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Subject: Re: embedded configuration data/values in self for a executable

Posted by [amit](#) on Sat, 01 Dec 2007 14:15:08 GMT

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in "Including binary data using .brc files" section of Manual, defines a way to include a resource in executables.

Another aspect of it would be "editing the resource while execution", ... can this be done using u++ std or is there any standard way of doing it??

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