



bome software

everything sounds.

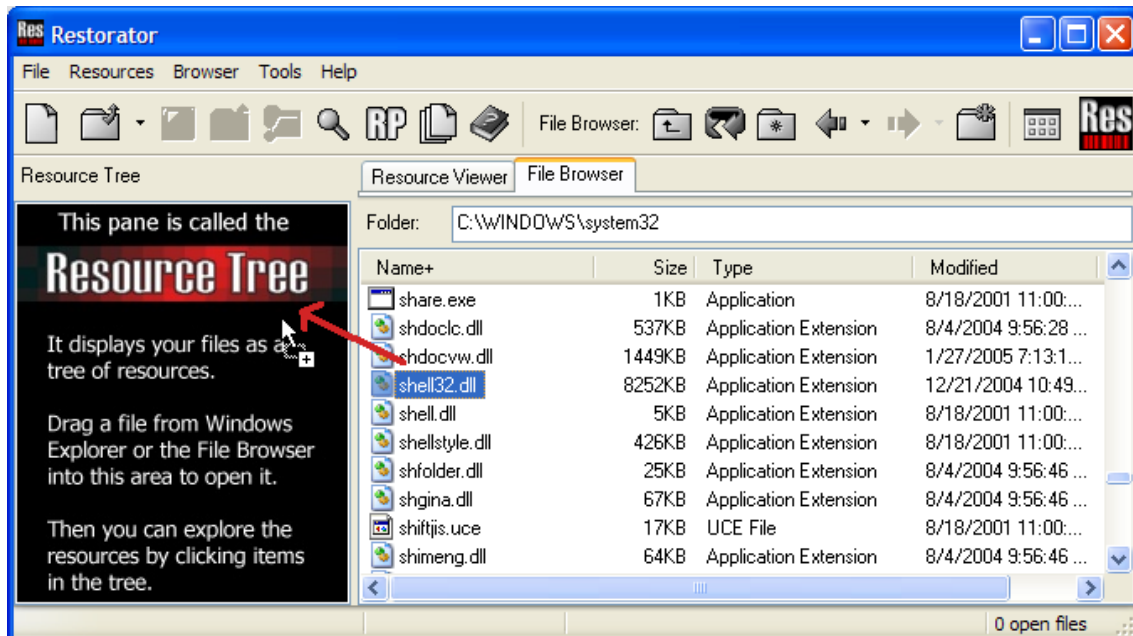
Bome's Restorator

Replace Resource Tutorial


1 Overview

This tutorial shows you how to have some fun: We will replace the *About* window of the calculator, Notepad and other Windows applications !

Please note that these apps are copyrighted programs: you should only modify them for your private use.



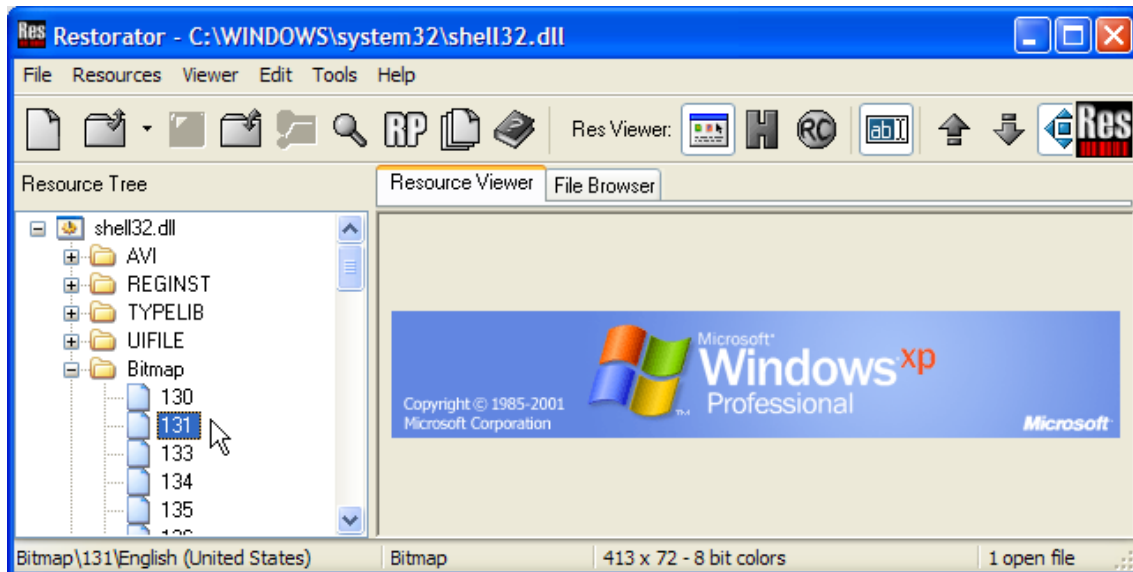
Here is another possibility how to open a file: Use Restorator's File Browser and type "C:\WINDOWS\SYSTEM32" in the *Folder* field.

