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Close Combat 2 "A Bridge Too Far"

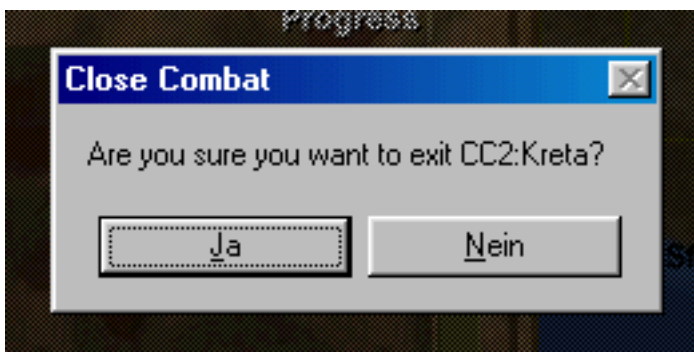
Changing the Dialog Boxes of ABTF (Mac-version of CC2 only)

What it is

"Close Combat - A Bridge Too Far" (abbreviated CC2, ABTF, CC2-ABTF) was the second game of the CloseCombat-series created by Atomic and presented by Microsoft to the Mac-community. It was also the last game of this series for the MacOS. The series is now continued by SSI for PCs only (up to day CC3, CC4, CC5). The game was released in 1997 on a hybrid-CD, running on PCs and under the MacOS 7.5 up to 9.1 as well.

Dialog Boxes

To change the message texts in dialog boxes of the PC-version of ABTF, the files "Intrface.CC2" and "CC2rsrc.dll" have to be modified. In the Mac-version, all the formats, texts and graphics used by the dialog boxes (modal and modeless) are stored in the resource fork of the main program "A Bridge Too Far". You can change this resources without disturbing the code if you leave the resource-Ids unchanged. Adding of new resources is possible, but ABTF will not use them directly.



So if you ever have wished to see the same modified dialog boxes (as above shown) like the PC-users, follow this short article, describing the things I have changed to fit for TAKI's PacificFront-Mod. All the mentioned resource groups can be changed easily using Apple's "ResEdit 2.1.3". "ResEdit" contains predefined templates for editing all the dialog boxes-related resource groups (WYSIWYG).

What do you need

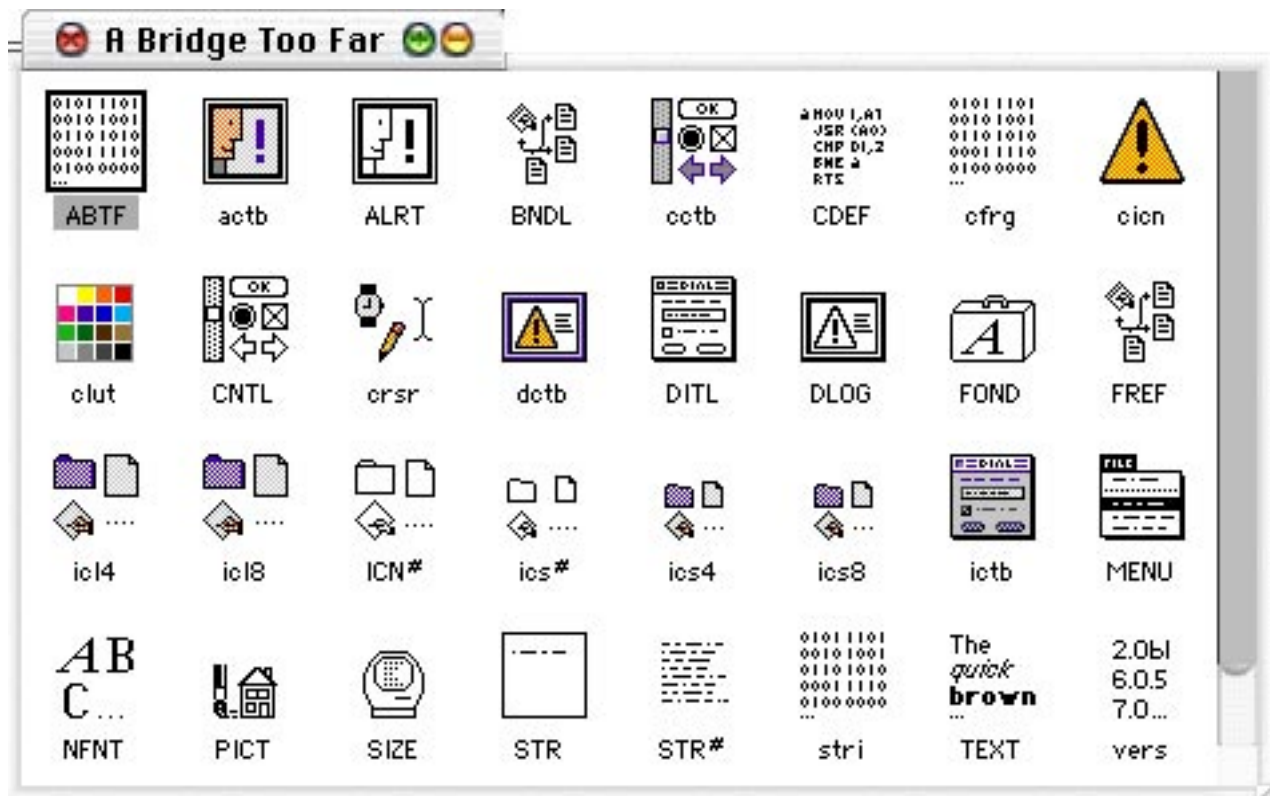
First of all you need the original CD "Close Combat : A Bridge Too Far" (hybrid PC /Mac) and the last available update from the internet. For patching the resources of the file "A Bridge Too Far" you

need Apple's "ResEdit 2.1.3". For creating new pictures you can use any graphic program (very suitable is the "GraphicConverter").

