## Resource Manager

## Contents

Introduction to Resources 1-3
The Data Fork and the Resource Fork 1-4
Resource Types and Resource IDs 1-6
The Resource Map 1-8
Search Path for Resources 1-10
About the Resource Manager 1-12
Using the Resource Manager 1-13
Creating a Resource 1-15
Getting a Resource 1-18
Releasing and Detaching Resources 1-22
Opening a Resource Fork 1-24
Opening an Application's Resource Fork 1-24
Creating and Opening a Resource Fork 1-25
Specifying the Current Resource File 1-28
Reading and Manipulating Resources 1-30
Writing Resources 1-36
Working With Partial Resources 1-40
Resource Manager Reference 1-42
Data Structure, Resource Types, and Resource IDs 1-42
The Resource Type 1-42
Resource IDs 1-46
Resource IDs of Owned Resources 1-47
Resource Names 1-49
Resource Manager Routines 1-49
Initializing the Resource Manager 1-50
Checking for Errors 1-51
Creating an Empty Resource Fork 1-53
Opening Resource Forks 1-58
Getting and Setting the Current Resource File 1-68
Reading Resources Into Memory 1-71

Contents 1-1

Getting and Setting Resource Information 1-81 **Modifying Resources** 1-87 Writing to Resource Forks 1-92 Getting a Unique Resource ID 1-95 1-97 Counting and Listing Resource Types Getting Resource Sizes 1-104 Disposing of Resources 1-106 1-110 Closing Resource Forks Reading and Writing Partial Resources 1-111 Getting and Setting Resource Fork Attributes 1-116 Accessing Resource Entries in a Resource Map 1-119 Resource File Format 1-121 Resources in the System File 1-126 **User Information Resources** 1-127 **Packages** 1-128 **Function Key Resources** 1-129 Standard Icons 1-129 **ROM Resources** 1-134 1-134 Inserting the ROM Resource Map Overriding ROM Resources Summary of the Resource Manager 1-137 Pascal Summary 1-137 Constants 1-137 Data Type 1-139 Routines 1-139 C Summary 1-142 Constants 1-142 Data Type 1-143 Routines 1-144 Assembly-Language Summary 1-147 Trap Macros 1-147 Global Variables 1-147 Result Codes 1-148

1-2 Contents