

**CountTypes**

Get total number of resource types in open files

#include &lt;Resources.h&gt;

**Resource Manager**short**CountTypes( );*****returns***

number of resource types in all open resource files

**CountTypes** returns the total number of resource types in all currently-opened resource files. It can be used as a first step in a system-wide examination of resources.

**Returns:** a positive integer; it is the total number of distinct resource types in all open resource files.

Notes: **CountTypes** is only needed by resource-management utilities such as ResEdit or Resorcerer. This function is the first step in generating a list of all the different resource types, thus making it possible to look up each individual resource. Subsequent calls to **GetIndType** will return the ResType value for types from 1 to the return value of this call.

This function operates across all open resource files while the similar **Count1Types** function counts just the resource types in the current resource file.

The following example displays a list of resource types along with the number of such resources, contained in all open resource files.

**Example**

```
#include <Resources.h>
#include <stdio.h>                                /* for printf() */

short      rTotal, j;
ResType    rt;
char       *rtp;

rTotal = CountTypes();
for ( j=1; j <= rTotal; j++ ) {
    GetIndType( &rt, j );
    rtp = &rt;
    printf( "Type '%c%c%c%c' has %d resources\n",
            rtp[0], rtp[1], rtp[2], rtp[3], CountResources( rt ) );
}
```