The 'card' Resource

The 'card' resource contains a Pascal string (that is, a length byte followed by an ASCII string) identical to the name of a video card. (The name of a video card is located in the Board sResource data structure in the ROM of the card, as described in *Designing Cards and Drivers for the Macintosh Family,* second edition.) The extension file can contain as many 'card' resources as you wish, so that one extension file can handle several versions of one video card. The Options dialog box displays the name in the 'card' resource unless you also include an 'STR#' resource in the extension file, as described in The 'STR#' Resource. The **Slot Manager** describes the **SGetCString** function. For a description of video cards, see *Designing Cards and Drivers for the Macintosh Family,* second edition.