

DetachResource Prevent resource from being discarded when file is closed

#include <Resources.h>

Resource Manager

```
void      DetachResource(rHandle );  
Handle   rHandle ;           existing, valid handle to a resource
```

DetachResource removes a resource handle from the **resource map** without releasing it from memory. This can be used to keep one or more resources in memory after closing a resource file.

rHandle is a handle leading to some variable length resource data. This should be a valid handle obtained via **GetResource**, **GetNamedResource**, etc.

Returns: none (if *rHandle* is not a handle to a resource, or if detachment is disallowed, **ResError** will return an error).

Notes: **DetachResource** causes *rHandle*'s **resource map** pointer to be set to NIL while maintaining the resource in memory and keeping the handle's master pointer valid. One significant effect is that when a resource's file is closed (see **CloseResFile**), the resource data is not purged from memory.

After this call, *rHandle* is no longer considered to be a resource handle. Calls such as **ReleaseResource** and **GetResInfo** will not respond. If you call **GetResource** (et. al.) for the same handle, the resource will be read into memory again. You can copy the detached resource and install the duplicate into the resource list via **AddResource**. To discard the detached resource data, use **DisposHandle**.

This function is not valid for resources tagged with the **resChanged** attribute (**ResError** returns **resAttrErr**).