

TROUBLE WITH RESOURCES?

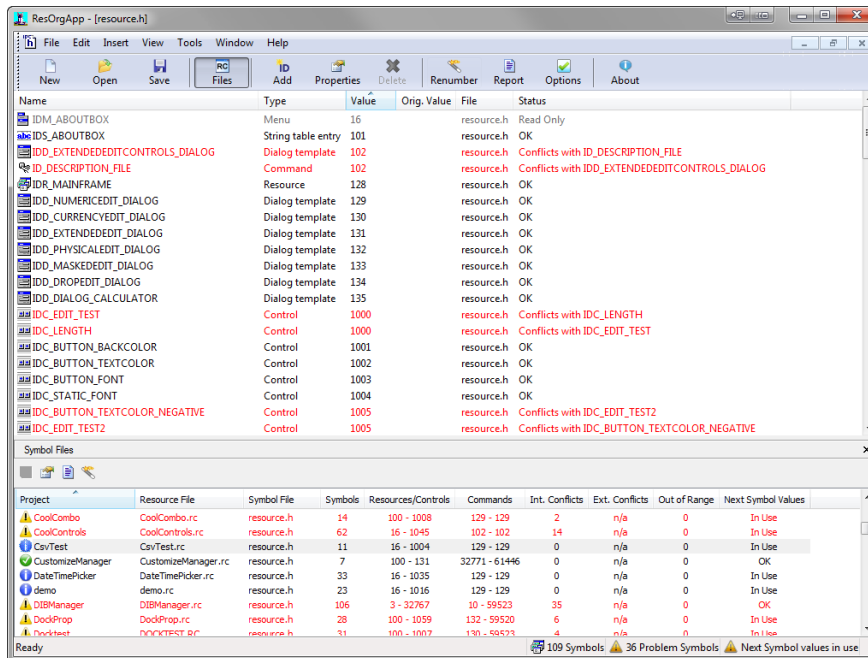
Banish resource symbol conflicts with ResOrg

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

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 original version of ResOrg 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.



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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 plug-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 is far more straightforward than was the case with its predecessor.

Which development environments are supported?

The ResOrg plug-in for Visual Studio is compatible with Visual Studio 2002, 2003, 2005, 2008, 2010, 2012 and 2013 (excluding Express Editions, which are unable to load third party plug-ins).

In addition, the ResOrg installer also includes a standalone ResOrg application compatible with pretty much all Visual C++ generated projects, including those for Visual C++ 6.0 and eMbedded Visual C++ 4.0.

Can ResOrg renumber IDs used in Visual Studio 2010 ribbon resources?

Yes. When a symbol is renumbered, any Ribbon Designer (.mfcribbon-ms) files referencing it will automatically be updated.

Can ResOrg generate reports on resource symbol use?

Yes. Both Symbol and Conflicts reports can be generated, using either built-in or user specified report templates.

About Riverblade:

Riverblade is a UK based independent software vendor founded in 2004 and 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.

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