

**Unique1ID** 1-deep, get unique resource ID

#include <Resources.h>

**Resource Manager**

short            **Unique1ID**(*rType* );  
ResType        *rType* ;            4-byte resource type; e.g., 'MENU'  
                  **returns**            a resource ID, unique with respect to current file

**Unique1ID** returns a unique, unused resource ID that will not collide with any resource of the specified type in the current resource file.

*rType* is a 4-byte ResType value. It identifies the resource type for which you wish a unique resource ID (e.g., 'FONT', 'WIND', etc.)

**Returns:** an integer; a resource ID number that is unique with respect to resources of type *rType* in the current resource file.

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Notes: This function is the "1-deep" version of **UniqueID**. It generates a resource ID that is unique with respect to resources in the current resource file (see **UseResFile**). Refer to **UniqueID** for related details.