Resource Tuner Console™
Command-line resource editor

Product Overview

Automate Your Repetitive Editing Tasks

Resource Tuner Console addresses the challenge of managing and updating different resource types in large numbers of executable files, and lets you instantly change icons and strings in your compiled 32- and 64-bit EXE or DLL files from the command line within a second.

If you have to edit resources in multiple executables then you have probably dreamed of being able to automate this task and turn it into a quick job that is activated by just one click of the mouse. Our powerful and innovative Resource Tuner Console software does just that. And it makes it incredibly easy to do.

Resource Tuner Console is a dedicated script driven resource editor with a command-line interface that supports the creation and editing of resources in 32- and 64-bit Windows EXE or DLL files. Resource Tuner Console accepts input from a file, and supports VBScript. As a command-line tool, Resource Tuner Console can be run from both batch scripts and other Windows-based applications. This allows creating a reliable and repeatable process for updating and customizing multiple resources at once.

Having to edit 100 executable files would become really tedious. Since you now have a solution, you should automate the resource editing process.

From a Developer's Point of View

The more things that you can automate makes life simplier and gets you closer to being error free.

Resource Tuner Console is an automated resource management solution for Windows software developers. This tool is a good choice for automating editing of resources because it is well suited for integrating into any build system, and it is not limited in parameters you can use in the command line.

This script driven resource editor takes the drudgery out of manual editing and simple repetitive tasks. All the functionality of Resource Tuner Console can be called from within your VBScript. Use RTC special procedures to batch edit existing resources, add new resources, change executable file version numbers and copyright strings, convert resource languages, or export and save an entire file's resources as a resource DLL.

Avoid Building Multiple EXE's

Do you have to prepare multiple branded OEM versions of your software? Do you have to build a custom EXE file for each of your OEM partner? Then you simply can't afford to not be using this software.

Resource Tuner Console takes all the pain out of the patching process, and with just one click of the mouse, will customize your single source .EXE file with new icons, bitmaps, logos, custom strings, version variables, manifests and more. Setting up an automated way to apply your changes couldn't be simpler.

Scipt It, So You Never Have to Do It Again

Once you have written a script, you can reuse it over and over again. This lets you perform many post-build steps to add, replace, or delete icons and various string resources, such as Version Information, Manifest, and StringTables.

Resource Tuner Console combines a robust resource editor with intelligent script capabilities. It's a great timesaver. It does not require manual opening files. It is 1000 times faster than traditional resource editors so you can get onto more important things!

Our free demo version will let you see exactly how easy Resource Tuner Console is to use.

■ Add, delete, or update file version information

Application developers often need a command-line utility to allow modification of file version information on existing Windows EXE or DLL files. While these files already contain a Version Info resource (embedded into the executable during linking), Resource Tuner Console enables you to automatically stamp their version during the release process to insure consistency. Resource Tuner Console also enables you to add versioning to files that contain no resources at all.

■ Add, delete, or replace icons

If your build process involves replacing icon resources with icons from an external .ico file, Resource Tuner Console is the solution!

It supports any manipulation of icons of any size and color depth based on a specified criteria. It supports large 256x256 Vista icons stored as compressed PNG files.

■ Add, edit, replace, or delete string resources in executables

Resource Tuner Console replaces all the string resources of a medium-sized program within a second! In addition, you can convert a single-language resource directory into a multi-lingual one, or create a copy of the resource with another specified language.

■ Replace or add a manifest into the resource section of the PE file

Resource Tuner Console allows you to add in contents of the manifest file into a manifest resource within the .rsrc section of the EXE, and save the resulting file.

■ Do Unicode

Resource Tuner Console fully supports Unicode. It allows you to edit strings in and work in multiple languages. No more struggling with OEM/ANSI code pages! Make your applications and data operable and accessible in different languages!

Why Scripting?

Scripting is the only flexible way to let you access and edit a wide range of different resource types in large numbers of executable files. It also allows you to reuse the same subroutines or functions many times in different situations.

Sample scripts illustrated the editing features can be found within the Resource Tuner Console package. They provide real-world examples demonstrating many of the features available in Resource Tuner Console, and make it a breeze to setup and get running. It may be helpful to use these sample scripts as a template for your own scripts.

Minimum System Requirements

Resource Tuner Console runs on all versions of Windows from 2000 and XP through Windows 8, 10 and 11.

- ■ Intel Pentium® or AMD K5 processor with 166 MHz
- ■ 16 MB RAM
- ■ Installation size is only 4Mb

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