

FSpOpenResFile

Open resource file specified by an FSSpec

#include <Resources.h>

Resource Manager

<u>short</u>	FSpOpenResFile (<i>spec</i> , <i>permission</i>);	
<u>FSSpec</u>	<i>*spec</i> ;	specification record
<u>SignedByte</u>	<i>permission</i> ;	permission code (see below)
	returns	reference number of the file (or -1 if an error)

The **FSpOpenResFile** function creates the file named in the *spec* parameter. The **FSpOpenResFile** function lets you open a resource file without creating a working directory. The *permission* parameter can contain any one of the following constants:

<u>fsCurPerm</u>	whatever is currently allowed
<u>fsRdPerm</u>	request for read permission only
<u>fsWrPerm</u>	request for write permission
<u>fsRdWrPerm</u>	request for exclusive read/write permission
<u>fsRdWrShPerm</u>	request for shared read/write permission

More information about these constants can be found in the **Low-Level File Manager** section of the **File Manager**. If the **FSpOpenResFile** function failed to open the resource file, the reference number returned is -1. Call the **ResError** function to check for errors.