The 'STR#' Resource

If the name for the video card that you want to display in the Options dialog box is different from the name in the declaration ROM of the video card, you can include an 'STR#' resource. This resource must contain pairs of Pascal strings. The first string in each pair must be identical to the name of the video card as returned by the **Slot Manager**'s **SReadDrvrName** function (minus the period that the **Slot Manager** prefixes to the name). The second string in each pair is the name that you want to display in the Options dialog box. You can have as many pairs of names in one 'STR#' resource as you wish; the Monitors control panel uses the first match it finds.