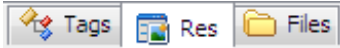


Resource Editor

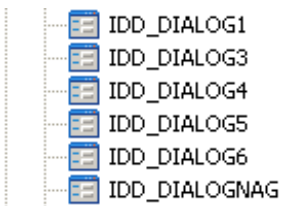
Article Number: 1242 | Last Updated: Thu, Oct 20, 2011 3:34 PM

UEStudio features a Resource browser and editor. Add, Remove, Browse resources as desired. Edit dialogs, string tables, menus and more. You can even configure UESudio to edit bitmaps and icons via user-installed graphic editors.

When a compilable project is loaded in UESudio, the Resource Editor toolbar is active. If the Resource tab is selected at the bottom of the Workspace Manager



the source for the associated dialog may be opened in UESudio by double-clicking on the dialog icon or ID in the Workspace Manager.

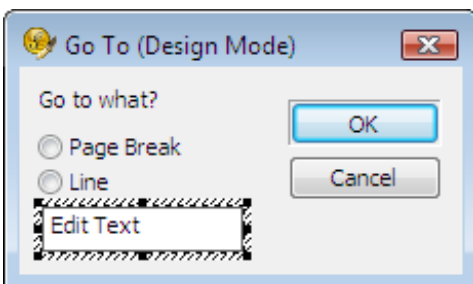


With the source for the dialog to be edited visible in the edit window, two options are available for modifying the dialog.

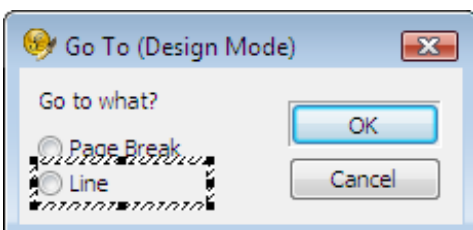
1. The source for the dialog may be modified directly and saved changes will be written back to the project resources.
2. The Test button in the Resource Editor toolbar may be clicked



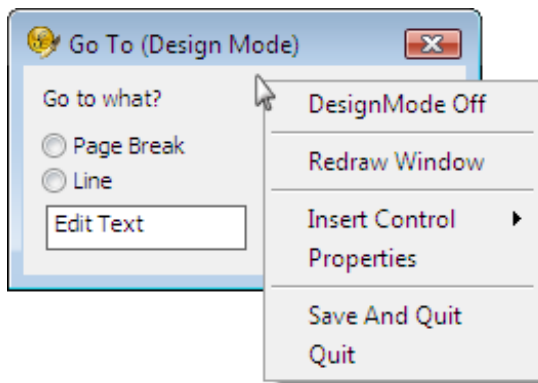
to present the dialog in preview mode.



Individual controls may be clicked on and dragged to new positions within the dialog. New controls may be added and existing controls may be removed:

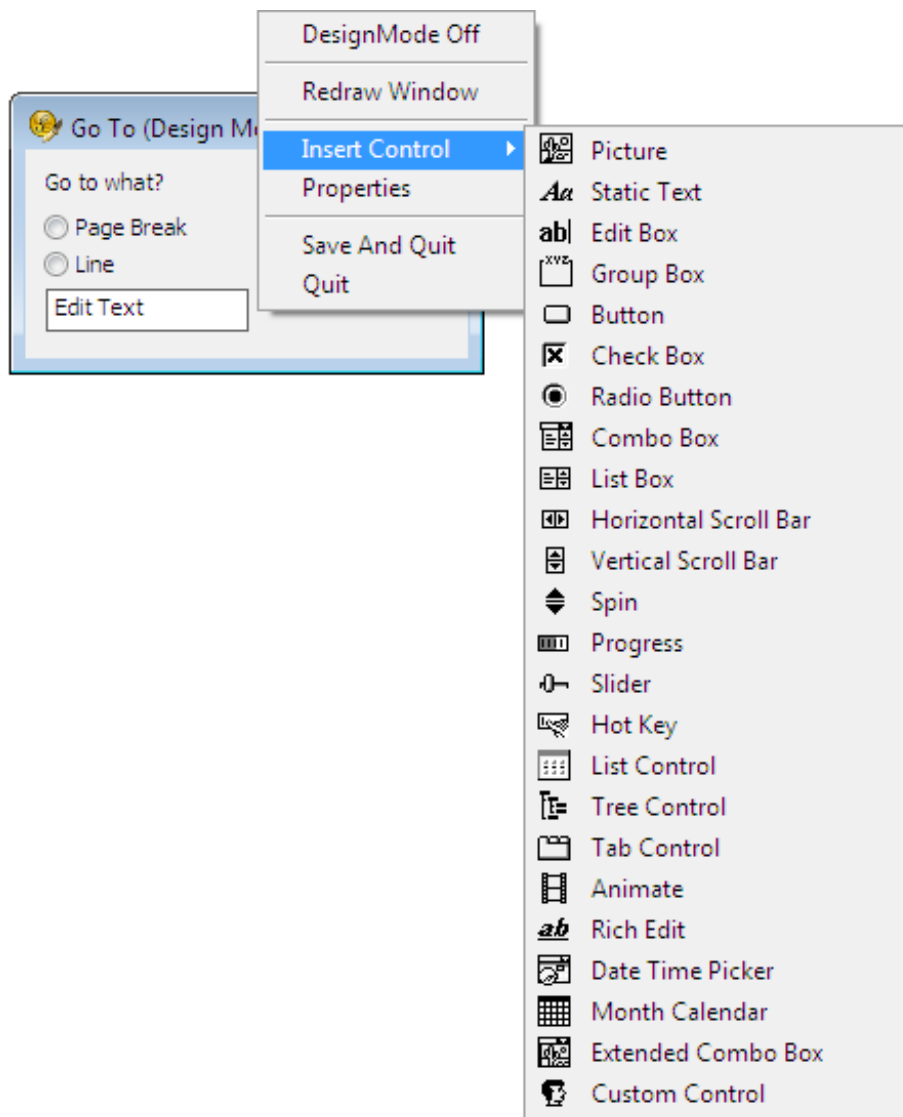


Right clicking on the preview dialog will present the Resource Editor context menu:



This provides a more visual method of designing dialogs and once the desired result is achieved changes to the dialog may be saved by selecting Save and Quit from the context menu.

A broad range of choices is available for adding new controls to the dialog being previewed:



Posted - Thu, Oct 13, 2011 6:11 PM. This article has been viewed 853 times.

Online URL: <http://www.ultraedit.com/help/article/resource-editor-1242.html>

