BaseCt™ 2.0 Guide

BaseCt is referred to as the "basic" control driver because it supplements the standard button, check box, and radio button CDEF-based controls with other basic control types that users have come to expect in typical Mac dialogs.   These additional types include static & editable text controls, scrollable lists, dials, pop-up menus, and the use of icon and picture-based controls as static items, buttons, check boxes, and radio buttons.

In addition to supporting many useful control types, BaseCt also supports the full range of style options seen in ViewIt's editing menus.   These style options combine with the variety of control types to produce a bewildering number of possibilities, all of which can be applied and tested from within a running program.   Some of the more sensible combinations appear in ViewIt's own dialogs, and you can always enter edit mode and copy such controls for your own use.

Resource Types

The resource types that BaseCt controls often make use of are briefly described here. ResEdit can be used to create and edit these resource types.
STR# - list of Pascal strings (any size)
TEXT - block of plain text (any size)
MENU - template used when creating new menus
PICT - picture (any size)
ICON - icon (32 x 32 bits)
SICN - list of small icons (16 x 16 bits each)
cicn - color icon (any size)
PAT   - pattern (8 x 8 bits)
PAT# - list of patterns (8 x 8 bits each)
CURS - cursor (16 x 16 bits)
acur - list of CURS resources (16 x 16 bits each)
clut - list of RGB colors (3 x 2-byte integers each)
Note that cicn color icons are complex structures that include both a mask (like cursors) and a non-color version for display on B&W monitors.

Source Available

The source code and development projects for this driver can be obtained as part of the Inside FaceWare 2.0 package.   It is an excellent example of a variety of different control types, and can be easily modified to change or improve the behavior of the basic controls.