

# Introduction

This document describes the tool DLOG Converter. DLOG Converter is used to convert the DLOG/DITL resources of pre-Universe shaders to use the new user interface resource format of Electric Image Universe.

**N O T E :** DLOG/DITL resources are standard Macintosh resources for creating dialog boxes. In order to create a user interface for a shader, you must first create a shader interface as described in the document “Shader API,” then convert the resulting interface using DLOG Converter.

DLOG Converter is an interim tool based on an internal tool used by the development group at Electric Image, and is provided “as is.” In the future, there will be more direct support in Interface Builder for constructing shader interfaces.

## Using DLOG Converter

DLOG Converter converts a whole folder full of resource files at a time. To use DLOG Convert, double click the application icon, and a Navigation Services dialog will appear, expecting you to pick a directory. When you choose a directory, DLOG Converter will convert every resource file it finds in the directory that has a DLOG/DITL pair and a PTKC resource. DLOG Converter will recursively traverse nested directories in the directory you choose.

## Static Text Objects

DLOG Converter examines the DLOG, DITL and PTKC resources to generate a new cross-platform interface. Because the font and font size of used in Electric Image Universe dialog boxes is different from previous versions of Electric Image, the sizes of static text boxes will change. Because of this, DLOG Converter tries to preserve the alignment of static text objects when it can. DLOG Converter applies the following heuristics:

- if a static text is just to the left of an edit text box, it deletes the static text object and attaches the static text string directly to the edit text as a label
- if a static text is just to the left of a popup menu, it deletes the static text object and attaches the static text string directly to the popup menu as a label

- if a static text is just to the left of a color button, it adjusts the size of the static text's boundary rectangle so that it stays just to the left of the color button

If, after running DLOG Converter, you find that it did not attach a static text object to another object the way you think it should, it is probably because the static text was not “close enough” to the other object for DLOG Converter to think it should be attached. When this happens, edit your original DITL resource to move the static text a little closer and run DLOG Converter again.

Even when DLOG Converter has attached all of the static objects that it can, you may find that certain other adjustments are necessary. For example, a static text object that was centered in your dialog window will no longer be centered. To make these adjustments, use Interface Builder.

**N O T E :** Whenever you need to change your shader substantially (in particular, if you need to add or remove user interface items), you must do so by editing the original DLOG/DITL/PTKC resources and rerunning DLOG Converter. This is because Interface Builder does not currently support shader interfaces directly.

If you are just altering the size or position of existing user interface items, however, you can use Interface Builder and do not need to use DLOG Converter.

**N O T E :** When using Interface Builder to adjust the interfaces created by DLOG Converter, DO NOT modify the control ID numbers. In particular, do not use the “Recompute IDs” command on the “Utility” menu.

You should, of course, use DLOG Converter on a copy of your shader resources rather than your original.

## Preview Images

In previous versions of Electric Image, shaders could provide a preview image in a resource of type 'EIPV'. This resource could have any ID; Electric Image would use the first such resource it found.

Electric Image Universe does not support the EIPV resource type; instead, previews must be provided as type 'PICT', and the preview must use resource ID 21000. Because of this, DLOG Converter will convert an 'EIPV' resource into 'PICT' 21000. This has the subtle implication that if you also have a 'PICT' 21000 in your shader, it will be “stripped out” in favor of the PICT it gets by converting your EIPV.

## Other Resources

DLOG Converter will ultimately strip out a number of resources from your shader resource file. The resource types it will strip out are:

- 'DLOG'
- 'DITL'
- 'DLGX'
- 'dctb'
- 'ictb'
- 'STR#'
- 'icl8'
- 'icl4'
- 'ICN#'
- 'ics8'
- 'ics4'
- 'ics#'

DLOG Converter is attempting to generate the resources you would place in your platform-independent resource file. Thus, these resource types are stripped because they are meaningful only on the Macintosh. Remember, there are two groups of resources: platform independent and platform dependent. If you want to keep any of these resources for use in your Macintosh version of your shader (in particular, the custom icon resources), you must copy them to another resource file for use when building your shader.