Logic Gui Resource Creator

- Software -
Version 1.0

User Manual
English

Copyright

WWW.LOGICZONE.DE

Table of Contents

1. Overview

1.1 Simply create an icon and resource information for your windows application.

The Logic Gui Resource Creator let's you build an application resource object (.o) file. In Logic Gui itself it is possible to select an image file to show up as icon of the application window, but if you want to have an icon also visible inside a windows explorer it needs a resource file. Additional meta infomation as the file version, copyright information or a short application description can be shown in a tooltip when hovering with the mouse over such a file. All this and also full version properties meta data can be created.

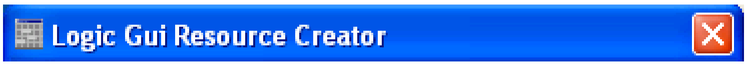


Illustration 1: 16x16 Pixel used for the application window

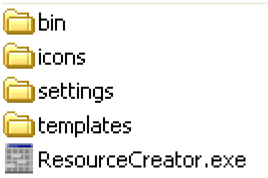


Illustration 2: 16x16 Pixel Icon also used for the list or detailed view

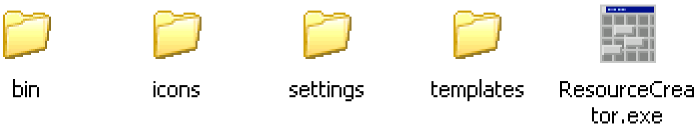


Illustration 3: 32x32 Pixel Icon used for Tile view

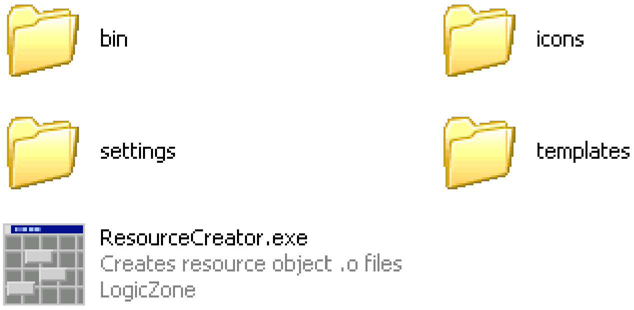


Illustration 4: 48x48 Pixel Icon used in Thumbnail view

1.2 Prerequisite

Prerequisite for this tool is the MingW installation, which is needed to compile the resulting object file.

During startup the existence of MinGW is checked and the result is shown in the Output area. If MinGW couldn't be found the 'Create' button is disabled and you can't use the Resource Creator. Please install MinGW first!

If you are unsure how to install MinGW I recommend the BlitzMax Companion, which is able to install all kind of useful software modules automatically. It does all necessary setup for you. The BlitzMax Companion can be found here:

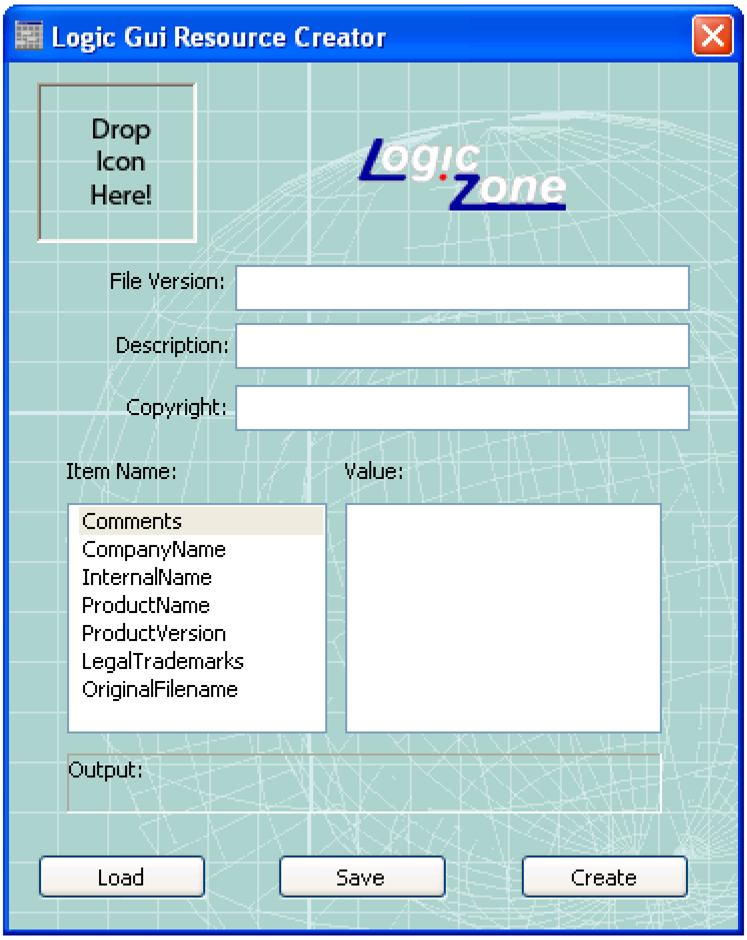
http://www.blitzmax.com/Community/posts.php?topic=79814

