CountResources   Find how many of a selected resource type exist

#include <Resources.h>   **Resource Manager**

short   **CountResources(** *rType* **)** ;
ResType   *rType* ;   a 4-byte ResType; the resource type to count
               returns   total *rType* resources in all open resource files

   CountResources returns the number of resources of a specified resource
   type that exist among the currently-open resource files.

          rType is a 4-byte ResType value identifying the resource type you wish to
               count (e.g. 'FONT', 'MENU', etc.).

      Returns: a positive integer; the number of resources of the specified type
               contained in all currently-open resource files. Returns 0 if none are
               found.

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 Notes: This function is used as the first step in generating a list of
          currently-available resources of a particular type. To generate the list,
          use **GetIndResource** with an index ranging from 1 to the
          CountResources return value.

          Use **Count1Types** and **Get1IndResource** to count and access only the
          resources in the current resource file.

          The following example prints a list of the names of all resources of type
          'DRVR' (i.e., desk accessories).

┌───┐
│   **Example**   │
└───┘

```
    #include <Resources.h>

    short       rCount, rID, j;
    Handle      rHandle;
    ResType     rType;
    Str255      rName;

    printf("\n");                              /* ensure printf can get fonts */
                                               /* before calling SetResLoad */
    rCount = CountResources( 'DRVR' );
    SetResLoad( FALSE );                       /* do not need resource, just info */
    for( j=1; j <= rCount; j++ ) {
        rHandle = GetIndResource('DRVR', j );
        GetResInfo( rHandle, &rID, &rType, rName );
        printf(" 'DRVR' Rsrc ID: %6d, Name: %s\n", rID, PtoCstr(rName)+1);
    }
    SetResLoad(TRUE);                          /* better do this! */
```