The resource fork of the program "A Bridge Too Far"

Using Apple's "ResEdit 2.1.3", you can easily view the contents of the resource fork of the program "A Bridge Too Far". There exist 32 different groups of resources, only few groups are dialog boxes-related resources:

- ABTF: owner resource,
- **actb**: color alert boxes,
- **ALRT**: b/w alert boxes,
- BNDL: bundle resource (works together with the owner resource ABTF and FREF),
- cctb: color tables (?),
- CDEF: color definition grayscale,
- cfrg: (?),
- **cicn**: one color icon for alert boxes,
- clut: color look-up table,
- **CNTL**: window definitions for dialog boxes (titles are interesting),
- crsr: cursor definitions,
- **dctb**: color dialog boxes definitions,
- **DITL**: dialog boxes (texts are interesting),
- **DLOG**: dialog boxes,
- FOND: the fonts "Espy Sans" and "Espy Sans Bold",
- FREF: file reference resource,
- icl4: color icons large4,
- icl8: color icons large8 (all interesting),
- ICN#: b/w icons large,
- ics#: b/w icons small,
- ics4: color icons small4,
- ics8: color icons small8,
- ictb: (?),
- MENU: definition of the pull-down menus,
- NFNT: bitmap fonts,
- **PICT**: 4 pictures: "the paratrooper logo", quick-help text and 2 separation bars,
- SIZE: size-resource,
- STR: serial-number string,
- STR#: string-list with error strings,
- stri: one resource containing zero-delimited strings ("The Allies have won" etc.),
- TEXT: one resource containing the text "80",
- vers: version resources.



Picture: all resources in “A Bridge Too Far” as shown by Apple’s “ResEdit 2.1.3”

The resources for dialog boxes

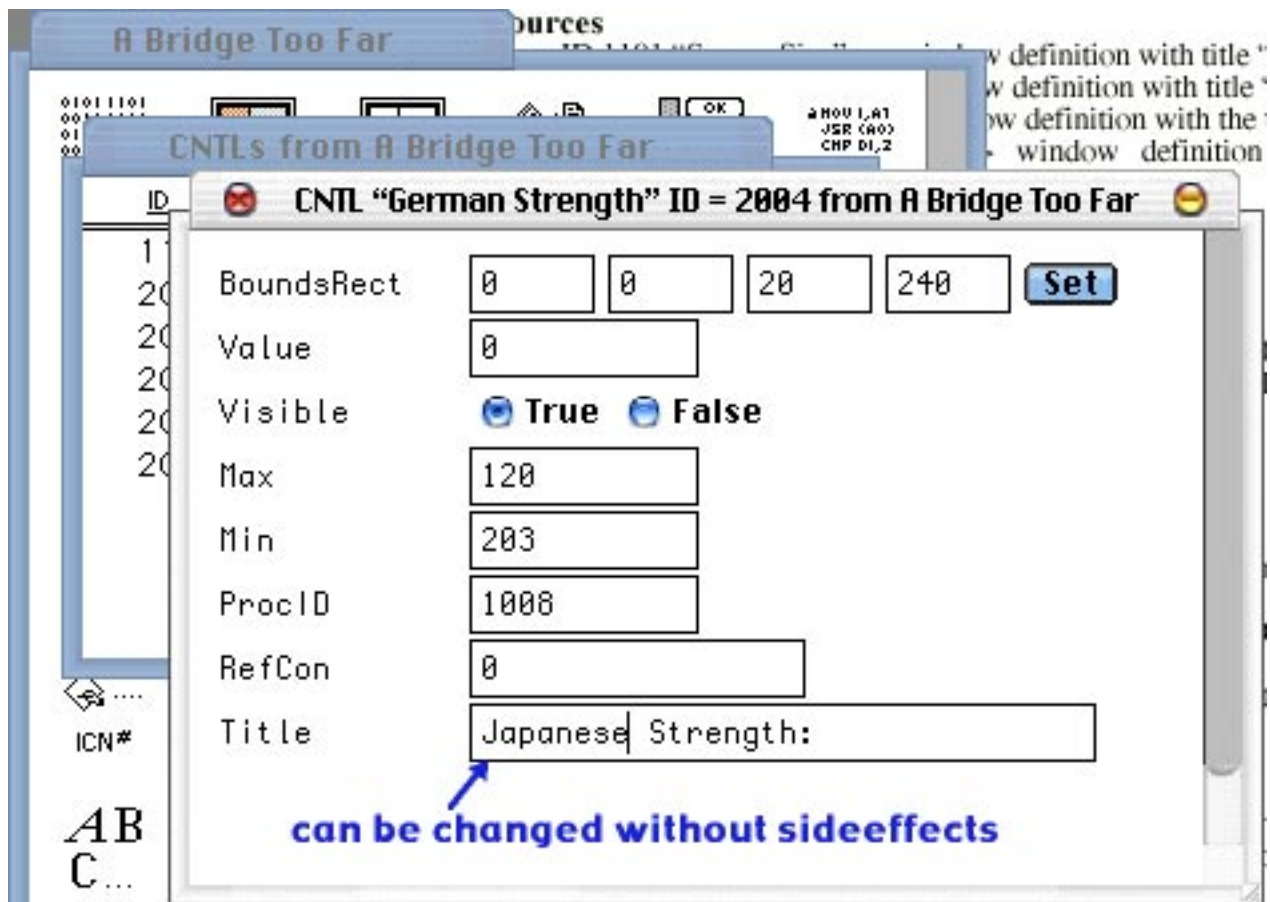
The CNTL-resources

- CNTL-Resource-ID 1101 “Screen Size” --> window definition with title “Location Value:”,
- CNTL-Resource-ID 2000 “Screen Size” --> window definition with title “Screen Size:”,
- CNTL-Resource-ID 2002 “Game Speed” --> window definition with the title “Game Speed:”,
- CNTL-Resource-ID **2003** “Allied Strength” --> window definition with the title “Allied Strength:”,
- CNTL-Resource-ID **2004** “German Strength” --> window definition with the title “German Strength:”,
- CNTL-Resource-ID 2005 “Sound Channels” --> window definition with the title “Sound Channels:”.

