Count1Resources   Get "1-deep" count of resources of selected type

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

short   **Count1Resources(**_rType_ **)**;   [128K ROMs]
ResType   _rType_ ;   a 4-byte ResType; the resource type to count
                   returns   number of _rType_ resources in current file

   Count1Resources returns the number of resources of a specified type
   which exist in the current resource file.

        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 in
                  the current resource file. Returns 0 if none found.

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 Notes: This function is the "1-deep" version of **CountResources**. To generate a
           list of resources of type _rType_ for the current resource file, use
           Get1IndResource with an index ranging from 1 to the value obtained via
           Count1Resources.

           Refer to **CountTypes** and **GetIndResource** for related details.