2. Using The Program

2.1 Adding an icon

When you open the program, the first thing you should do is to drop your icon you want into the window.

It will be loaded and shown. Remember a windows icon file (.ico) can hold several sizes of an icon, which will be displayed by windows as needed, to give best results. If the icon file contains an icon bigger than the available space in the upper left corner of the Logic Gui Resource Creator, the icon will automatically downscaled and all others are shown as they are. If you hover with the mouse over the displayed icon you can use the mousewheel to choose between the available icons. On the upper right side of the icon a label shows the selected size of the icon. This gives a fast overview of what is inside the .ico file.



Comments
CompanyName
InternalName
ProductName
ProductVersion
LegalTrademarks
OriginalFilename

2.2 Main File Information

Next step is to enter the most essential information, that is:

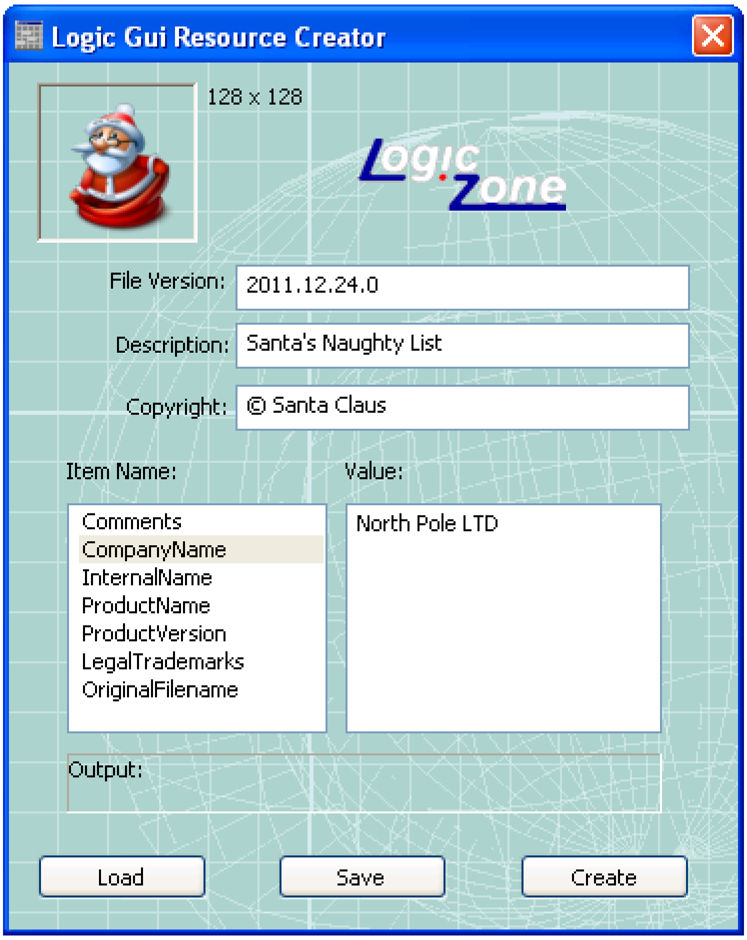
File Version, Description and Copyright.

The File Version is defined by four 16-bit integers. For example, FILEVERSION= 3,10,0,61 or 3.10.0.61 ,this syntax is a must or the resource can't be compiled! That means if your program version is 1.0 fill in the rest digits to 1.0.0.0

If the File Version string is incorrect a red warning will indicate this and the 'Create' button will be disabled until this is resolved!

The Description is presented to the user when hovering the file, or when checking the file properties.

