

# TROUBLE WITH RESOURCES?

Banish resource symbol conflicts with ResOrg

Why put up with resource symbol conflicts and weird behaviour when you don't have to?

Name	Type	Value	Orig. Value	File	Status
## ID_DESCRIPTION_FILE	Command	102		ExtendedEditControls.rc	Conflicts with IDD_EXTENDEDEDITCONTROLS_DIALOG
## IDC_ANGLE	Control	1034		ExtendedEditControls.rc	OK
## IDC_ANGLE_LIST	Control	1038		ExtendedEditControls.rc	OK
## IDC_BUTTON_0	Control	1057		ExtendedEditControls.rc	OK
## IDC_BUTTON_1	Control	1059		ExtendedEditControls.rc	Conflicts with IDC_EDIT_CALCULATOR
## IDC_BUTTON_2	Control	1060		ExtendedEditControls.rc	OK
## IDC_BUTTON_3	Control	1061		ExtendedEditControls.rc	OK
## IDC_BUTTON_4	Control	1066		ExtendedEditControls.rc	Conflicts with IDC_STATIC_NUMERICWITHCALCULATOR, I...
## IDC_BUTTON_5	Control	1057		ExtendedEditControls.rc	Conflicts with IDC_EDIT_NUMERICWITHCALCULATOR, I...
## IDC_BUTTON_6	Control	1058		ExtendedEditControls.rc	Conflicts with IDC_STATIC_CALCULATOR
## IDC_BUTTON_7	Control	1053		ExtendedEditControls.rc	Conflicts with IDC_EDIT_BROWSEFILE
## IDC_BUTTON_8	Control	1054		ExtendedEditControls.rc	Conflicts with IDC_STATIC_BROWSECOLOR_EDIT
## IDC_BUTTON_9	Control	1055		ExtendedEditControls.rc	Conflicts with IDC_EDIT_BROWSECOLOR
## IDC_BUTTON_A	Control	1087		ExtendedEditControls.rc	OK

  

Project	Resource File	Symbol File	Symbols	Resources/Controls	Commands	Int. Conflicts	Ext. Conflicts	Out of Range	Next Symbol Values
CalculatorCtrl	CalculatorCtrl.rc	resource.h	10	1 - 1002	-	4	n/a	0	In Use
Taskbar	Taskbar.rc	resource.h	20	1 - 1012	2 - 32772	0	n/a	0	In Use
SCRIBBLE	SCRIBBLE.RC	resource.h	23	2 - 106	32768 - 61216	0	n/a	0	In Use
MCombo	MCombo.rc	resource.h	43	2 - 1043	3 - 3	0	n/a	0	In Use
MonthCalendar	MonthCalendar.rc	resource.h	34	3 - 1027	129 - 129	0	n/a	0	In Use
MultiPad2	MultiPad2.rc	resource.h	39	3 - 1018	130 - 32801	6	n/a	0	In Use
StaticText	StaticText.rc	resource.h	69	3 - 1042	129 - 129	34	n/a	0	In Use
DISMManager	DISMManager.rc	resource.h	106	3 - 32767	10 - 59523	35	n/a	0	OK
Scroll	Scroll.rc	resource.h	15	4 - 1003	130 - 32778	2	n/a	0	OK
ScrollTipDemo	ScrollTipDemo.rc	resource.h	22	6 - 1006	32768 - 61446	10	n/a	0	OK
SysInfo1	SysInfo1.rc	resource.h	7	16 - 1000	129 - 129	2	n/a	0	In Use

For those "in the know", ResOrg has long been an established tool for quickly identifying and resolving problems such as conflicting IDs with Visual C++ resource symbols.

Although the current freeware product still works quite effectively for previous Visual Studio versions, it is now beginning to show its age and the time has come to give it a facelift.

Enter ResOrg 2.0, a major update to ResOrg which offers a far more complete and intuitive user interface as well as compatibility with the latest versions of Visual Studio.



## **I've never used ResOrg. What does it do?**

ResOrg is designed to assist in the chore of managing Visual C++ resource symbol ("resource.h") files. Symbol name and value clashes are detected, and an easy to use Symbol Renumbering Wizard allows entire symbol files to be renumbered quickly and easily.

## **What's different from ResOrg 1.x?**

The most visible change is in the Visual Studio add-in, which now has two dedicated displays — one displaying full details (symbol ID ranges etc.) of all Symbol Files in the solution, and the second allowing direct editing of an individual symbol file. The new Symbol Files Display also replaces the basic "Workspace" display in the ResOrg 1.x application.

Other than that, ResOrg 2.0 should appear quite familiar if you have ever used ResOrg 1.x.

## **Is it more flexible than ResOrg 1.x?**

Yes. For example ResOrg 2.0 already supports multiple resource files per project, and its design means that the addition of support for new features such as detection of unused resource symbols will be far more straightforward than was the case with its predecessor.

## **Which development environments will be supported?**

ResOrg 2.0 will be available for Microsoft Visual Studio 2010, Visual Studio 2008, Visual Studio 2005, Visual Studio .NET 2003, Visual Studio .NET 2002, Visual C++ 6.0 and eMbedded Visual C++ 4.0.

Support for other platforms (such as CodeGear C++) which use comparable resource file/symbol file formats are likely to be added at a later date.

## **When will it be available?**

ResOrg 2.0 is currently in development, and we anticipate a beta release in summer 2010.

Please contact us if you would like to join the beta programme for ResOrg 2.0.

## **How much will it cost?**

The pricing for ResOrg 2.0 has not yet been defined, but we anticipate it will be below that of Visual Lint Standard Edition.

### ***About Riverblade:***

Founded in 2004, Riverblade is a UK based Independent Software Vendor (ISV) specialising in the development of tools to assist developers using Microsoft Visual Studio. We are based in Bournemouth, on the south coast of England.

Additional information about Riverblade and our products can be found at [www.riverblade.co.uk](http://www.riverblade.co.uk).

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