

SetResLoad

Set state of automatic resource loading

#include <Resources.h>

Resource Manager

```
void      SetResLoad(doLoad );  
Boolean doLoad ;          non-zero=autoloading; 0=do not autoloading
```

This call lets you get resource information (e.g., types and attributes) without actually loading resources into memory. This is normally used only by resource-management utilities.

doLoad specifies whether or not to perform automatic loading of resources. It must be one of:

FALSE (0)Disable automatic loading

TRUE (non-zero) Enable automatic loading (default setting)

Returns: none

Notes: This function is used by utilities wishing to examine **resource map** contents or attributes without actually reading the resource data into memory.

The default setting is TRUE. When set to FALSE, all calls that normally load resources (such as **GetResource**, **GetPicture**, **GetMenu**, etc.) will return an empty handle (unless the resource is already in memory). Also, resources tagged with the resPreLoad attribute will not be pre-loaded when their resource file gets opened (see **GetResAttrs**).

You may later use **LoadResource** to load the resource into memory.

After using **SetResLoad(FALSE)**, be sure to use **SetResLoad(TRUE)** as soon as possible. Some toolbox calls malfunction when resources do not automatically load. Furthermore, remember to use **SetResLoad(TRUE)** before exiting from your application; otherwise the Finder's code resource will not be loaded.

The low-memory global variable ResLoad echoes the status of this call, but remember that *any* non-zero value indicates that resource loading is disabled.

The following calls set ResLoad to TRUE (enable auto-loading) as a side-effect: **GetFNum** , **GetFontName** , **RealFont** and **AddResMenu**.

See **CountResources** for an example of usage.