

This help file contains only context-sensitive help topics. To view the contents of this Help file, run the MSCS Resource Type AppWizard from within Microsoft Visual C/C++.

Enter the name of the resource type. The resource type name is the name that is used to:

- Determine if required dependencies have been met.
- Invoke control-code operations for the resource type.
- Locate data in the cluster database for the resource type.

Resource types have both a type name and a display name. The display name is the name that appears in Cluster Administrator and in other user interface applications.

Enter the name of the service upon which your resource type depends. This is the short name for the service: a null-terminated string that is no longer than 256 characters.

Select this check box if your resource type has a required dependency on a service. If your resource type depends on a service, the service must be started before a resource of this type can be brought online.

Select this check box if your resource requires dependencies on other resources.

Lists the properties recognized by your resource type. Shows the following values:

**Name** is the name of the property.

**Type** is Binary, BOOL, DWORD, long, Multiple Strings, or String.

**Req** is whether or not the property is required.

**Default** is the default value for numeric (BOOL, DWORD, or long) types.

**Min** is the minimum value for DWORD and for long numeric types.

**Max** is the maximum value for DWORD and for long numeric types.

Click this button to associate a property with your new resource type.

Click this button to delete the selected property associated with your new resource type.

Click this button to move the selected property above the next higher property on the list.

The order of properties in the list determines the order in which the properties appear in the Cluster Administrator **Properties** dialog box. Arrange the properties in the order in which you want a cluster administrator to enter values.

Click this button to move the selected property beneath the one listed below it.

The order of properties in the list determines the order in which the properties appear in the Cluster Administrator **Properties** dialog box. Arrange the properties in the order in which you want a cluster administrator to enter values.

Enter the name of the new property. The name identifies the property and can contain only characters that are valid for a C/C++ identifier. Spaces are not allowed.

Enter the type of the new property:

**Binary** is a byte array that can contain various data formats.

**BOOL** is a Boolean numeric value, expressed as the number 0 (false) or 1 (true).

**DWORD** is an unsigned numeric value.

**long** is a signed numeric value.

**Multiple Strings** is a Unicode string of multiple null terminated strings followed by a null character.

**String** is a single, null-terminated Unicode string.

Select this check box if the new property must be set.

Enter the default value that your resource and Cluster Administrator extension DLLs should use for the new property if a value is not supplied. Default values are appropriate for numeric properties only.

Enter the minimum value that your resource and Cluster Administrator extension DLLs will accept for the new property. The minimum value is for only numeric properties .

Enter the maximum value that your resource and Cluster Administrator extension DLLs will accept for the new property. The maximum value is for only numeric properties.

Use this dialog box to add properties that are specific to your new resource type.

For more information, click the following:

- List of properties
- Add
- Remove
- Move Up
- Move Down

For each property that you want to enter, click **Add**, and then specify the property name, type, and whether or not it is required. If you specify a numeric type, such as DWORD, you can also enter a default value, a minimum value, and a maximum value. Remember that the order in which you enter properties dictates their order in the **Properties** dialog box in Cluster Administrator.

Use this dialog box to specify general information about a resource type.

For more information, click the following:

- [Resource-type name](#)
- [Resource depends on a service](#)
- [Service name](#)

Closes the dialog box and saves any changes you have made.

Closes the dialog box without saving any changes you have made.

[Click this to display an overview of the dialog box.](#)