The titles of the definitions in the CNTL-resources with the ID 2003 and 2004 might become subject of patching once you will build up a new storyline. This resources can be easily edited with a template of ResEdit. The CNTL-Resource-ID 2003 and 2004 are used by the DITL-Resource-ID 1004 and 1010.

Selecting a CNTL-resource for editing you will be prompted for

- the bounds of a rectangle,
- value (do not change),
- the visible-bit (do not change),
- maximum and minimum values (do not change),
- ProcID (do not change, internal reference number),
- RefCon (do not change),
- **Title** of the rectangle defined above, it can be changed. The title will be shown on presenting the recangle in a dialog box.



Picture: changing the "Title" in the CNTL-resource ID=2004 from "German Strength:" to "Japanese Strength:".

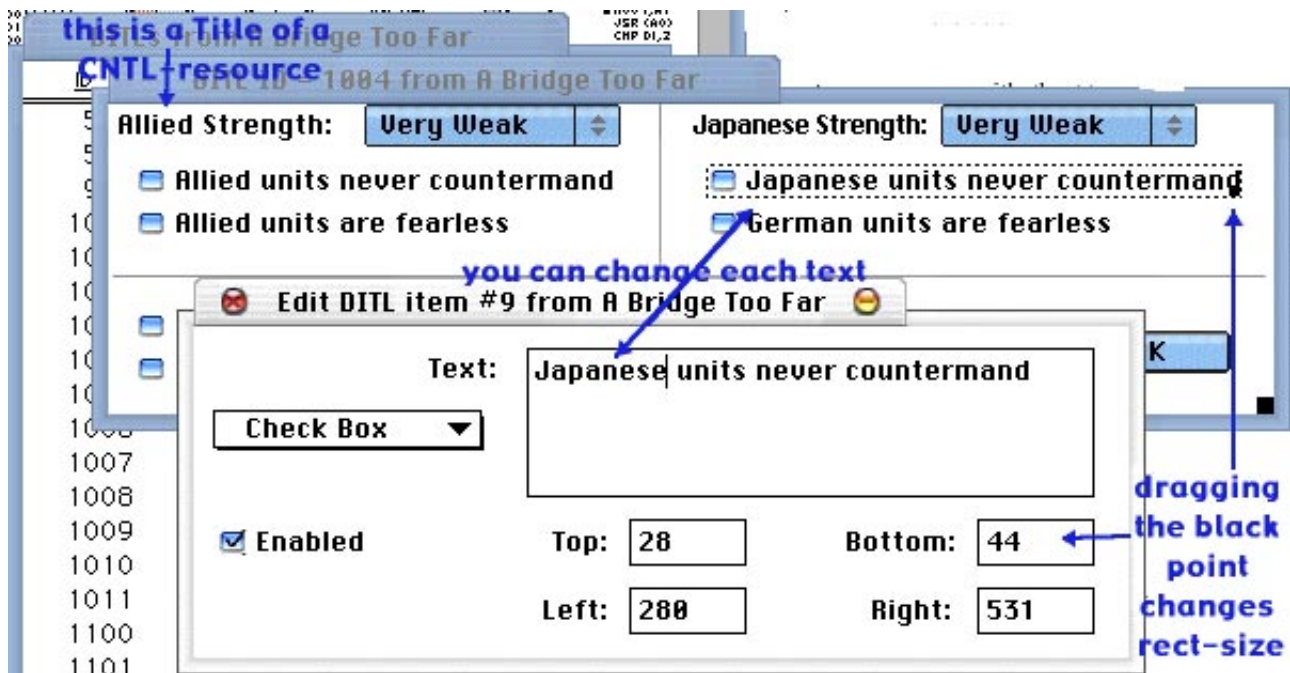
The DITL-resources

There exist 26 definitions for dialog boxes:

- DITL-Resource-ID 500 --> an universal dialog box with one "OK"-button. Text will be pasted in during runtime,
- DITL-Resource-ID 501 --> "CC was unable to start up. Please re-install CC and try again.",
- DITL-Resource-ID 999 --> dialog box for TCP/IP-connection,
- DITL-Resource-ID 1000 --> an universal dialog box with one "OK"-button. Text will be pasted in during runtime,
- DITL-Resource-ID 1001 --> dialog box for setting up the game speed,
- DITL-Resource-ID 1002 --> dialog box for hosting games over the net,
- DITL-Resource-ID 1003 --> dialog box for setting up the commander name for net-campaigns,
- DITL-Resource-ID **1004** --> dialog box for "Allied Strength / German Strength / always fearless and so on", using CNTL-resources ID 2003 and 2004,
- DITL-Resource-ID 1005 --> quick-help dialog box using the PICT-resource with ID 129,
- DITL-Resource-ID 1006 --> an universal dialog box with "the paratrooper logo" (PICT-resource with ID 128) and one "OK"-button. Text ??,
- DITL-Resource-ID 1007 --> "Creating a new campaign game:",
- DITL-Resource-ID 1008 --> "Replay name:",
- DITL-Resource-ID 1009 --> copyright dialog box with "the paratrooper logo",
- DITL-Resource-ID **1010** --> dialog box for "Allied Strength / German Strength / always fearless and so on" using CNTL-resources ID 2003 and 2004,
- DITL-Resource-ID 1011 --> dialog box for changing the monitor resolution,
- DITL-Resource-ID **1100** --> an universal dialog box asking "Allied / Axis",
- DITL-Resource-ID 1101 --> dialog box asking for "Location Name / Location Value",
- DITL-Resource-ID 1102 --> dialog box asking for "Battle Name / Battle Description",
- DITL-Resource-ID 2000 --> "You are about to withdraw from the battle. Do you want to do this?",
- DITL-Resource-ID **2001** --> "Are you sure you wish to quit Close Combat?",