You can also use the ".." folder in the File Browser or the  button to go to a higher folder.

Then drag the file **shell32.dll** with the mouse into the Resource Tree.

We found the location of the about image by using the *Grab Resources* tool (in the Tools menu) and then extracting all images of files in the systems32 folder.

Another handy tool is the Depends application included in Microsoft Visual C++ (it displays all the dll's used by an application).



Now look at the Bitmap resources: number '131' contains the bitmap that is displayed in the about box of Notepad (it be a different number on your system, e.g. 149).

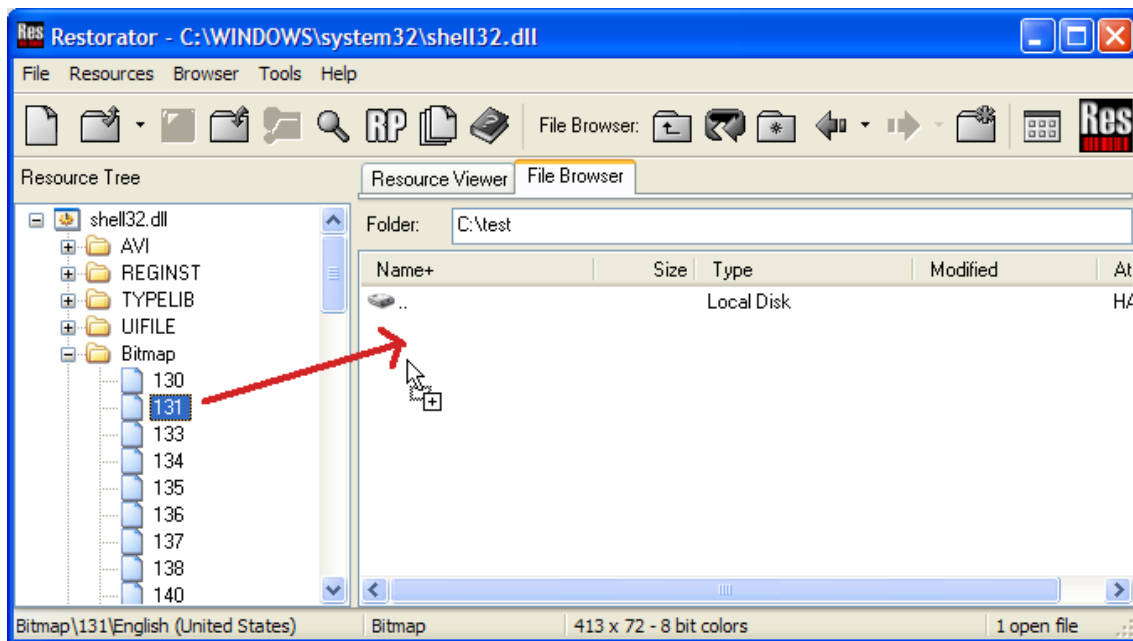
Changing image resources is done in that fashion:

1. Extract the resource to disk
2. Modify it with another program
3. Assign the modified file to the respective resource
4. Save to create the custom application

2 Extract a resource to disk

The simplest way is to drag the resource with the mouse in the File Browser. In this example create a folder C:\test where you save the about picture 131.

This will create the file 131.bmp.



Alternatively you could use the pop-up menu on the resource 131 or look in the "Resources" menu.

This process of saving a resource is called *to extract a resource*.

3 Modify the resource

For image editing, you can use the program [Paint Shop Pro](#) (or any other image editor like MS Paint). Open the image 131.bmp and put a little *snake* inside.

