MaxSizeRsrc Obtain resource size without reading from disk

#include <Resources.h> **Resource Manager**

long **MaxSizeRsrc(***rHandle* **);** [128K ROMs]
Handle *rHandle* ; handle of a resource in an open file

This returns an approximation of the size of a resource. When loaded from disk, the resource is guaranteed to be no larger than the return value.

rHandle is a valid resource handle. It is a value obtained via **GetResource**, **GetIndResource**, et al.

Returns: a 32-bit long integer; the maximum amount of memory needed to hold the resource data identified by *rHandle* if and when that data is read from disk.

Notes: This function is preferred over **SizeResource** for checking memory requirements before reading a resource. It gets the size from the resource map rather than reading the resource file.

The return value may not be the exact size of the resource, since the file may have been compacted some time after it was opened.

Of course, if the resource is currently in memory, you can use **GetHandleSize**. Thus, **MaxSizeRsrc** is used after a resource was "loaded" following a **SetResLoad** (FALSE) call or (possibly) after a purgeable resource has been purged.

Other places to get information about resources not currently not in memory include:

GetResAttrs	See if it is purgeable, protected, etc.
GetResInfo	Get its name, ID and type
SizeResource	Get the actual size of the resource