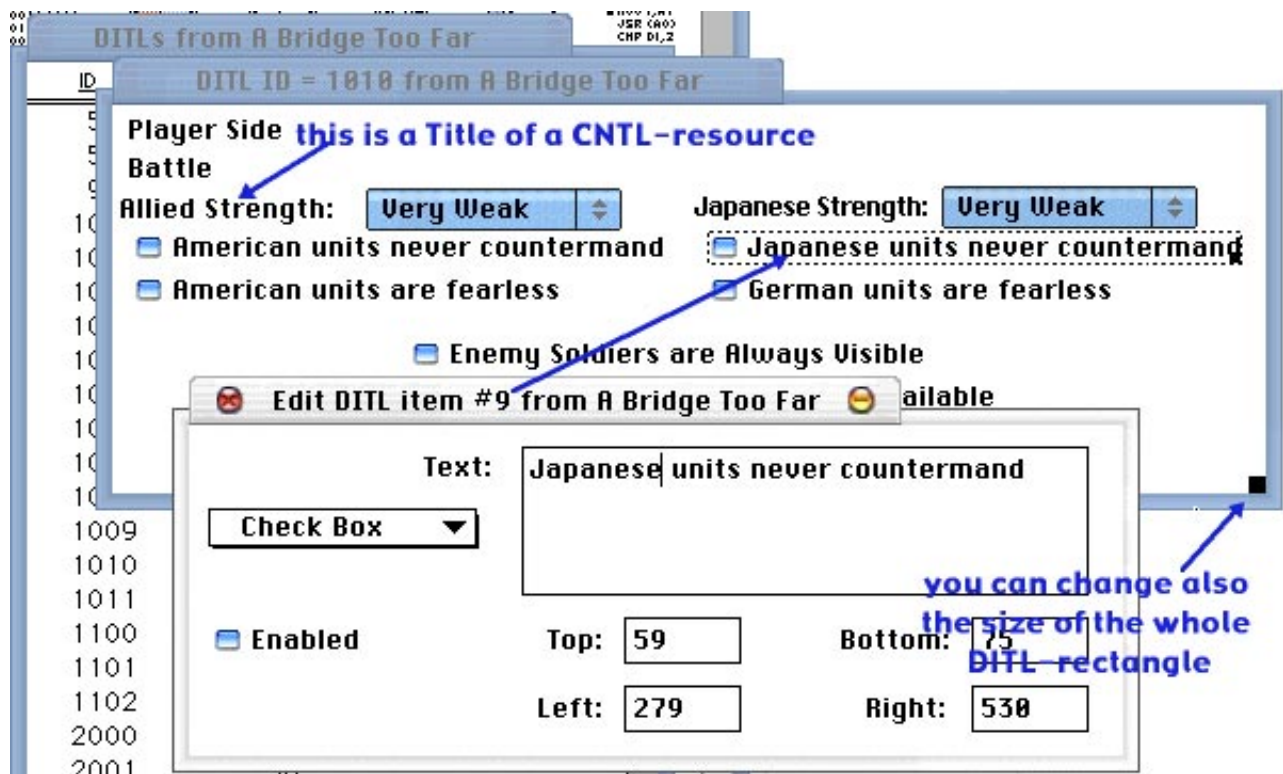
- DITL-Resource-ID **2002** --> an universal dialog box with “the paratrooper logo” (PICT-resource with ID 128) and one “OK”-button. Text will be pasted in during runtime,
- DITL-Resource-ID **2003** --> an universal dialog box with “the paratrooper logo” (PICT-resource with ID 128) and “Yes”- and “No”-button. Text will be pasted in during runtime,
- DITL-Resource-ID 2004 --> “Do you want to end the battle and return to the Command Screen? Nothing will be saved.”,
- DITL-Resource-ID 5000 --> “Assertion failed” dialog box with “Exit to Debugger / Finder”,
- DITL-Resource-ID 5001 --> an universal dialog box with “OK”- and “Cancel”-button. Text will be pasted in during runtime,
- DITL-Resource-ID 9999 --> dialog box asking for “Rand Seed”.

The texts used in the dialog boxes of the DITL-resources with the ID 1004, 1010, 1100 and 2001 might become subject of patching once you will build up a new storyline. This resources can be easily edited with a template of ResEdit.