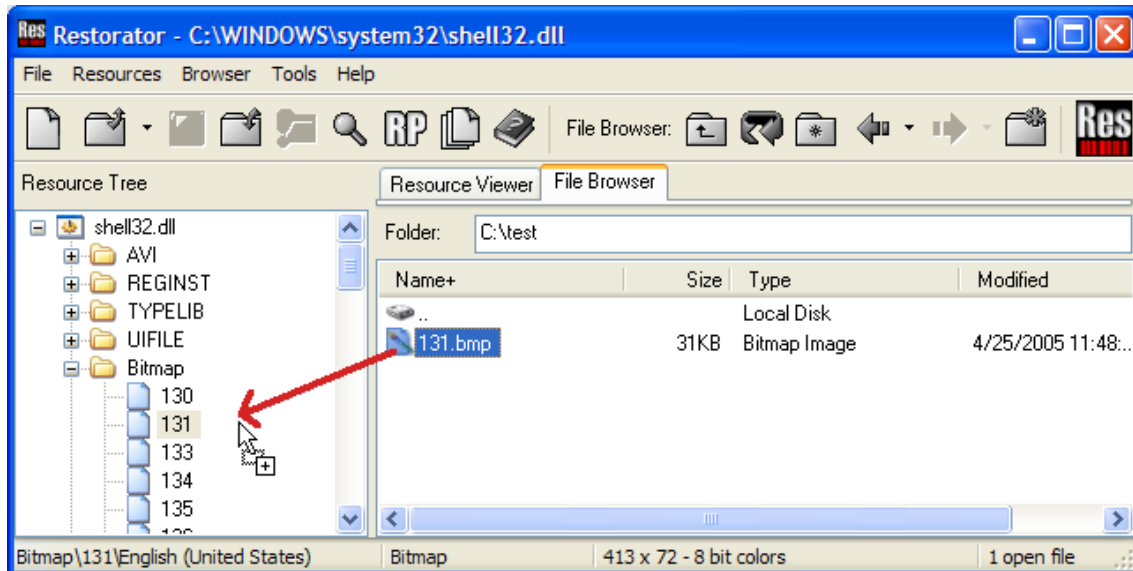


The image size and color depth of the image is maintained to fit its location.



4 Assign the modified file

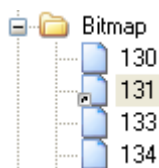
Again, this is done simplest by dragging the new file on the resource item in the Resource Tree.




This process of replacing a resource is called *assignment*. You can look up in the context menu of resource 131 or in the menu "Resources" for other ways of assigning a file to a resource. When you have successfully assigned a file, the resource icon is marked with a small arrow.

Note that you can also use the Copy/Paste functions to exchange images with the image editor.

The undo function can be found in the menu "Resources" or the pop-up menu; it's called *Detach*.

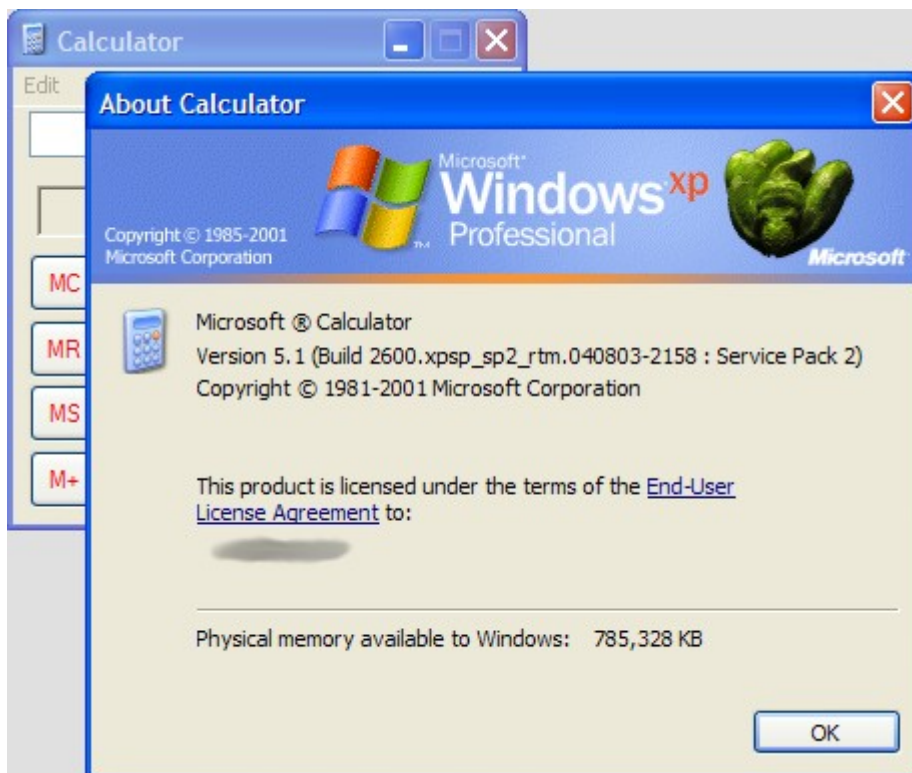


5 Save shell32.dll to create the custom application

Use the menu or save button . Reboot.

6 Test it !

Finally, look at the about box of 'Notepad', 'Calculator' and other Windows applications. The snake will be waiting for you.



See the next tutorial on [how to create a ResPatcher](#) if you want to share the snake with your friends without sending the application or dll.