The Copyright notices that apply to the file. This should include the full text of all notices, legal symbols, copyright dates, and so on.



File Version: 2011.12.24.0

Description: Santa's Naughty List

Copyright: © Santa Claus

Item Name:
- Comments
- CompanyName
- InternalName
- ProductName
- ProductVersion
- LegalTrademarks
- OriginalFilename

Value: North Pole LTD

Output:

2.3 Detailed File Properties

At the bottom all other infos can be selected from a Listbox and the corresponding data can be entered.

Comments Additional information that should be displayed for diagnostic purposes.

CompanyName Company that produced the file. This string is required.

InternalName Internal name of the file, if one exists? If the file has no internal name, this string should be the original filename, without extension. This string is required.

ProductName Name of the product with which the file is distributed. This string is required.

ProductVersion Version of the product with which the file is distributed. If you use this the same syntax as for the File Version has to be taken! This string is really required, if left free, the default 1.0.0.0 is set.

LegalTrademarks Trademarks and registered trademarks that apply to the file. This should include the full text of all notices, legal symbols, trademark numbers, and so on. This string is optional.

OriginalFilename Original name of the file, not including a path. This information enables an application to determine whether a file has been renamed by a user. The format of the name depends on the file system for which the file was created. This string is required.

If there is written "string is required", it means it should be there, but it won't hurt normally if it doesn't.

2.4 Object File Creation

After entering all relevant data hit the Create button and the resulting object file will be created.

You will be asked for a certain file and directory where to store it. The Resource Creator will copy the chosen icon, a modified windows manifest file and resource file (so it's probably best to use an empty subfolder for it) and finally compile all stuff to the object file.

The last used filename is stored and you can simply recreate several times the same object file with different settings.

As there are external programs called by the Resource Creator, there is a timeout of five seconds until that program is considered 'dead' and terminated if it doesn't react any more. You will be notified about the result of the creation process.

2.5 Import Object File in your application

This object file can be imported into your Blitzmax/MaxGui application.

Add the following three lines at the top of your code where your other Imports reside:

```
?win32
        Import "subfolder/YourChosenName.o"
?
```

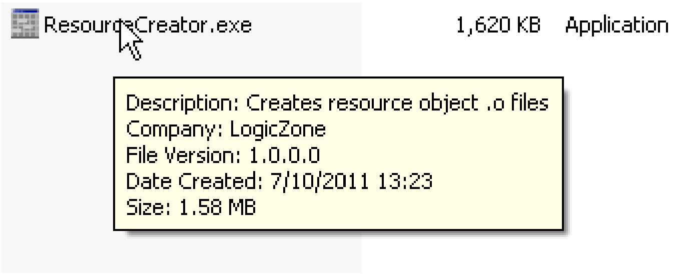
The conditional compile takes care to import the object file only for windows applications

In Logic Gui put those lines into the Header file!

2.6 Testing

Compile your Blitzmax application and check the result in a windows explorer.

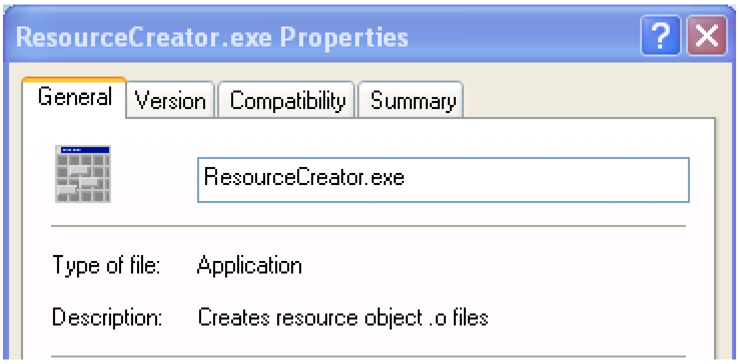
Hover with the mouse over the file until the tooltip shows up.



ResourceCreator.exe 1,620 KB Application

Description: Creates resource object .o files
Company: LogicZone
File Version: 1.0.0.0
Date Created: 7/10/2011 13:23
Size: 1.58 MB

Right click the application and choose Properties and check the information there.