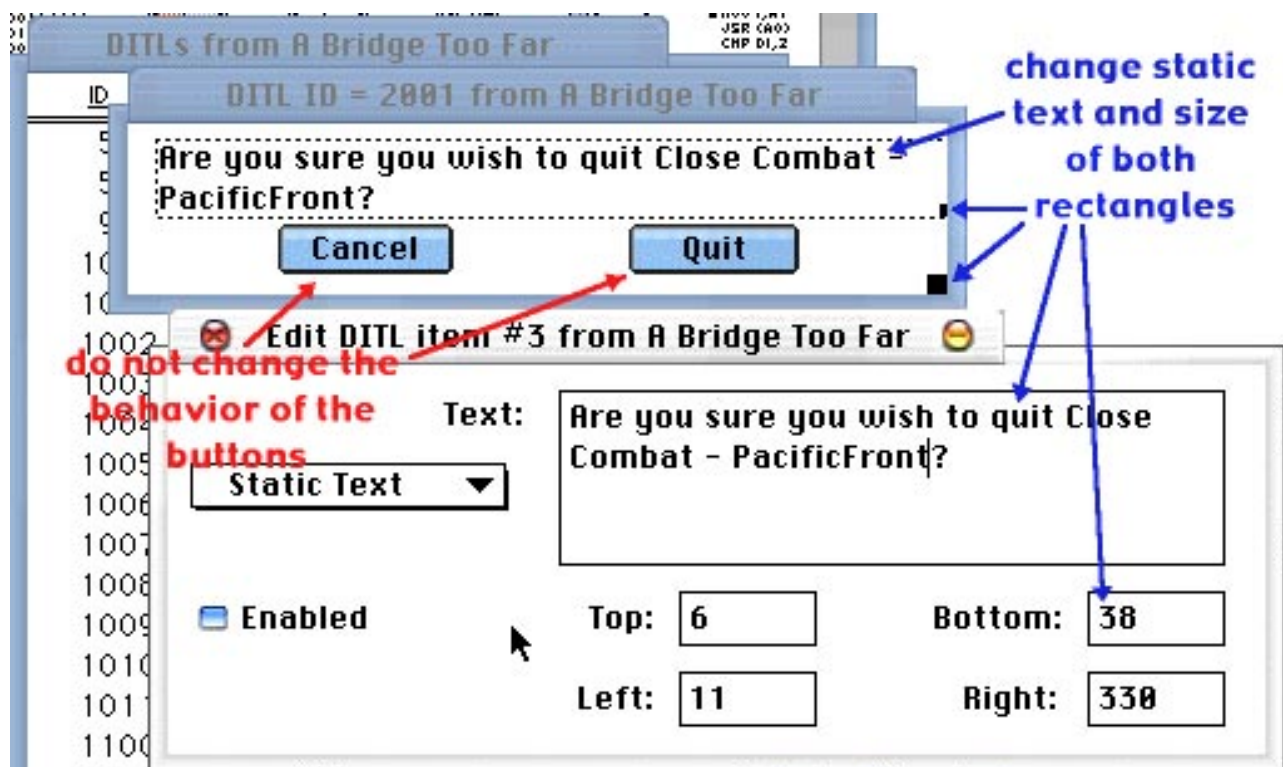


Picture: changing the item #9 in the DITL-resource ID=1004 from “German” to “Japanese”. Due to the larger size of the string inserted, the rectangle for this item must grow.

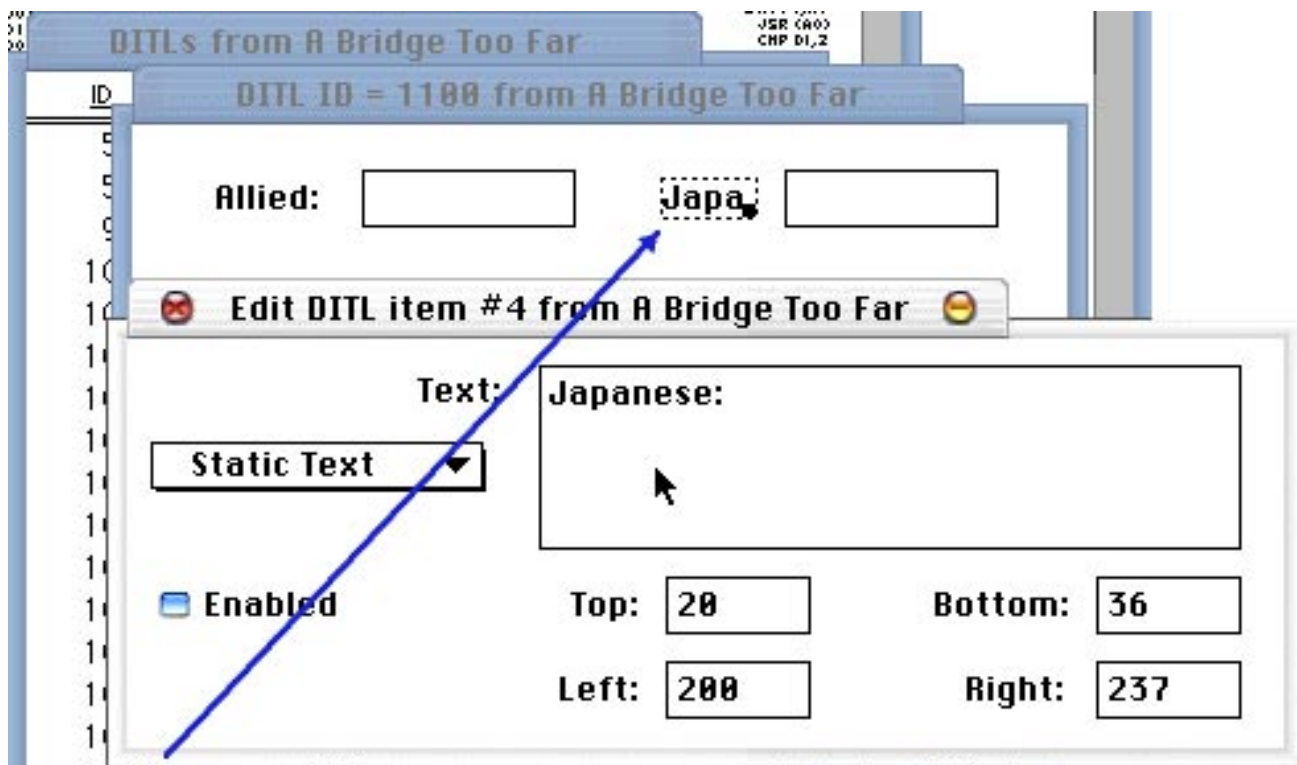
Every item in a DITL-resource can be modified. Changing the text is easy. You can change the bounds of the rectangle and the place where the text will be displayed simply by dragging with the mouse. It is not recommended to change the behavior of buttons, check boxes, pull-down menus and so on. You can also change the size of the whole rectangle containing the complete DITL-resource.



