

WriteResource

Write data of one resource to disk

#include <Resources.h>

Resource Manager

```
void      WriteResource(rHandle );
Handle    rHandle ;      handle of a valid resource in the current file
```

The data of the specified resource handle is written to disk (if it has been tagged as having been changed) and the resource's resChanged attribute is cleared.

rHandle is a resource handle from the current resource file. It is a value obtained via **GetResource**, **GetIndResource**, et. al.

Returns: none (if *rHandle* is not from the current resource file or if the resource is protected, **ResError** returns rmvResFailed).

Notes: **WriteResource** is called automatically by **UpdateResFile** and **CloseResFile**.

Remember that if a resource has been purged, these file operations will write a 0-length resource to the file. Thus, a typical use of this function is in a sequence that locks a resource, changes it, writes the changes, and unlocks the resource:

```
HNoPurge( rHandle );           /* inhibit purging */

/*... modify the handle data... */

ChangedResource( rHandle );    /* tag as changed */
if ( ResError() == noErr ) {   /* always check this! */
    WriteResource( rHandle );  /* record changes to disk */
}
HPurge( rHandle );           /* allow purge */
```

Make sure you check **ResError** after calling **ChangedResource** (or **AddResource**) and before calling **WriteResource**.