file, and opens it for editing. For those resource types that include length fields prior to the string data, the length field is created and set to 0.

EDITING AN EXISTING TEXT RESOURCE

Select the text 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 Text Editor opens an editing window that displays the text in the resource in a scrolling TextEdit field. You can grow the field by clicking and dragging in the grow box in its lower right. The ZoomBox in the window's drag bar will also work in the usual manner. The title of the window will tell you what type of resource you're editing.



The number of characters in the text part of the resource (not including any length fields) is always visible in the lower left corner of the window. In the case of 'STR' resources, which cannot be longer than 255 characters, the Editor will beep and remind you of the maximum in effect should you attempt to add characters that would make the length longer than 255.

In the lower right corner of the window, the **Cancel** button is available to let you throw away all changes since you opened the resource or resource set.

The Text Editor's menu is labeled according to the resource type you are editing.

Word Wrap lets you set whether to wrap text or to clip text. Usually, you will want to turn word-wrap on unless your text is a computer language, such as PostScript code.

Text	
Word Wrap	
Convert Quotes	
Upper/Lower Case	⌘U
Set Text Color...	⌘I
Create Text 'PICT'	⌘2

Convert Quotes sets whether you want to convert standard single or double quotes to typographic quotes or not. The Editor's quote conversion works the same as, but is separate from, Resorcerer's quote conversion preference (for more on this, see the "Preferences" chapter).

Upper/Lower Case converts the current selection of characters to upper case if any character in the selection is lower case, and to lower case if all of the characters are upper case.

Set Text Color... is only available when editing a 'TEXT' and 'styl' resource set. It brings up the Mac's Color Picker in order to let you assign any color to the current selection.

To set the selection to another text style, choose **Set Text Style...** in the **Resource** menu.

CREATING A TEXT-ONLY 'PICT' RESOURCE

Resorcerer's Picture Editor can create new 'PICT' resources by screen-copying images. If the image being copied is just styled text, however, a screen copy can use up four or more times more memory than necessary. It is much more efficient to create a 'PICT' resource that contains the text to be drawn, rather than a bitmap or pixmap.

To create a 'PICT' resource containing the same instructions to draw your text as the Text Editor uses to display the text in your editing window, arrange the size of the editing window first, and then choose the **Create Text 'PICT'** command.

Only text actually showing in the editor window will be saved in the new 'PICT'. The resource ID chosen is the same as the current resource, unless there would be a conflict, in which case it chooses the first free ID available.

- Note:** Remember that a 'PICT' with styled text in it may not be drawn correctly on another machine if that system doesn't have the same fonts installed as yours does. For this reason, you should use only fairly common fonts when creating a text-only 'PICT' that you plan to include in a widely distributed application. If you want to guarantee that a 'PICT' will display a non-standard text style, you should use the standard Picture Editor screen snapshot method.
- Sorcery:** Resorcerer creates the text-only 'PICT' by recording the QuickDraw output of the `TextBox` toolbox routine, which erases each individual line before drawing the text. If your text-only 'PICT' has more than a few lines of text in it, you can save even more room by opening the 'PICT' resource with its template (use the File Window's **Data** button, and see the "Data Editor" chapter for more on this). Change the bottom Y coordinate of the first `EraseRect` opcode to the bottom Y coordinate of the last `EraseRect` opcode. Then delete all the intermediate `EraseRect` opcodes and close the 'PICT' resource.
- Sorcery:** You can get rid of the `EraseRect` opcodes altogether, and insert an opcode setting the text drawing mode to `srcOr`. This will set the 'PICT' to draw the text over any background without erasing.

CLOSING A TEXT RESOURCE

When you're done editing, click in the Editor's GoAway box to close the resource. Or choose one of the window closing commands from the **Resource** menu.

If you want to throw away any changes you've made since opening the resource, click in the dialog's **Cancel** button, or choose **Cancel Edit Session** from the **Resource** menu