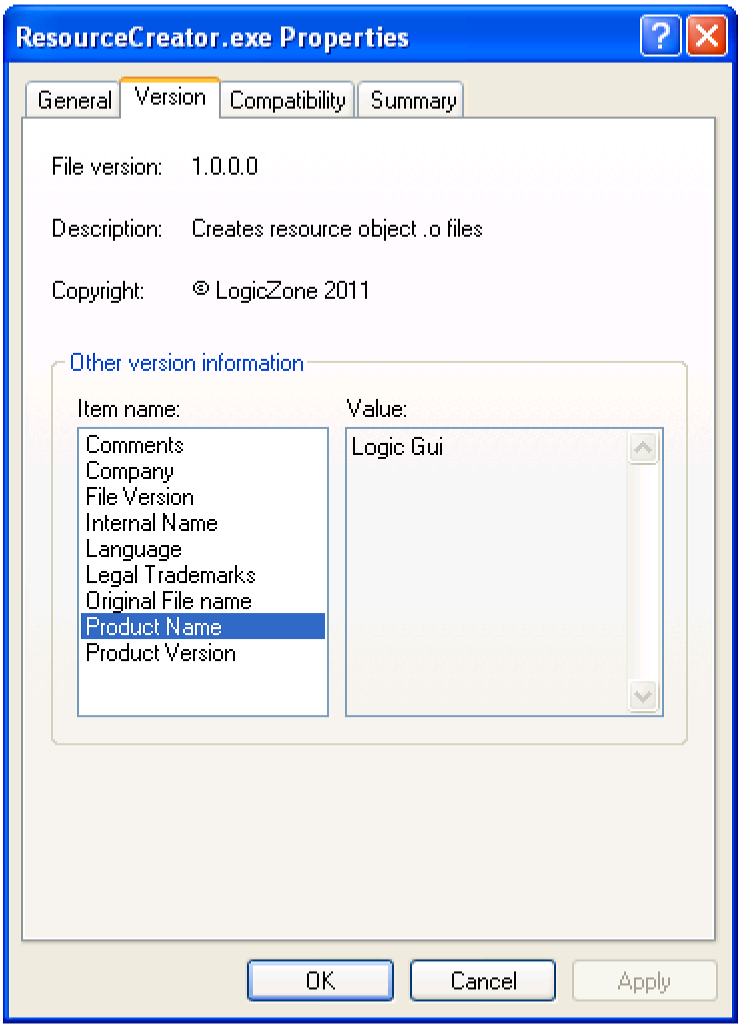


ResourceCreator.exe

Type of file: Application

Description: Creates resource object .o files

And finally choose the tab "Version" in the Properties and have a look at all details!



File version: 1.0.0.0

Description: Creates resource object .o files

Copyright: © LogicZone 2011

Item name:

- Comments
- Company
- File Version
- Internal Name
- Language
- Legal Trademarks
- Original File name
- Product Name
- Product Version

Value: Logic Gui

2.7 Load and Save

All entered information can be saved as a xml file, thus it's easy to generate different sets for different programs you support. If you created a newer version of a certain application, simply load the corresponding set, change the version number, hit create and you are done!

Whatever you used in the last session, it will be restored on the next startup for quick access.

The default output path for those xml files are in the subfolder 'settings'. The last session values are stored in the file 'LastUsed.xml'

Absolute paths are converted to relative ones if possible, that means if you use icons in a subfolder of the Resource Creator you can copy the whole Resource Creator main folder and all your settings will be still be correct on next open.

2.8 Manifest and Resource Templates

Another subfolder is called 'templates', you will find a manifest and a resource file template. Those are taken during creation and you can modify them if needed.

Placeholders in those templates will be replaced by the correct values during creation. The syntax of the placeholder is [$NameOfItem] and can be identified easily. If you messed something up, no problem, just delete the file, it will be recreated on next access.

3. Additional Infos

3.1 Links

Resource Files: http://msdn.microsoft.com/en-us/library/aa381043(VS.85).aspx

Icons in Vista: http://msdn.microsoft.com/en-us/library/aa511280.aspx

Microsoft only recommended icon sizes up to 48×48 pixels for Windows XP.

Details and List view in the explorer uses 16x16 pixel icons, the Icon view 32x32 pixel, the Tiles view 48x48 and Thumbnail view 48x48 pixel upto 128x128.

3.2 Icons

A subfolder with a bunch of free icons are present. Every .ico file contains several sizes and is perfect to play with.

3.3 Example

In the settings subfolder there is one example which could be loaded and shows some possible data entries.