

GetIndType

Get the ResType of a resource, given its index

#include <Resources.h>

Resource Manager

```
void      GetIndType(rType, index );  
ResType  *rType ;      address of a 32-bit ResType variable  
short    index ;      range: 1 to CountTypes();
```

GetIndType obtains the 4-byte ResType of a resource, given an arbitrarily-defined index number.

rType is the address of a 4-byte ResType value. Upon return, it will contain the resource type code associated with the resource identified by *index*; e.g., 'FONT', 'ICON', 'ICN#', etc. A value of 0 (four ASCII NULs) indicates that *index* was an invalid value.

index is a positive integer. It should range from 1 to the total number of distinct resources available (see **CountTypes**).

Returns: none

Notes: **GetIndType** is usually only needed by resource-management utilities such as ResEdit. This function is the second step (following **CountTypes**) in generating a list of all the different resource types, thus making it possible to look up each individual resource.

Note: All the types obtained via this call are not necessarily available for access. The "indexed ResType list" contains ALL resource types while calls such as **GetResource** may search a subset of this list (i.e., the list of files starting with the current resource file and working chronologically backward toward the system file).

See **CountTypes** for an example of usage.