

HomeResFile

Given a resource handle, return a file reference number

#include <Resources.h>

Resource Manager

short **HomeResFile**(*rHandle*);
Handle *rHandle* ; generic Handle of resource of interest
 returns file ref num of rsrc file containing *rhandle*'s
 resource (-1=error)

This returns the file reference number of the file containing a resource identified by a specified handle.

rHandle is a handle leading to any type of resource; e.g., a value obtained via **GetResource**, **GetPicture**, **GetIcon**, etc.

Returns: an integer; the reference number of the file that contains resource *rHandle* . It will return one of:

- 1 (error) *rHandle* is NOT a resource handle
- 0 *rHandle* belongs to the system resource file
- 1 *rHandle* is a ROM-based resource
- else file reference of file containing *rHandle*'s resource

Notes: Since most resource-related functions search a (possibly lengthy) list of resource files and do not indicate where the resource came from, it may be advantageous to find which file owns a specified resource. You should definitely do this before attempting to modify a resource.

If the return value is -1, the result code returned by **ResError** will be resNotFound.

In the 64K ROMs, **HomeResFile** can be used to make sure a resource is from the application's resource file. The "one-deep" functions (**Get1Resource**, **Get1IndResource**, etc.) of the 128K ROMs make this usage unnecessary.