

AddIconToSuite

Add an icon to an icon family

#include <Icons.h>

Finder Interface

<u>OSErr</u>	AddIconToSuite (<i>theIconData</i> , <i>theSuite</i> , <i>theType</i>);
<u>Handle</u>	<i>theIconData</i> ; <u>handle</u> to the icon to add
<u>Handle</u>	<i>theSuite</i> ; <u>icon family</u> to receive the icon
<u>ResType</u>	<i>theType</i> ; location where icon should be added
	returns <u>Error Code</u> ; 0 = no error

AddIconToSuite adds the data in *theIconData* into the the icon family referenced by *theSuite* at the location reserved for *theType* of icon data.

AddIconToSuite will replace any old data in that slot without disposing of it, so you may want to call **GetIconFromSuite** to obtain the old handle (if any), to dispose. **AddIconToSuite** is use most often with **NewIconSuite** to fill an empty family after it has been created.

Notes: This routine is not currently documented in MPW header files (hence, it is not in any THINK C or THINK Pascal header file either). The information given above comes from Macintosh Technical Note #306. This tech. note also gives the inline glue for the call as follows:

pascal OSErr **AddIconToSuite** (Handle theIconData, Handle theSuite,
ResType theType) = {0x303C, 0x0608, 0xABC9};