

Standard Resource Types defined constants

While a ResType can be any 32-bit value, the convention is to use 4-character constants to simplify programming.

Also by convention, a pound sign (#) as the fourth character indicates a list of resources; however, the **Resource Manager** has no idea of how the list is organized. Use Toolbox Utilities functions **GetIndString** and **GetIndPattern** to obtain individual elements of 'STR#' and 'PAT#' resources.

The following resource types have System definitions. When creating your own custom resource types, you should avoid using these ResType values. Furthermore, Apple reserves rights to all ResType values composed entirely of lowercase characters, spaces, and characters above 0x7F. Another way to say it is that Apple reserves all types that do not have an upper case character in them.

'actb'	alert color table
'alis'	<u>AliasRecord</u> resource type
'ADBS'	Apple Desktop Bus service routine
'ALRT'	Alert template (Alert)
'atpl'	AppleTalk resource
'bmap'	Control Panel bitmaps
'BNDL'	bundle (<u>Finder Icons & BNDLs</u>)
'boot'	boot block copy
'CACH'	RAM cache code
'cctb'	control color table
'CDEF'	Control definition function (<u>Custom Controls</u>)
'cdev'	Control Panel Device (see cdev)
'cicn'	color Macintosh icon
'clst'	Chooser/Control Panel icons
'clut'	color lookup table (see <u>ColorTable</u>)
'CNTL'	Control template (GetNewControl)
'CODE'	application code segment (LoadSeg , UnloadSeg)
'crsr'	color cursor
'ctab'	Control Panel reserved
'CURS'	<u>Cursor</u> definition (GetCursor)
'dctb'	Dialog color table
'DITL'	Dialog/Alert item list
'DLOG'	Dialog template (GetNewDialog)
'DRVR'	desk accessory / device driver
'DSAT'	system Alert table
'eadr'	.ENET driver alternate address resource type (<u>EAddrRType</u>)
'fctb'	font color table
'finf'	font information
'FKEY'	command-shift- <i>n</i> function code
'FMTR'	3 1/2-inch disk formatting code
'FOND'	Font family record
'FONT'	font
'FREF'	file reference (<u>Finder Icons & BNDLs</u>)
'FRSV'	font ID (reserved for system)
'FWID'	font Width
'gama'	color correction table
'icm#'	List of 12-by-12 pixel (mini) black & white icons, with mask
'ICN#'	List of 32-by-32 pixel (large) black & white icons, with mask
'ICON'	icon (GetIcon)
'icl4'	Large Icon, 4-bit color

'icl8'	Large Icon, 8-bit color
'ics#'	List of 16-by-16 pixel (small) black & white icons, with mask
'ics4'	small icon, 4-bit color
'ics8'	small icon, 8-bit color
'ictb'	dialog item list color table
'INIT'	initialization code
'insc'	Installer script
'INTL'	international resource (IUGetIntl)
'itlO'	date/time format
'itl1'	day/month names
'itl2'	International Utility sort procedures
'itl4'	localized code and resources for the tokenizer
'itl5'	specifies the character set encoding and rendering behavior
'itlb'	International Utility script bundles
'itlc'	International configuration script
'sicc'	Mini1BitMask
'icm4'	Mini4BitData
'icm8'	Mini8BitData
'KCAP'	keyboard map for Key Caps DA
'KCHR'	<u>ASCII</u> character mapping
'KMAP'	keyboard map (hardware)
'KSWP'	keyboard script table
'lmem'	low memory globals
'MBAR'	Menu bar (GetMenuBar)
'MBDF'	Menu bar definition function
'mcky'	mouse tracking
'mctb'	color menu information table (<u>Color Menus</u>)
'MDEF'	Menu definition function (<u>Custom Menus</u>)
'MENU'	Menu (GetMenu)
'mitq'	MakeITable memory requirements (used internally)
'MMAP'	mouse tracking code
'mppc'	AppleTalk configuration code
'mstr'	an aid for automatic Open... and Quit (see About MultiFinder)
'mst#'	a list of 'mstr' resources
'NBPC'	AppleTalk bundle
'NFNT'	128K ROM font
'nrct'	Rectangle positions
'PACK'	Package (InitPack)
'PAT#'	Pattern List (GetIndPattern)
'PAT '	Pattern
'PDEF'	printing code
'PRER'	Device type for Chooser
'PRES'	Device type for Chooser
'PICT'	picture (GetPicture)
'pltt'	color palette
'ppat'	pixel patterns
'PREC'	print record
'PTCH'	ROM patch code
'RECT'	describes size and shape of controls
'RDEV'	Device type for Chooser
'ROvr'	Code for overriding ROM resources
'ROv#'	List of ROM resources to override
'scrn'	used to organize the screens into a multiple display setup
'SERD'	RAM-based serial driver
'sfnt'	Outline font resource
'SIZE'	memory requirements and MF options (see About MultiFinder)

'snd '	sound
'snth'	synthesizer
'STR#'	String List (<u>GetIndString</u>)
'STR '	Pascal-style string (<u>GetString</u>)
'styl'	a TextEdit style scrap (<u>StScrpRec</u>)
'TEXT'	resource containing raw text
'vers'	version resource
'wctb'	window color table
'WDEF'	Window definition code
'WIND'	Window template (<u>GetNewWindow</u>)