CurResFile   Get reference number of current resource file

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

short   **CurResFile( );**
                  returns   file reference number of current resource file

   CurResFile returns the file reference number of the "current resource
   file" - the first file searched during a resource request.

      Returns: an integer; the reference number of the current resource file.

   Notes: You can use this function early in an application to determine the reference
            number of the application's resource file.

            The global variable CurMap (at 0x0A5A) contains the same information
            that this call returns. Thus, the following are the same except that the
            latter generates less code:

               fRef= **CurResFile();**
               fRef= CurMap;