



bome software

everything sounds.

Bome's Restorator

Using the visual UI Recreator

1 Overview


Restorator comes with an integrated editor for dialog resources. It gives you full control to design and change dialogs. This tutorial shows how this is helpful when translation requires to change the size and location of strings in buttons and other elements.

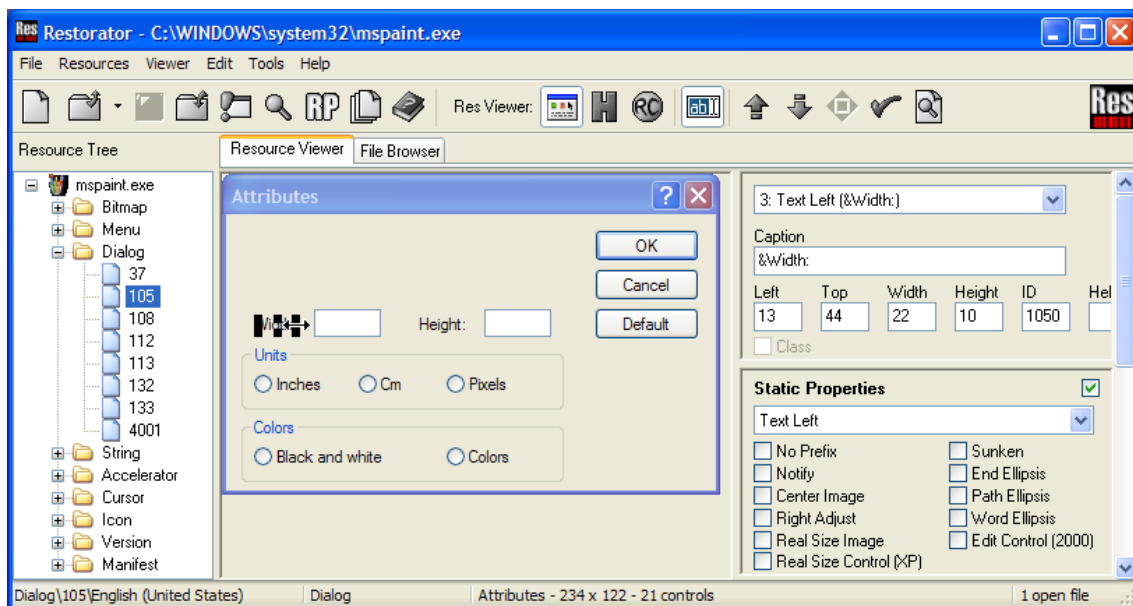
Again, please respect the copyright of programs and modify it for your private use only.ss

2 Open a dialog

Let's use MS Paint again. To access the dialog use the Menu *File->Open* and choose "MSPaint.exe" in "C:\Program Files\Accessories" (Windows 95/98/ME) or in "C:\WINNT\system32" (Windows NT/2000/XP).

