

GetResFileAttrs

Obtain resource file attributes

#include <Resources.h>

Resource Manager

```

short      GetResFileAttrs(rfRefNum );
short      rfRefNum ;      reference number of an open resource file
returns    file attributes of a resource file

```

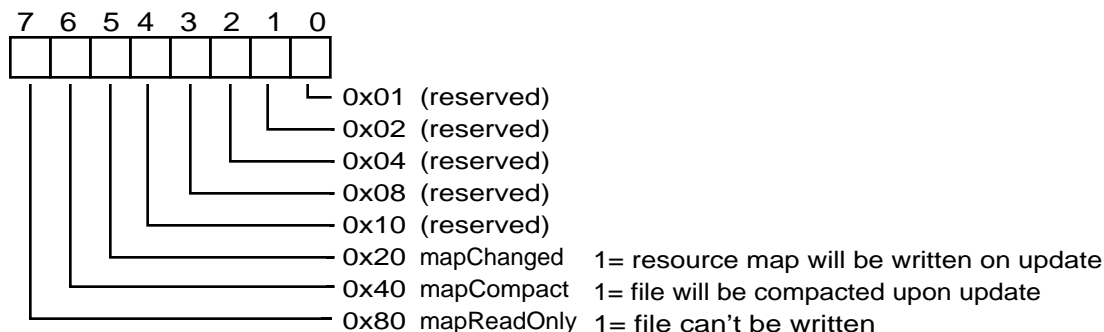
GetResFileAttrs returns a value representing the bit record that holds a resource file's attributes. In doing so, it tests whether a resource file is marked as read-only, has changed, or needs compacting.

rfRefNum identifies the resource file to query. It is a value obtained from **OpenResFile**, **HomeResFile**, or **CurResFile**. A value of 0 refers to the system resource file.

Returns: a signed short; a bit record identifying the current resource file attributes of *rfRefNum* (see below). Note: Use **ResError** to check whether this function succeeded before assuming a valid return value.

Notes: You will want to use this function before calling **SetResFileAttrs**, in order to modify one or two attributes while leaving others unchanged.

Resource file attributes are defined as follows:



The mapChanged attribute is set by commands such as **AddResource**, **RmveResource**, **SetResAttrs** and **SetResInfo**, and when **ChangedResource** tags a resource whose size has been changed. When set, the **resource map** will be written to the file.

The mapCompact bit is set on all operations that change the size of the file (Note: on the 64K ROMs, this bit was not set if a resource simply got smaller). When set, the entire resource file is reorganized as it is rewritten and all empty space in the file is removed.

The mapReadOnly attribute overrides all resource resChanged attributes in that **WriteResource**, **UpdateResFile**, and **CloseResFile** will NOT cause data to be written to the file.