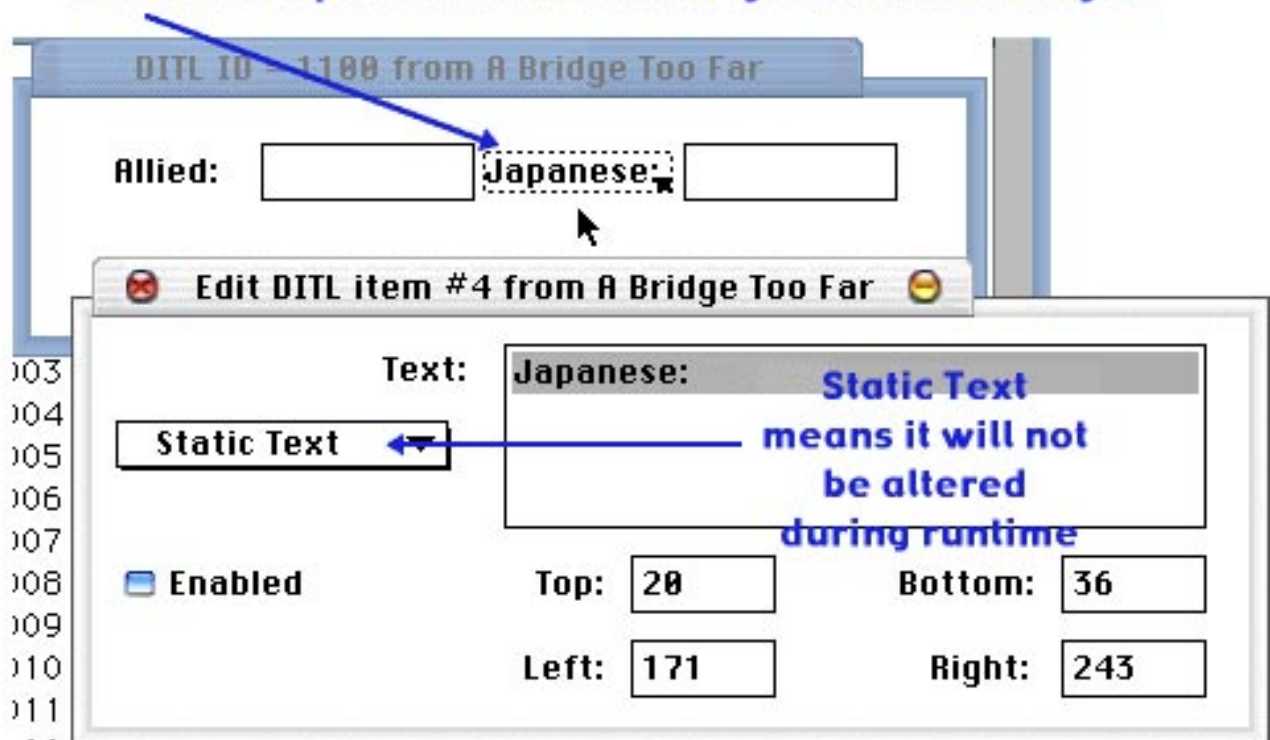
Picture: changing the item #9 in the DITL-resource ID=1010 from "German" to "Japanese". Due to the larger size of the string inserted, the rectangle for this item must grow. Please remember: the "Titles" of the imbedded CNTL-resources 2003 and 2004 cannot be changed in the DITL-resource, but in the CNTL-resources!



Picture: changing the item #3 in the DITL-resource ID=2001 (Are you sure you wish to quit Close Combat?). Due to the larger size of the string inserted, the rectangle for this item must grow.



the string "Japanese" is much longer than "Axis", so the size and the position of the rectangle must be changed

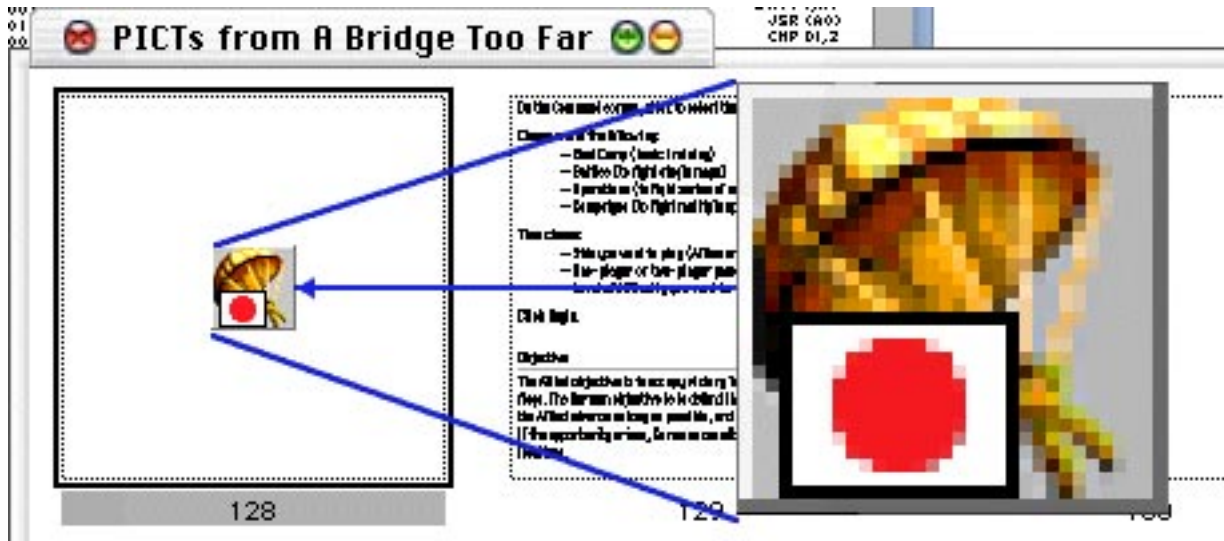


Picture: changing the item #4 in the DITL-resource ID=1100 from "Axis" to "Japanese". Due to the larger size of the string inserted, the rectangle for this item must grow and move to the left.

