

GetHandleSize Get the size of a Handle's data area

#include <Memory.h>

Memory Manager

Size **GetHandleSize**(*theHandle*);
 returns the size of the data area (a 32-bit value)

GetHandleSize returns the size, in bytes of a relocatable block of memory.

theHandle is a Handle, leading to a relocatable block of memory.

Returns: the size of the data led to by a Handle (a 32-bit long), 0 may indicate an error occurred. The **MemError** function may return an Error Code of:

noErr	(0)	No error
nilHandleErr	(-109)	Illegal operation on empty handle
memWZErr	(-111)	Illegal operation on a free block

Notes: You can use **GetHandleSize** to determine the size of objects (such as pictures) that may exceed the 64K or 32K maximum value of their historically-defined size.

The returned value is the size of the allocated area available for data storage. The actual memory used by a Handle includes a block header and up to 12 bytes of filler.