Calling a Code Resource

```
// Calling a Code Resource
// The following code illustrates how to call a
// code resource.  The code resource that we
// are calling is given at the end

// Assuming inclusion of <MacHeaders>

typedef void (*MyProcPtr) (int);        // Define a procedure pointer
                                        // for the code resource
void DoError (OSErr err);
main ()
{
    Handle myCRHandle;
    ProcPtr myCRPtr;
    int     integerParam;

    myCRHandle = GetNamedResource ('ALCT', "\pmyBeep");
    if (myCRHandle == nil)
            DoError (ResError());
    else
    {
            HLock (myCRHandle);
            (* (MyProcPtr) (*myCRHandle)) (integerParam);
            HUnlock (myCRHandle);
    }
}

/*********************************************
Here is the code resource that we're calling

void main (int i)
{
    int j;

    for (j = 0; j < i; j++)
            SysBeep (5);
}
**********************************************/
```