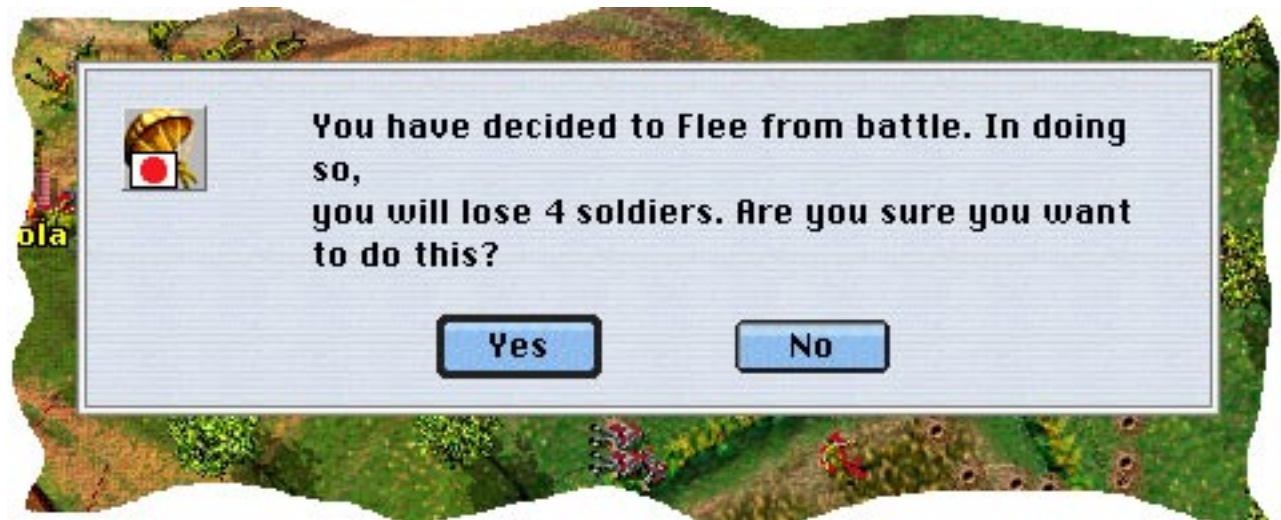
4 pictures of different size and purpose are stored as PICT-resources:

- PICT-Resource-ID **128** --> “the paratrooper logo”-picture, used by the DITL-resources 2002 and 2003,
- PICT-Resource-ID 129 --> the quick-help picture, displayed by the DITL-resource 1005,
- PICT-Resource-ID 130 --> a small vertical bar,
- PICT-Resource-ID 131 --> a small horizontal bar.

The PICT-resource with ID 128 might become a target for patching like the icons. After changing the PICT-resource ID 128 (pasting in a new picture from an external graphic program), you will have a new icon displayed in the dialog boxes defined in the DITL-resources 2002 and 2003.

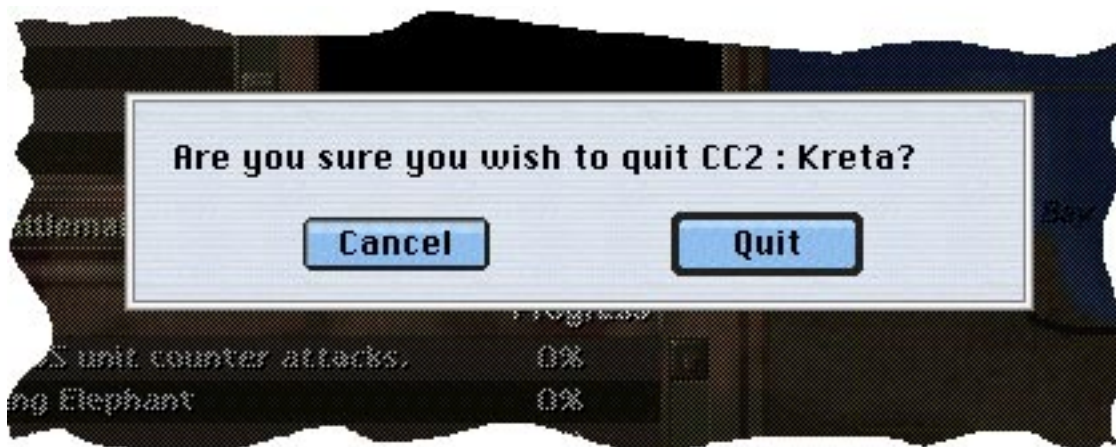


Picture: changing the PICT-resource 128 by pasting in a new picture from an external graphic program.



Picture: the new PICT-resource 128 presented by a modal dialog box using the DITL-resource 2003. Notice: the size of the whole DITL-resource rectangle must grow to fit to the size of the displayed texts!

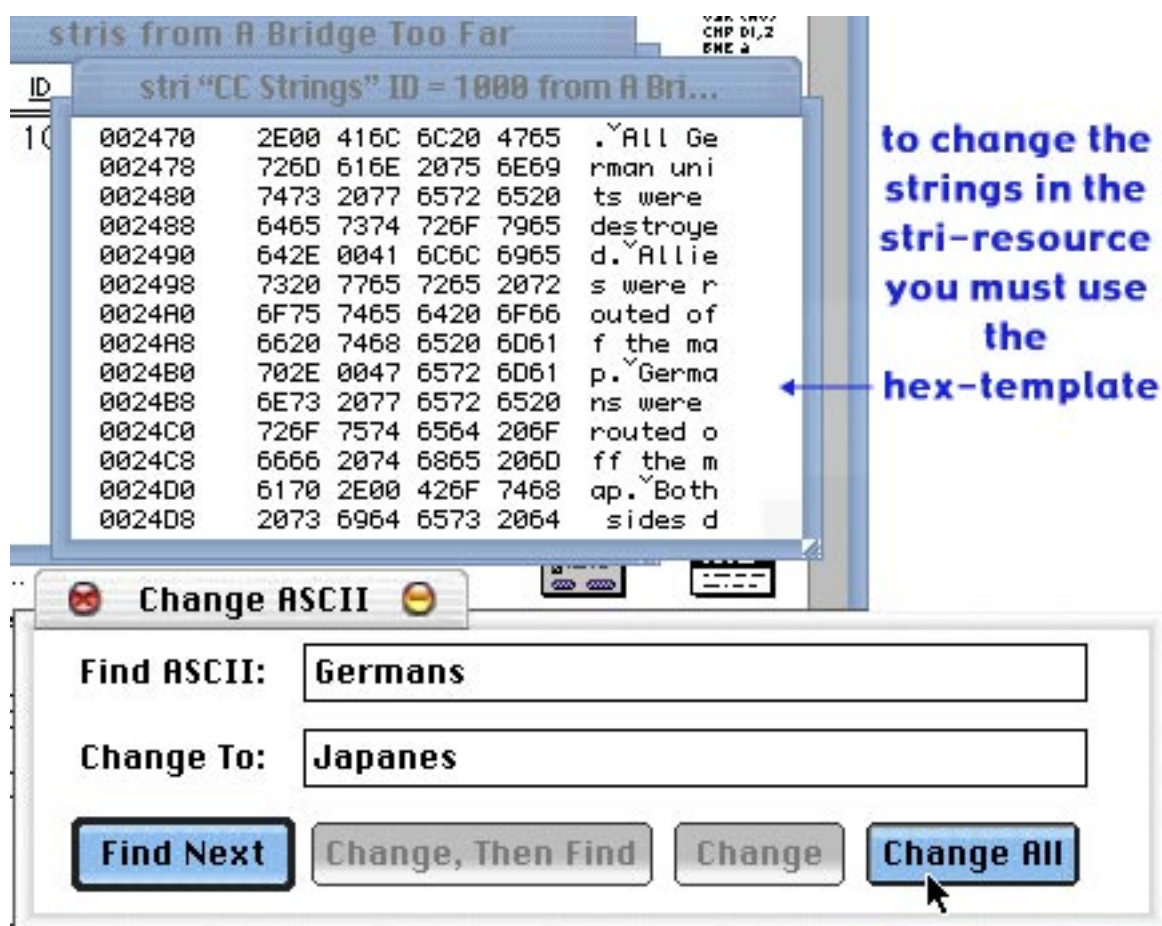
Do not change the text-fields of the DITL-resources 2002 and 2003. You can change the size and position of the rectangle containing PICT-resource 128. ABTF will shrink/grow the picture to fit the rectangle.



