UpdateResFile Write changed resource map and data to disk

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

```
void        UpdateResFile(rfRefNum);
short       rfRefNum ;      reference number for an open resource file
```

UpdateResFile writes the **resource map** and all changed data of the specified resource file to disk. Data is written only if one or more resources are tagged as having been modified.

rfRefNum identifies the resource file to update. It is a value obtained from **OpenResFile**, **HomeResFile**, or **CurResFile**. A value of 0 refers to the system resource file.

Returns: none (use **ResError** to determine success/failure)

Notes: All changed resource data (as tagged with the resChanged attribute set via **ChangedResource**) is written to disk as described in **WriteResource**. All changes to the **resource map** of the file are recorded, including changes made by **AddResource** and **RmveResource**. The file data is compacted, if necessary. The resChanged attribute of all resources written to disk is reset. You might wish to call **FlushVol** to ensure that the information is really written out to disk.

Be aware that using **DetachResource** sets the resource's handle to NIL in the **resource map**. Similarly, any purged resource will be saved as an empty resource (see **WriteResource**).

You may use **CurResFile**, early in your program, to obtain the *rfRefNum* of your application's resource file.

This function is called automatically when the file is closed via **CloseResFile**.