

**RsrcMapEntry**

Obtain offset in resource map for a handle's entry

#include &lt;Resources.h&gt;

**Resource Manager**

<u>long</u>	<b>RsrcMapEntry</b> ( <i>rHandle</i> );	[128K ROM]
<u>Handle</u>	<i>rHandle</i> ;	handle of a resource in an open file
	<b>returns</b>	offset in <b>resource map</b> of a resource entry

**RsrcMapEntry** returns an offset from the start of the **resource map**. The offset specifies the location of a particular resource entry.

*rHandle* is a valid resource handle. It is a value obtained via **GetResource**, **GetIndResource**, et. al.

**Returns:** a 32-bit long integer; the offset from the start of the **resource map** which contains the start of the resource entry for *rHandle* . A return value of NIL indicates an error and **ResError** will return **resNotFound**.

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Notes: The low-memory global variable TopMapHndl (0xA50) contains a handle leading to the start of the **resource map** of the current resource file.