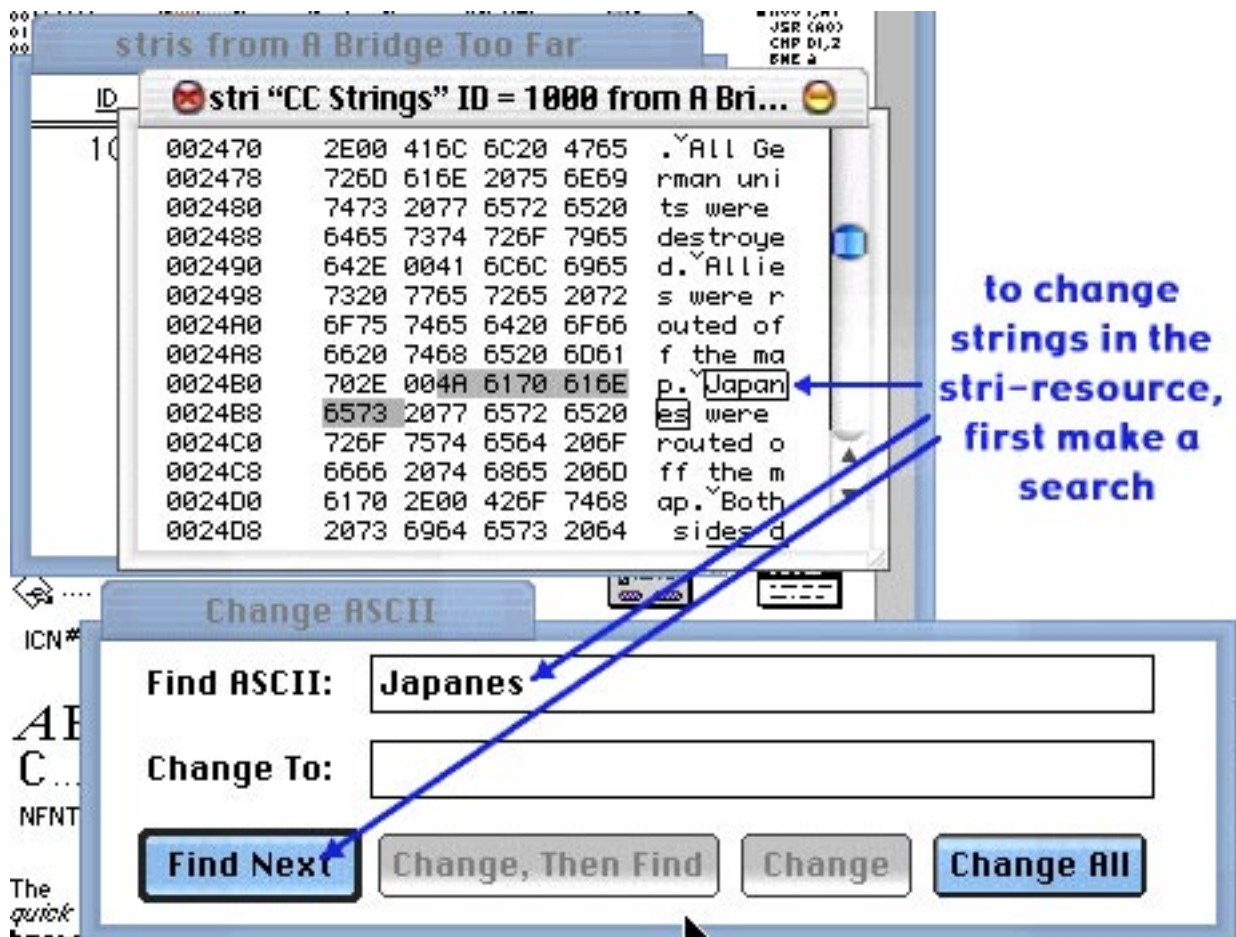
Picture: a modal dialog box using a modified DITL-resource ID=2001 (Are you sure you wish to quit Close Combat?) in action.

The other strings

The other strings used by ABTF resides in the stri-resource ID=1000. You can change them only by using the universal hex-template of "ResEdit".



Picture: using the universal hex-template of "ResEdit" to view/modify the stri-resource ID 1000.



Picture: using the universal hex-template of "ResEdit" to view/modify the stri-resource ID 1000.

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