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PICT2: Resource Fork Versus Data Fork Storage

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TOPIC -----

I need some information on PICT2 data structure. I do digital photo-retouching frequently creates individual files 20MB to 30MB, or larger, especially when scanning at 4000 lines per inch.

I use film recorders, most of which are QuickDraw-based and accept PICT2 as input. I had a problem trying to create a 20MB PICT2 file from my scanning and retouching software (BarneyScan XP and PhotoShop). Is this a problem with the image software, or is it a PICT2 limitation?

We examined the PICT2 documentation in "Inside Macintosh, Volume 5." In PICT2, the picture length in the header is ignored (set to -1). Does this mean that this is variable data length?

DISCUSSION -----

The limitation that you are most likely running into is a resource size limitation rather than a PICT2 format limitation. If the application stores the pictures in the file's resource fork (as a PICT resource), it is understandable that you can't create a 20MB picture. The maximum size of a file's resource fork is 16MB. This is because a 3-byte number is used by the Resource Manager to offset into the resource map.

If your application can store the images in a format that uses the file's data fork, you should be able to create and use images larger than 16MB.

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