

UniqueID

Get unique resource ID (before adding a resource)

#include <Resources.h>

Resource Manager

```
short      UniqueID(rType );  
ResType    rType ;      4-byte resource type; e.g., 'MENU'  
            returns      a unique, unused resource ID
```

UniqueID returns a unique, unused resource ID that will not collide with any resource of the specified type in any open resource file.

rType is a 4-byte ResType value. It identifies the resource type for which you wish a unique resource ID (e.g., 'FONT', 'WIND', etc.)

Returns: an integer; a resource ID number that is unique with respect to all resources of type *rType* in all currently-open resource files.

Notes: **UniqueID** and **Unique1ID** are used by applications that create resources; especially temporary resources that are removed when the program terminates. After making this call, you can safely add to the resource list, e.g.,:

```
newID = UniqueID( 'MENU' );  
AddResource( myHand, 'MENU', newID, "\pMy New Menu" );
```

To avoid colliding with IDs of ROM-based resources (i.e., get a truly unique ID), set the RomMapInsert flag directly before calling:

```
RomMapInsert = mapTrue;  
newID = UniqueID( 'MENU' );
```

See **GetResource** for information about ROM-based resources.

This call may return IDs less than 128 which, by convention, are reserved for system resources. Just call it again until you get an ID greater than 127.