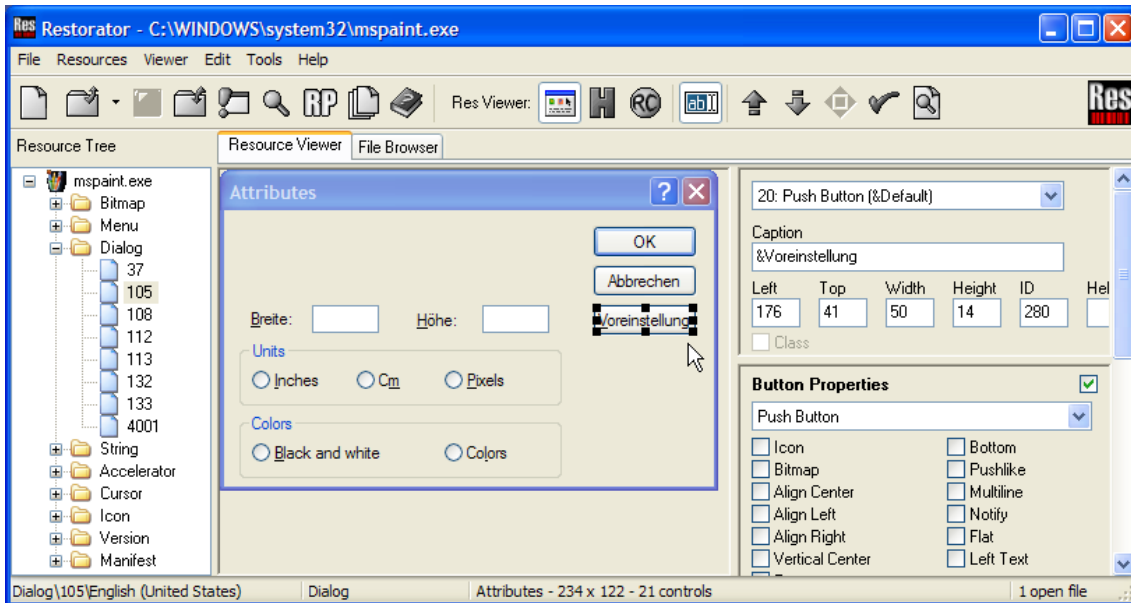
Select the dialog folder in the *Resource Tree* and select dialog 105, then

select the edit button  (or press F6) to see the dialog below:






Now you can select each individual element to modify its content position and properties. The position can be changed with the mouse. All options can be accessed in the options on the right.

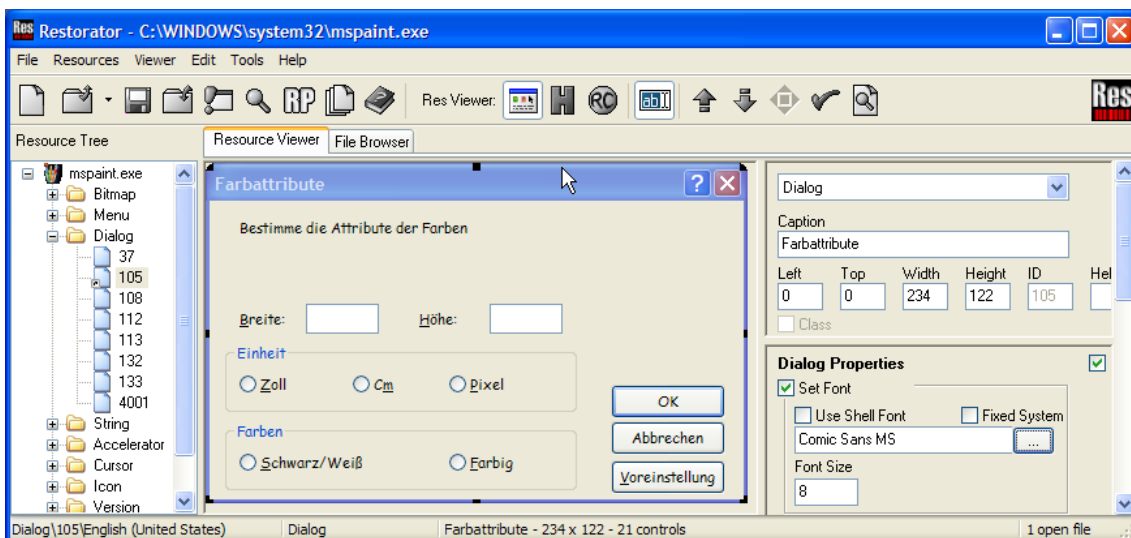
You can change each element. To get the position perfect, use the position elements on the right and confirm with enter. The size of the buttons is changed to bring the word *Voreinstellung* in the *Default* button.




Changing the elements is required for translation but it is also used to implement design guidelines and make some fixes after compilation. You can also transform elements and change the size of windows.

To add new elements (such as static strings) select the RC button  and the edit button  again than add another line to create a new element. For easy modification go back to default mode .

A restored window could look like this:



3 Saving the new dialog

Now save the file as something else, e.g. MSPaint1.exe. Then click the Run toolbutton  and see the difference in your new custom application !